

## New Course Request

### Academic Organization and Curriculum Handbook

College

Course Bulletin Listing  - ARTS, COLLEGE OF THE

Course Prefix  Course Number   Generic course or decimal subdivision?

Full Course Title

Transcript Title

Level  Undergraduate  
 Graduate

Credit Hours

Proposed Effective Year

Proposed Effective Term

### Course Bulletin

Course Description

Terms Offered Quarter(s)  
 Autumn  
 Winter  
 Spring  
 Summer  
 Summer 1  
 Summer 2

Offering Pattern  This year  Every other year

Distribution of Class Time

Omit distribution of class time from printing?

Prerequisites  Permission of Instructor

Electronic enforcement of prerequisites?

Exclusion or Limiting Clause

Repeatable?

Cross Listed?

Course part of a sequence?

Grade Option  Letter  S/U  Progress

**GEC Course**

General Course Information Statement  Students will prototype novel game ideas and explore game mechanics by creating their own computer video game using software packages such as "Flash". Development tools and code libraries will be provided so students can focus on creating new game ideas.

Off Campus/Field Experience?

EM Credit?

Admission Condition Course?

Offered in Distance Learning Format?

Service Learning?

**General Information**

Subject (CIP) Code | 100304

Subsidy Level | D

If you have questions, please contact Jed Dickhaut @ [dickhaut.1@osu.edu](mailto:dickhaut.1@osu.edu).

Expected Section Size | 15

Proposed Number of Sections Per Year | 1

Course time less than 1 full term or Workshop

Off-campus offering?

Required on Major(s) Required on Minor(s) Elective within Major(s) Elective within Minor(s) Choice of Major(s) Choice of Minor(s) A General Elective

State the need and purpose of the course. Indicate how the course relates to the primary goals of the academic unit/school/college/university.

For several years, ACCAD has offered a Video Game Production course which is growing in popularity. This new course, "Video Game Prototyping" will offer a much needed complement on "game theory" and "game strategy". One quarter is not adequate to cover game theory, game mechanics and also produce a viable interactive video game.

Indicate the nature of the program adjustments, new funding, and/or withdrawals that make possible the implementation of this new course. Evidence must be given of whether the budget support will come from reallocation of existing resources or from new program funds.

This course will require hiring a lecturer for one additional quarter. Our current instructor for the Video Game Production course will teach this new course. ACCAD's current funding can support this additional cost.

Is approval of this request contingent upon the approval of other course or curricular requests?  Yes  No

Please complete and attach the form(s) on the following page before completing the package.

[Course Supplement Form](#)

### Course Contact Information

Faculty Name | Maria Palazzi

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Contact Name | Elaine Smith

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Save

Validate