

**Fiscal Unit/Academic Org** Design - D0230  
**Administering College/Academic Group** Arts and Sciences  
**Co-administering College/Academic Group**  
**Semester Conversion Designation** New Program/Plan  
**Proposed Program/Plan Name** Games Studies Minor  
**Type of Program/Plan** Undergraduate minor  
**Program/Plan Code Abbreviation**  
**Proposed Degree Title**

## Credit Hour Explanation

Program credit hour requirements		A) Number of credit hours in current program (Quarter credit hours)	B) Calculated result for 2/3rds of current (Semester credit hours)	C) Number of credit hours required for proposed program (Semester credit hours)	D) Change in credit hours
Total minimum credit hours required for completion of program				15	
Required credit hours offered by the unit	Minimum			9	
	Maximum			15	
Required credit hours offered outside of the unit	Minimum			0	
	Maximum			0	
Required prerequisite credit hours not included above	Minimum			0	
	Maximum			0	

## Program Learning Goals

Note: these are required for all undergraduate degree programs and majors now, and will be required for all graduate and professional degree programs in 2012. Nonetheless, all programs are encouraged to complete these now.

### **Program Learning Goals**

- Recognize the structure and mechanics of how games work
- Comprehend the motivational strategies and types of interactive engagements promoted by various types of games
- Identify the ways that games function as critical narratives with inherent elements of performance and spectatorship
- Distinguish the varying roles of games in society, including the cultivation of perspectives on race and gender
- Analyze the ethical dimensions of game play as single players and as part of networked on-line communities
- Interpret the aesthetic dimensions of analog and digital games in relation to their ability to communicate messages and meaning

## Assessment

Assessment plan includes student learning goals, how those goals are evaluated, and how the information collected is used to improve student learning. An assessment plan is required for undergraduate majors and degrees. Graduate and professional degree programs are encouraged to complete this now, but will not be required to do so until 2012.

**Is this a degree program (undergraduate, graduate, or professional) or major proposal?** No

## Program Specializations/Sub-Plans

If you do not specify a program specialization/sub-plan it will be assumed you are submitting this program for all program specializations/sub-plans.

## Pre-Major

Does this Program have a Pre-Major? No

## Attachments

- Game\_Studies\_Minor\_proposal\_final.pdf: Proposal

*(Program Proposal. Owner: Nini,Paul Joseph)*

## Comments

- Formatted advising sheet & concurrences have been added to the proposal. *(by Nini,Paul Joseph on 09/21/2017 11:19 AM)*
- Returned to supply formatted advising sheet & concurrences. *(by Vankeerbergen,Bernadette Chantal on 07/25/2017 01:42 PM)*

## Workflow Information

Status	User(s)	Date/Time	Step
Submitted	Nini,Paul Joseph	04/27/2017 04:39 PM	Submitted for Approval
Approved	Nini,Paul Joseph	04/27/2017 04:39 PM	Unit Approval
Approved	Heysel,Garett Robert	04/28/2017 09:42 PM	College Approval
Revision Requested	Vankeerbergen,Bernadette Chantal	07/25/2017 01:42 PM	ASCCAO Approval
Submitted	Nini,Paul Joseph	09/21/2017 11:23 AM	Submitted for Approval
Approved	Nini,Paul Joseph	09/21/2017 11:23 AM	Unit Approval
Approved	Heysel,Garett Robert	09/29/2017 07:29 PM	College Approval
Pending Approval	Nolen,Dawn Vankeerbergen,Bernadette Chantal Oldroyd,Shelby Quinn Hanlin,Deborah Kay Jenkins,Mary Ellen Bigler	09/29/2017 07:29 PM	ASCCAO Approval

**NAME OF PROPOSED MINOR: Games Studies Interdisciplinary Minor**

**PROGRAM IMPLEMENTATION DATE:** Spring, 2018

**UNITS ADMINISTERING MINOR:** Design, Communication and English

**RATIONALE/PURPOSE:**

Games—and video games in particular—are an integral part of American culture. According to recent statistics, 58% of Americans play video games and 68% of those gamers are over the age of 18.<sup>1</sup> The rise in popularity of large-scale public e-Sporting events and web sites like Twitch (a social video platform where nearly 10 million people watch nearly two million people play video games every day) provide further evidence that games play a central role in the formation of our social engagements. The consumer market for games is growing and the industry that produces them is as well: as of 2014, game sales drew in \$24 billion, vastly outpacing the film industry which draws in around \$10 billion annually.<sup>2</sup>

