



MEMORANDUM

DATE: October 17, 2017

TO: Regina Eisenbach, Dean
Academic Programs

FROM: Julia Johnson, Dean
College of Humanities, Arts, Behavioral & Social Sciences

SUBJECT: B.A.S. in Game Design Studies, A-Form Feedback

I have reviewed the A form for the proposed intercollege, self-support Bachelor of Arts and Sciences in Game Design Studies. The proposed curriculum is a potentially innovative addition to the University Academic Master Plan as a self-support (EL) program of study within CHABSS and CEHHS. I am generally supportive of the proposal, with the important caveat that, given the need for specialized equipment, learning spaces, and software, the program cannot be launched within CHABSS's existing resource constraints.

In preparation of a P form, the following crucial questions need to be addressed:

Diversity:

The A form notes that the field of game design is diverse but also stresses that "the video game industry lacks gender and racial diversity." Questions of diversity and inclusivity, central to the vision and mission of CSUSM and CHABSS, are clearly central to the proposal but not yet fully articulated in terms of planning and curricular strategies. The P form needs to articulate how the planned curriculum will foster an emphasis on diversity and social justice, as well as the program's strategies for increasing the diversity of the video game industry from the start, for example, through recruitment of a diversity student body, especially in the context of a self-support degree. As CAPC notes, the costs of this program may limit access for students with restricted resources, which may have a differential impact on students from underserved groups.

Curriculum:

The P form will need to involve consultation with other programs and explanation of how a "games for change" curriculum will intersect with existing curricula not only in arts, but also with other programs such as Communication, Literature and Writing, Women's Studies, and

Ethnic Studies. A planned course rotation and explanation of curricular roadmaps will be crucial given the cross-disciplinary and intercollege nature of the degree. Even with a scaled-down launch, a plan for a four-year degree is essential to map out, as well as ADTs with the feeder schools identified as key to projected demand. The A form notes that all the colleges will be consulted in support of this interdisciplinary degree; consultation and planning with the College of Science and Math is a particular need and should result in documentation of the relationship between this program and Software Engineering, as well as other departments named in the proposal. In addition, while no hires are noted as necessary to launch the program, I encourage the proposers to actively identify existing tenure-track faculty who might have the expertise and interest to teach in the program.

Space/Resources:

The A Form states that "space will be limited to existing classrooms and computer labs on campus" and that scheduling will work around existing schedules. This may be true of a very scaled-down program, but given the uncertainty of space and schedule pressures in future semesters, a fuller plan for addressing space and scheduling needs is essential. The existing hardware, further, is not necessarily sufficient longer-term, as equipment refreshes and compatability are ongoing concerns. A budget will need to consider space, hardware, software, and replacement costs.

Finally, a P form for the proposed program should include relevant Degree Planner data to support statements about demand, and address the following:

- Possible impact of EO 1100 on the degree
- How it will address LOTER

Thank you for the opportunity to review this A Form.



California State University

SAN MARCOS

Curriculum and Academic Programs Committee, CHABSS

MEMORANDUM

DATE: September 22, 2017

TO: Dr. Julia Johnson, Dean CHABSS

FROM: CAPC
Judy Bauerlein, Joonseong Lee, Laurette McGuire, Carrick Williams (Chair),
Martha Stoddard Holmes, Domenica Pearl

SUBJECT: A Form for Game Design Studies

CAPC reviewed the A form abstract for the proposed Bachelor of Arts and Sciences in Game Design Studies in our September 20, 2017 meeting. The committee was generally supportive of the proposal, but we did have specific concerns and questions that we felt would be important to address prior to the implementation of the program. Some of these concerns will be addressed when a program proposal (P form) is eventually submitted, but others may require additional consideration at this time.

- 1) The committee believed that the justification for the specific need for this particular game design program was not as clear as it needed to be.
- 2) The broad nature of the proposal would indicate that there are several programs/departments that will be affected by this program in CHABSS that should comment on its creation, for example, Communication, Women's Studies, and Literature and Writing.
- 3) Given that nature of the program, possible overlap with the Software Engineering Program that is in development, and the express intent to use CSM classes as part of the program, we believe that substantial support from the CSM would need to be demonstrated to move forward. We believe that current proposal understates the potential impact on existing programs in this respect. In addition, the resources (in this case courses) needed to implement this program draw on contributions from all 4 colleges at CSUSM. How this impact across all colleges will be felt is not clear.
- 4) The express intent of offering this program is to increase the diversity of graduates with a game design degree. However, using a funding mechanism that is strictly based in Extended Learning has the potential limit offering to only those students who can pay the higher fee rate. This fact could paradoxically reduce the diversity of the program, especially from lower socioeconomic status groups.
- 5) Changes that could result from the Chancellor's Executive Order 1100 may need to be included given that specific values of the GE credits are mentioned.

As mentioned earlier, CAPC was supportive of such a degree program here at CSUSM. Some of our concerns may be able to wait for a specific P Form, but others we feel are necessary to raise at this time.

CHABSS CAPC Members

Judy Bauerlein
Joonseong Lee
Laurette McGuire
Domenica Pearl (ex-officio)
Martha Stoddard Holmes (ex-officio)
Carrick Williams (Chair)