**To:** Meg Daly, Chair of ASCC

**From:** Richard Fletcher, Chair of ASCC Arts and Humanities Panel 2

January 16, 2018

Dear Meg,

At our meeting on Wednesday, October 18th, the Arts and Humanities Panel 2 reviewed the proposal for a new minor in Game Studies.

The rationale for the proposed minor is to enable students to engage in the burgeoning scholarly field of Game Studies, drawing on the disciplines of communication, computer science, design, media studies, the social sciences, and others. The Minor approaches the topic in a cohesive intellectual and interdisciplinary manner. Students seeking this minor will look at games from three distinct perspectives: as creators and users; as critics and interpreters of games as complex cultural products; and as analysts of their impact on and role in society.

The following departments are contributing to the Minor: ACCAD, Communication, Design, and English, as well as Art, Computer Science Engineering, Philosophy, and Music.

The panel supported the proposed revisions, only noting a few minor contingencies, all of which have been satisfactorily addressed and which were approved on December 18th,

The panel voted unanimously to approve the new minor in Game Studies.. We recommend the approval at the ASCC.

Yours faithfully,

Richard Fletcher

ASCC Arts and Humanities Panel 2 Chair