As games become more popular and the market more powerful, the academy has responded. Just as Film Studies arose in the academy out of increasing interest in the production and history of films, Game Studies is a burgeoning scholarly field, drawing on the disciplines of communication, computer science, design, media studies, the social sciences, and others. A number of professional organizations and events like the international annual *Game Developers Conference* and academic journals like *Game Studies* and *Games and Culture* have also been created to meet the needs of this emergent field. Many top institutions like the University of Southern California, the University of California-Los Angeles, the Massachusetts Institute of Technology and New York University have built large, well-funded academic programs that draw in top scholars in the field to educate students about the production, consumption, and cultural significance of this key element of contemporary life.

The purpose of this proposed minor is to establish a mechanism for students at The Ohio State University to engage this topic in a cohesive intellectual and interdisciplinary manner. This is a proposal for an interdisciplinary minor program in *Games Studies*. It affords the exploration of aesthetic, creative, cultural, physical, ethical, experiential, social and psychological questions about games/video games, their creative intents, their reception, their effects, and their growing role in twenty-first century society. Students seeking this minor will be encouraged to 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. This breadth of treatment will also provide students who pursue games studies with a broader understanding of popular culture; storytelling; media; motivation and decision-making; and the ways that all of

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<sup>1</sup> Galarnau, Lisa. "2014 Global Gaming Stats: Who's Playing What, and Why?" *Big Fish Games*. Big Fish Games, Inc., 16 January 2014. Web. 24 January, 2015.

<sup>2</sup> Ibid.

them shape cultural attitudes toward race, gender, sexuality, nationality, violence, terrorism, and more. Because students will also have the option of focusing their study of games within the minor in one of the three ways to engage the subject, they will be able to build a moderate level of expertise in how games are designed and made; how they function as a critical narrative or text; and how they impact society. They will also acquire the ability to apply an understanding of games in terms of theory and meaning to their major areas of study. This is significant because the gamification of nearly everything associated with commerce and education is emerging as the norm along with the long-standing popularity of games as a form of leisure.

### **IMPETUS:**

While most of the formal interdisciplinary programs at Ohio State are found at the graduate level, there is an emerging trend toward the creation of major and minor programs that are built from expertise found in multiple disciplines and that focus on synthesizing related methodological approaches and theoretical perspectives. Film Studies and the Moving Image Production major are examples of this type of effort. An interdisciplinary minor program in Game Studies provides an opportunity for students throughout the university to pursue the study of a topic that addresses technology and the human condition as well as science and creative expression. With student interest in this topic increasing, this proposed minor program represents an effort to create the opportunity for the concentrated study of games from the varied perspectives that are already being provided by stand-alone courses throughout the College of Arts and Sciences.

There is already tremendous evidence that the study of games from an academic perspective is worthwhile and that our institution's ability to offer an interdisciplinary perspective would allow us to stand out among our peers. A scan of the offerings of major universities in the Big Ten Alliance reveals that while many consider games as an academic subject, the majority favor cultivating technical factors that contribute to their production. The University of Michigan and the University of Iowa do not offer game design programs- only stand-alone courses within their computer science programs. Penn State (Erie's) School of Engineering offers a "Game Development" certificate. In addition to a stand-alone Informatics course focused on games, the University of Illinois features a "Gaming Initiative" in the form of a game collection and research projects that take place within their library system. The University of Wisconsin provides graduate-level study of "Digital Games Cultures" as part of their Media and Cultural Studies major but no undergraduate program is apparent. Indiana University offers a Game Design major with a focus on production but not cultural analysis. Likewise, Purdue's Polytechnic Institute's Department of Computer Graphics Technology offers a major in "Game Studies" that is focused on game design and development without a notable critical/cultural component. Only Rutgers University offers a technology-focused "Game Production and Innovation" specialization as part of its Information Technology and Informatics major that also includes at least one course on the social impacts of gaming.

