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To: [Nini, Paul](#)
Cc: [Heysel, Garett](#); [Fletcher, Richard](#)
Subject: Game Studies Minor & Revision to the BSD-Interior Design
Date: Wednesday, October 25, 2017 11:38:00 AM
Attachments: [image001.png](#)

Dear Paul,

On Wednesday, October 18, the Arts and Humanities 2 Panel of the ASC Curriculum Committee considered (1) a proposal for a new minor in Game Studies and (2) a revision to the BSD-Interior Design.

Please find below the feedback of the Panel:

1. Game Studies Minor (new): unanimously approved with contingencies (the points below are presented in the order in which they appear in the proposal—not by order of importance)
 - P. 5: Last paragraph: “The other half (70) will likely be students . . .” should likely be “The remaining third (70) will likely be students . . .” since the preceding sentence explains how “two-thirds of the students . . .”.
 - P. 7: Assessment: Remove SEIs since these are teaching evaluations (not course goals assessment tools).
 - Pp. 7-8: Curricular requirements: Since there are four tracks in the minor, is there a lower-level CSE technical/coding course that could be inserted into the core courses? Students would then take three out of four core courses.
 - Some titles/numbers of courses are incorrect on pp. 7-8 & on the minor advising sheet:
 - Design 3104 is “Introduction to Game Design” (instead of “Beginning Game Design I”).
 - English 2367 “Language, Identity and Culture in the US Experience” is in actuality 2367.01. (The Dept of English has 6 decimalized versions of 2367.)
 - Philosophy 2XXX “Philosophy and Videogames” (not yet approved). This course now has a number (2455) and is no longer “not yet approved.” The info about this course should be updated.
 - Design 4104 is “Intermediate Game Design I” (instead of “Intermediate Game Design 2”).
 - Design 4154 is “Intermediate Game Design II” (instead of “Intermediate Game Design 3”).
 - P. 8: Remove names of two graduate students since they are neither full nor part-time faculty. It would likely be appropriate to add Brian McClean, who will be teaching Philosophy 2455.
 - There are three courses that can only be taken when they deal with the topic of game studies (English 2367.01, English 4578, and Art 5001).
 - This is a problem because that means that completion of the minor cannot be automated/will need to be monitored by the appointed minor advisor(s). Therefore, the information about advising should be made more specific in the proposal and on the actual advising sheet. On the advising sheet, finalized

information (name[s] and contact information) of the advisor(s) should be provided. Also, on the advising sheet, under “Minor Completion,” the following sentence will need to be removed, “The completed minor program may be approved by the student’s assigned academic advisor via the Degree Audit Report (DAR).” The paragraph should instruct students to consult with the minor advisor(s) before selecting courses.

- o Could you encourage the Department of English to create a specific decimal version of 2367 on games analysis (e.g., 2367.07)?

2. Revision to the Bachelor of Science in Design-Interior Design: unanimously approved

I will return the Game Studies Minor via curriculum.osu.edu to enable the Department to address the points above. As for the revision to the BSD-Interior Design, it will be advanced to the full ASC Curriculum Committee. The next meeting of the ASCC is on Friday, November 3

Let us know if you have any questions about the feedback of the Panel.

My best,
Bernadette



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