

FACULTY AGENDA ITEM

Date: **4/8/19**

Submitted by: Kevin Charlwood ext. 1491

SUBJECT: Game Design minor

Description:

The minor in Game Design allows students to develop knowledge and skills relating to the gaming industry. With a Game Design minor, students will enhance their marketability and gain insight into how to apply their expertise in the gaming industry while preserving their major in an already existing concentration. Students will be able to gear the expertise towards a career in the gaming industry, whether as a designer, developer, coder, graphic designer, artist, marketer, distributor, editor, advertiser, virtual enhancer, video producer, or any other related job.

Depending on their interests, the courses in the minor will polish students' background in simulations, video production, relevant business practices, Game Design theory, virtual art, and coding techniques specific to Game Design. The breadth of available courses would give students versatility enhancing their employability in the areas of their choice. This minor in Game Design allows students to gain knowledge and acquire hands-on skills that they will use to pursue careers in their chosen majors within the gaming industry.

No more than two classes from a single department will count towards this minor. Additional classes as approved by the advisor of the minor could also count; in particular, courses that rely heavily on the use of games or game material are appropriate.

Full course list in attachment

Rationale:

The gaming industry has been growing at an accelerated rate in the last decade. More students are interested in this area of study and in this employment opportunity. At Washburn, we already have faculty with expertise to support a minor in Game Design. Students from local high schools have indicated interests in attending schools with degrees in Game Design. By having a Game Design minor, prospective and current students could earn a minor in Game Design while preserving a major in already existing departments. This would allow them to gear the expertise their degree establishes towards a range of specific careers in the gaming industry. Existing courses already give our students background in simulations, video production, relevant business practices, the theory behind Game Design, a strong virtual art background, and coding techniques specific to Game Design. The minor would permit students to tailor their choices toward specific goals, depending on their interests within the gaming industry. The breadth of available courses would give students the versatility to enhance their employability in the areas of their choice. This minor in Game Design would allow students to gain knowledge and acquire hands-on skills that they will use to pursue careers in their chosen majors within the gaming industry.

Financial Implications: No new faculty positions are needed for this program initially. If student demand warrants, new faculty tenure-track and/or lecturer lines will be requested. This is especially the case if any courses currently on the two-year rotation need to be offered more frequently. As far as we can

ascertain, there are no programs similar to this in the region, so the initial demand for this program could be higher than anticipated. We may need adjunct support for a course or two per semester as a result of two new course offerings in this program in one or more of the affected departments. We plan to advertise this program through Admissions, and we will incur costs for printing brochures and mailing costs of materials to prospective students.

Proposed Effective Date: Fall 2019

Request for Action: *Approval by AAC /FS/Gen Fac*

Approved by: *AAC on date*

Faculty Senate on date

Attachments Yes No