With regard to regional offerings, the University of Kentucky allows students to study interactive game production, the history of video games and the industry, video game studies, and video game design within the context of a Media Arts and Studies major in the College of Communication and Information. Case Western Reserve University offers a minor in “Computer Gaming” from its Electrical Engineering and Computer Science Department and Carnegie Mellon University offers a Game Design major but both of these programs are focused on making games from a computer science/engineering perspective. Ohio University’s School of Media Arts and Studies offers a “Games and Animation” program focused on making animated games, and Kent State’s Engineering Technology program offers a major in “Computer Design, Animation, and Game Design” (also focused on the technology-driven side of making). Shawnee State University offers a “Games and Simulation Development Arts” program focused on the technical skills needed for game production.

Perhaps the best comparison for the minor proposed here (but on a larger scale) is a Comparative Media Studies major at MIT that includes opportunities to study Videogame Theory, Game Design Methods, Games for Social Change, Games and Culture, Games Studio, Fun and Games: Cross-Cultural Perspectives, and Computer Games and Simulations for Investigation and Education.

### **WHY OSU?**

Ohio State is a large and comprehensive university with a demonstrated interest in cultivating opportunities for interdisciplinary study. This minor program provides an ideal platform for drawing on the related array of artistic, humanistic, and scientific fields to provide students with creative, critical and social modes of study. A scan of university offerings reveals that the study of games is already taking place in a range of programs with the College of Arts and Sciences (as well as others). It also suggests that it is possible to provide an efficient and cooperative structure for the delivery of a minor program that would be a desirable addition to the study options of undergraduates—especially those who are majors in programs that focus on marketing, merchandising, education and fields of engineering that emphasize coding, software development, and decision science.

The College of Arts and Sciences is uniquely positioned to offer the necessary interdisciplinary platform for the study of games because it is the intellectual home of an array of fields that explore and critique the interface of people and technology and it also provides a means of exploring this engagement from a social or cultural perspective. Too often, educational programming on the topic of games includes only humanistic or exclusively technical courses. This program creates an opportunity for students to acquire an understanding of a broader and more holistic picture of the roles of games in our lives.

## **BENEFIT TO STUDENTS, INSTITUTION, STATE, REGION:**

Approval of this proposal will provide many internal and external benefits to the university. As noted above, our students are likely very interested in and experienced with video gaming, but they currently do not have a means of exploring this topic in an interdisciplinary manner that helps them make connections between games and their own areas of expertise. With the ability to think critically about the role(s) of games in their lives and a deeper appreciation for the methods and tools that are needed to design and create games, they will be intellectually equipped to seek ways to integrate their knowledge of games with careers that could benefit from such an awareness. The production and use of video games are highly collaborative processes, making their study an opportunity to enhance students' ability to work together effectively. Games (and video games, more specifically) are also a complicated topic because they are blamed frequently for encouraging certain negative attributes of our society such as an increased tolerance for violence or a sustained willingness to accept misogynist representations of human interactions. Their ability to engage people in compelling ways, however, also makes them highly sought after tools for teaching and communicating. This interdisciplinary minor will equip students with a more sophisticated and nuanced understanding of how games work, how and why they get developed, and how to recognize their varied roles as messengers and teachers of behaviors and attitudes and as foundations for social groups of various types.

Columbus (and Ohio, in general) has long been a national center for the retail industry and it has also emerged recently as a geographic destination for persons who are affiliated with the gaming industry. Columbus has served as a destination for video gaming events for several years, and now hosts live events in a 14,000-person capacity arena built specifically for this purpose.<sup>3</sup> As such, it stands to benefit economically if the local land-grant university provides an opportunity for its students to cultivate a more sophisticated understanding of the role of games in our culture. While other colleges and universities in the region offer a few technical programs in game development and production, only Miami University of Ohio's "Digital Game Studies Minor" is similar to the integrated approach we are proposing here. As such, this proposed minor fills an educational gap in our region.

## **RELATION TO OTHER MINORS:**

This minor program provides a unique opportunity for students to blend their interests in arts, humanities, and the social sciences. It aligns well with other recently-developed interdisciplinary minors such as "Entrepreneurship and Innovation" (offered by Engineering, Business, and Design) or "Medical Humanities" (offered by ASC) as a way of encouraging students to see connections and contrasts across varying fields of study. The interdisciplinary consideration of a complex subject such as games provides a means of creating a cohesive interrelated set of

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<sup>3</sup> <http://www.dispatch.com/content/stories/business/2014/10/24/major-league-gamings-columbus-arena-set-to-open.html>

learning experiences that expose students to differing methods and perspectives that yield complementary forms of knowledge.

**OVERLAPS WITH OTHER PROGRAMS/CONCURRENCES:**

Initial planning to establish a game studies minor began when representatives from ACCAD (Palazzi), Design (Beecher), Communication (Fox), Computer Science Engineering (Crawfis), East Asian Languages and Literatures (Bender), School of Music (Ashby), Philosophy (D'Arms) were invited by the Chair of English (Moddelmog) to confer on our interests to the topic area in March 2016. This is when the decision was made to focus the interdisciplinary minor on the Arts and Humanities and Social and Behavioral Sciences.

Ohio State has several units that provide specialized study of topics related to games. In addition to the units that are contributing to this minor program (ACCAD, Communication, Design, and English, as well as Art, Computer Science Engineering, Philosophy, and Music), there are also independent courses in departments such as Economics (Econ 5001 Game Theory) that address the role of games within a specific discipline, but they do not provide a broad-based integration of the making or critical interdisciplinary understanding of games/video games.

This proposal has been reviewed by representatives of the Schools of Communication and of Music, the departments of Art, Comparative Studies, Computer Science Engineering, Design English, and Philosophy, and the Advanced Computing Center for the Arts and Design. All have expressed support for it.

**PREVIOUS SUBMISSIONS:** None

**ANTICIPATED STUDENT ENROLLMENTS:**

Students who are interested in a Game Studies minor will come from a broad range of disciplines. We anticipate that about two-thirds of the students in the minor (150) will come from within ASC because it provides students with an opportunity to synthesize cross-disciplinary interests in the Arts, Humanities and Social Sciences. The other half (70) will likely be students from outside of ASC in programs that provide specific knowledge that could be enhanced by heightened interdisciplinary knowledge of games. The specific programs that are anticipated to provide a significant percentage of its audience along with estimates of the number of students who are estimated to have interest are:

<b>ASC Students</b>	<b>Estimated Total</b>	<b>Non-ASC Students</b>	<b>Estimated Total</b>
Art	20	Business (Marketing)	20
Communication	40	Education	20
Design	10	Engineering (CSE and ISE)	20
English	30	Human Sciences (Consumer Sciences)	10
Moving Image Production	10		
Other Arts	10		
Other Humanities	30		
<b>TOTALS</b>	150		70

**LEARNING OUTCOMES FOR THE MINOR:**

Students who complete this interdisciplinary minor in game studies will be able to:

Recognize the structure and mechanics of how games work;

Comprehend the motivational strategies and types of interactive engagements promoted by various types of games;

Identify the ways that games function as critical narratives with inherent elements of performance and spectatorship;

Distinguish the varying roles of games in society, including the cultivation of perspectives on race and gender;

Analyze the ethical dimensions of game play as single players and as part of networked on-line communities;

Interpret the aesthetic dimensions of analog and digital games in relation to their ability to communicate messages and meaning.



## ASSESSMENT PLAN

Leaders of the undergraduate programs in the departments of English and Design and the School of Communication will execute an assessment strategy for this minor for its first five years based on the following tactics:

1. **Course Evaluations** (SEI and Discursive): These will be analyzed to determine how well each course is fulfilling its learning objectives from the students' perspectives. We will require a question that asks students to connect course resources, activities and assignments to the learning objectives as stated on the syllabi. Findings will be collected by the department from which each course is offered to be shared with instructors. A simple report will be prepared so that trends can be analyzed at an annual meeting of instructors of minor courses.
2. At the completion of the third and fifth years of delivery, a survey of 25 randomly selected students who have taken the core courses will ascertain the usefulness of the content of the minor in relation to its stated goals.

## CURRICULAR REQUIREMENTS

### ASC Minor Advising Sheet

#### Courses and Prerequisites

All students in the Games Studies Interdisciplinary Minor take three core courses:

**English 2463:** Introduction to Video Games Analysis (Group A: Critique/Interpretation)

**Communication 3513:** Video Games and the Individual (Group B: Social Analysis)

**Design 3104:** Beginning Game Design 1 (Group C: Create/Engagement)

In addition, students will select two more courses from the lists below. Students wishing to concentrate their minor on one of the three focus areas introduced by the core courses should choose courses from the same group. Students who have taken the prerequisite courses can also consider taking up to two courses that focus on game development from a technical perspective in Computer Science Engineering.

#### Group A: Critique/Interpretation

**English 2367:** Language, Identity and Culture in the US Experience (specific sections on games analysis)

**English 4578:** Special Topics in Film (when course topic is focused on games)

**Music 2254:** Music of Video Games

**Philosophy 2XXX:** Philosophy and Videogames (not yet approved)

#### Group B: Social Analysis

**Communication 3545:** Human Computer Interaction

**Communication 3554:** Social Implications of Communication Technology  
**Communication 4555:** Computer Interface and Human Identity

Group C: Create/Engagement

**Design 4104:** Intermediate Game Design 2

**Design 4154:** Intermediate Game Design 3

**Art 5001:** Aspects of Art and Technology 1 (when focused on videogame creation)

Group D: Technical/Coding

**CSE 3541:** Computer Game and Animation Techniques (course has prerequisites)

**CSE 5912:** Capstone Design: Game Design and Development (course has prerequisites)

**Number and Qualifications of Faculty (Full or Part-time)\***

Arved Ashby: Professor, School of Music, full-time

Roger Crawfis: Associate Professor, Computer Science Engineering, full-time

Jesse Fox: Assistant Professor, School of Communication, full-time

Jared Gardner, Professor, English, full-time

Zach Harvat Graduate Student, English

Richard Huskey, Assistant Professor, School of Communication, full-time

Roselyn Lee-Won, Assistant Professor, School of Communication, full-time

Dana Plank-Blasko, School of Music & Center for Medieval and Renaissance Studies,  
part-time

Alan Price, Associate Professor, Design, full-time

Jesse Schotter, Assistant Professor, English, full-time

Scott Swearingen, Assistant Professor, Design, full-time

Drew Sweet Graduate Student, English

\*Instructors listed are responsible for the delivery of these courses at this time. Department chairpersons will be responsible for instructor assignments for these courses on an on-going basis.

**Facilities and Equipment to be Used**

All of the core courses can be delivered in standard university classrooms. Courses in digital game design (Group C) will be offered in college or department/center computer labs. These courses require computers and software necessary for the production of digital games that students in the minor would not be likely to have. They also require a studio setting that facilitates flexibility, group interaction and the capacity to present visual work for group review. All other courses can be delivered in standard university classrooms.

**Plan to Provide Advising**

Advising for students in the Game Studies Interdisciplinary Minor will be provided by advisors affiliated with English, Communication and Design. Primary advising will come from the English Department.

**Additional University Resources Required**

None

**College Bulletin Description****Game Studies Minor (GAMESTUD-MN)**

The 15 credit hour Game Studies Interdisciplinary Minor introduces students to an interdisciplinary approach to understanding what games are, how they are made, how to interpret games as critical narratives, and how to understand the roles they play in society.

The Ohio State University  
College of Arts and Sciences

**Game Studies Minor (GAMESTUD-MN)**

**Coordinating Advisor contact info: Xxx Xxxx, Arts and Sciences Advising, [xxxx.xx@osu.edu](mailto:xxxx.xx@osu.edu)**

The 15 credit hour Game Studies Minor introduces students to an interdisciplinary approach to understanding what games are, how they are made, how to interpret games as critical narratives, and how to understand the roles they play in society.

**Required core courses (9 credits):**

- **English 2463:** Introduction to Video Games Analysis (Group A: Critique/Interpretation) (3)
- **Communication 3513:** Video Games and the Individual (Group B: Social Analysis) (3)
- **Design 3104:** Beginning Game Design 1 (Group C: Create/Engagement) (3)

**Elective courses (6 credits):**

In addition, students will select two more courses (6 credits) listed below. Students wishing to concentrate their minor on one of the four focus areas should choose courses from the same group.

**Group A: Critique/Interpretation**

- **English 2367:** Language, Identity and Culture in the US Experience (specific sections on games analysis) (3)
- **English 4578:** Special Topics in Film (when course topic is focused on games) (3)
- **Music 2254:** Music of Video Games (3)
- **Philosophy 2455:** Philosophy and Videogames (3)

**Group B: Social Analysis**

- **Communication 3545:** Human Computer Interaction (3)
- **Communication 3554:** Social Implications of Communication Technology (3)
- **Communication 4555:** Computer Interface and Human Identity (3)

**Group C: Create/Engagement**

- **Design 4104:** Intermediate Game Design 2 (3)
- **Design 4154:** Intermediate Game Design 3 (3)
- **Art 5001:** Aspects of Art and Technology 1 (when focused on videogame creation) (3)

**Group D: Technical/Coding**

- **CSE 3541:** Computer Game and Animation Techniques (course has prerequisites) (3)
- **CSE 5912:** Capstone Design: Game Design and Development (course has prerequisites) (3)

**Game Studies Minor program guidelines**

Required for graduation No

Credit hours required A minimum of 15 credits. 1000 level courses shall not be counted toward the 15 credit hr minimum.

Transfer and EM credit hours allowed A student is permitted to count up to 6 total hours of transfer credit and/or credit by examination.

Overlap with the GE A student is permitted to overlap up to 6 credit hours between the GE and the minor.

Overlap with the major and additional minor(s).

- The minor must be in a different subject than the major.
- The minor must contain a minimum of 12 hours distinct from the major and/or additional minor(s).

Grades required

- Minimum C- for a course to be listed on the minor.
- Minimum 2.00 cumulative point-hour ratio required for the minor.
- Course work graded Pass/Non-Pass cannot count on the minor.
- No more than 3 credit hours of course work graded Satisfactory/Unsatisfactory may count toward the minor.

X193 credits No more than 3 credit hours.

Minor Completion The completed minor program may be approved by the student's assigned academic advisor via the Degree Audit Report (DAR). If the minor is not complete on the DAR, the student must consult with the College of Arts and Sciences Coordinating Advisor.

Filing the minor program form The minor program form must be filed at least by the time the graduation application is submitted to a college/school counselor.

Changing the minor Once the minor program is filed in the college office, any changes must be approved by the College of Arts and Sciences Coordinating Advisor.

College of Arts and Sciences  
Curriculum and Assessment Services  
154 Denney Hall, 164 Annie & John Glenn Ave.  
<http://artsandsciences.osu.edu>

Approved CAA X-X-1X

**From:** Palazzi, Maria

**Sent:** Tuesday, August 29, 2017 3:07 PM

**To:** Beecher, Mary A. <beecher.17@osu.edu>

**Subject:** RE: Request for support/concurrence for new proposed Games Studies Minor

ACCAD expresses its strong support and concurrence for the Interdisciplinary Game Studies Minor as proposed.

Please let me know if we can be of further help.

Best,  
Maria

**Maria Palazzi**

Professor of Design

Director of ACCAD

**Advanced Computing Center for the Arts and Design** Department of Design

331 Sullivant Hall, 1813 N. High Street, Columbus, OH 43210

614-292-2406 Office

[palazzi.1@osu.edu](mailto:palazzi.1@osu.edu) [osu.edu](http://osu.edu)

**From:** Mercil, Michael

**Sent:** Wednesday, August 30, 2017 4:27 PM

**To:** Beecher, Mary A. <beecher.17@osu.edu>

**Subject:** Re: Request for support/concurrence for new proposed Games Studies Minor

Hi Mary Anne,

As you likely know by now, Isla Hansen, who is listed as full-time faculty on page eight, is, regrettably, no longer teaching at OSU.

Nonetheless, I concur the proposal should move forward.

Onward + upward

Michael

Hi Mary Anne,  
I can offer concurrence on behalf of Fisher. Sounds like a fun minor.  
Elliot

**Professor Elliot Bendoly, PhD**

Associate Dean of Undergraduate Students and Programs  
& Fisher College of Business Distinguished Professor  
Management Sciences, The Ohio State University  
<https://u.osu.edu/bsbareources> [www.ma-vis.com](http://www.ma-vis.com)

**From:** Beecher, Mary A.  
**Sent:** Tuesday, July 25, 2017 2:30 PM  
**To:** McDonald, Melinda <[mcdonald.18@osu.edu](mailto:mcdonald.18@osu.edu)>  
**Subject:** Concurrence requested for Interdisciplinary Game Studies Minor

Hi Melinda,  
I'm guessing from the Fisher College web site that you may be the right person to oversee the review of the attached proposal for an Interdisciplinary Game Studies minor in the College of Arts and Sciences. If not, I would appreciate it if you could please forward this message to the appropriate person. I have been working with a team of contributors to design this program and write the proposal for over a year, so we are eager to see it undergo review at the start of AY 17-18. Our goal is to have the minor available starting in SP 18. The attached proposal describes what is intended to be an inclusive program, but one with a structure that ensures that students taking this minor are provided with a breadth of exposure to different ways to look at the design and development of games and their roles in our society and our everyday lives. The concurrence can take the form of a brief letter that simply notes whether or not your unit supports the proposal of the Interdisciplinary Game Studies Minor. If your unit does have reservations, please spell them out specifically. All of the persons involved with the proposal's development anticipate that this will be a very popular program and we are eager to see it offered. If I do not receive a response from your unit by **August 25<sup>th</sup>**, I will presume that concurrence is implied. I think this minor program may be of interest to students in the Fisher College of Business, so we are seeking your concurrence, in part, so that you will be able to make sure that your students are aware of the opportunity, once it exists.  
Thanks in advance and please let me know if you have any questions,  
Mary Anne

Dr. Mary Anne Beecher, Chairperson  
Department of Design  
The Ohio State University



August 14, 2017

Dr. Mary Anne Beecher, Chairperson  
Department of Design  
The Ohio State University

Mary Anne,

The School of Communication is pleased to offer a concurrence regarding inclusion of four of our courses in the proposed minor on Interdisciplinary Game Studies. Because we already offer the courses on a regular basis, it would not create difficulty for our unit to offer them in the future.

Sincerely,

Dr. Michael D. Slater  
Director, School of Communication  
Distinguished Professor, Social & Behavioral Sciences



**From:** Shank, Barry  
**Sent:** Tuesday, August 29, 2017 3:06 PM  
**To:** Beecher, Mary A. <beecher.17@osu.edu>  
**Subject:** Re: Request for support/concurrence for new proposed Games Studies Minor

Hi Mary Anne,

Sorry for the delay. Comparative Studies is happy to concur with the value of this minor.

Yours,

Barry



**Barry Shank**  
Professor  
Chair  
**College of Arts & Sciences** Department of Comparative Studies  
451 Hagerty Hall, 1775 College Road, Columbus, OH 43210  
614-247-6186 Office  
[shank.46@osu.edu](mailto:shank.46@osu.edu) [osu.edu](http://osu.edu)

**From:** Simmons, Clare  
**Sent:** Thursday, August 24, 2017 3:46 PM  
**To:** Beecher, Mary A. <beecher.17@osu.edu>  
**Cc:** Lowry, Debra <lowry.40@osu.edu>; Warhol, Robyn <warhol.1@osu.edu>  
**Subject:** RE: Request for support/concurrence for new proposed Games Studies Minor

Dear Mary Anne:

This is to confirm that the Department of English enthusiastically concurs with the proposal for a Games Studies minor.

Sorry if you didn't hear from us before--I thought we'd already concurred!

All the best,

Clare Simmons  
Director of Undergraduate Studies  
Department of English

- - -

**From:** Beecher, Mary A.  
**Sent:** Thursday, August 24, 2017 1:52 PM  
**To:** Palazzi, Maria; Shank, Barry; Simmons, Clare  
**Subject:** FW: Request for support/concurrence for new proposed Games Studies Minor

Hi Maria, Clare and Barry,

I believe that I have heard from everyone but ACCAD, English and Comparative Studies regarding concurrence for the proposed interdisciplinary Game Studies Minor. I want to remind you that the deadline for receiving a letter or an email offering concurrence is August 25, after which I will presume that your unit concurs unless you communicate to me that there is some reluctance on the part of your unit. Because representatives from ACCAD and English were heavily involved with the development of the proposal, I don't foresee any issues there and am most concerned with ensuring that Comparative Studies does not see a reason to oppose the proposal.

Thanks in advance,  
Mary Anne

Dr. Mary Anne Beecher, Chair  
Department of Design  
The Ohio State University

- - -

**From:** Beecher, Mary A.  
**Sent:** Tuesday, July 25, 2017 2:30 PM  
**To:** Kline, Susan <kline.48@osu.edu>; Harvey, Rebecca <harvey.113@osu.edu>; Palazzi, Maria <palazzi.1@osu.edu>; Simmons, Clare <simmons.9@osu.edu>; Shank, Barry <shank.46@osu.edu>; D'Arms, Justin <darms.1@osu.edu>  
**Subject:** Request for support/concurrence for new proposed Games Studies Minor

Hi All,

If you are receiving this email, then I am asking you to share the attached proposal for a new interdisciplinary minor with representatives from your units who are tasked with review for concurrence. The Interdisciplinary Game Studies Minor has been in development for over a year and it has had on-going input from representatives from most, if not all of your units. I hope that this will mean that there will not be much controversy with it. If any new courses have emerged in your units that you would like to recommend for inclusion since the proposal was drafted, however, I am more than happy to receive that information. This is intended to be an inclusive program, but one with a structure that ensures that students taking this minor are provided with a breadth of exposure to different ways to look at the design and development of games and their roles in our society and our everyday lives. The concurrence can take the form of a brief letter that simply notes whether or not your unit supports the proposal of the Interdisciplinary Game Studies Minor. If your unit does have reservations, please spell them out specifically. All of the persons involved with the proposal's development anticipate that this will be a very popular program and we are eager to see it offered. If I do not receive a response from your unit by **August 25<sup>th</sup>**, I will presume that concurrence is implied.

Thanks in advance and please do let me know if you have any questions,  
Mary Anne

Dr. Mary Anne Beecher, Chairperson  
Department of Design

**From:** D'Arms, Justin  
**Sent:** Sunday, July 30, 2017 10:14 AM  
**To:** Beecher, Mary A. <[beecher.17@osu.edu](mailto:beecher.17@osu.edu)>  
**Subject:** Re: Request for support/concurrence for new proposed Games Studies Minor

Hi Mary Anne,

The proposal looks great! Philosophy concurs.

One update: Philosophy and Videogames has now been approved, and its number is 2455. It will be offered for the first time in Spring 2108.

Thanks.

Justin

Justin D'Arms  
Professor and Chair  
Department of Philosophy  
Ohio State University  
350 University Hall  
230 North Oval Mall  
Columbus, OH 43201  
Phone (614) 292-7914  
Fax (614) 292-7502

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On Jul 25, 2017, at 2:30 PM, Beecher, Mary A. <[beecher.17@osu.edu](mailto:beecher.17@osu.edu)> wrote:

Hi All,

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Thanks in advance and please do let me know if you have any questions,  
Mary Anne

Dr. Mary Anne Beecher, Chairperson  
Department of Design  
The Ohio State University

**From:** Wenger, Rephael

**Sent:** Friday, September 15, 2017 9:14 AM

**To:** Beecher, Mary A. <beecher.17@osu.edu>

**Cc:** Sivilotti, Paul <paolo@cse.ohio-state.edu>; Soundarajan, Neelam <neelam@cse.ohio-state.edu>; Crawfis, Roger <crawfis.3@osu.edu>; Zhang, Xiaodong <zhang@cse.ohio-state.edu>

**Subject:** RE: Game Studies minor modified

Mary-Anne,

Thank you for adding CSE 3541 and CSE 5912 to the minor as electives and to adding Dr. Crawfis to the faculty list. I apologize for asking for last minute changes. CSE now fully supports creating the Game Studies Interdisciplinary Minor.

- Rafe Wenger  
CSE, Associate Chair

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Rephael Wenger, CSE Associate Chair and Associate Professor  
The Ohio State U., Dept. of Comp. Sci. and Eng.  
485 Drees Lab, 2015 Neil Ave, Columbus, Ohio 43210-1277  
Tel: (614) 292-6253. E-mail: [wenger.4@osu.edu](mailto:wenger.4@osu.edu)

**From:** Edwards, Jan

**Sent:** Wednesday, September 20, 2017 12:59 PM

**To:** Banks, Eva-Marie <banks.76@osu.edu>; Beecher, Mary A. <beecher.17@osu.edu>

**Subject:** Re: Music concurrence on Game Studies Minor requested

**Importance:** High

Good afternoon,

I am pleased to offer this note of concurrence for the proposal, *Game Studies Minor*. The thoughtfully prepared proposal will likely draw interest from students in the College of Arts and Sciences and other units on campus. Thank you for alerting us of the proposal's movement forward.

Best wishes!

~Jan Edwards



**Jan Edwards, Ph.D.**

Associate Director

Chair of Undergraduate Studies

Associate Professor of Music

College of Arts and Sciences **SCHOOL OF MUSIC**

110 Weigel Hall, 1866 College Road, Columbus, OH 43210

614-292-2870 Office

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