

Graduate Council Program Review Summary

Prepared by: Agamemnon Crassidis, Chair, Graduate Council

Program Title	Game Design and Development	
Originating College	GCCIS	
Program Contact	Andrew Phelps	
Degree Type	Master of Science, M.S.	
SCH New Program	33	
QCH Old Program	62	
NYSED IRP Code:	31050	
HEGIS Code:	0799.00	
Conversion Type	Type 1 Conversion: <input type="checkbox"/>	Type 2 Conversion: <input checked="" type="checkbox"/>
Recommendation	Graduate Council recommends approval of this program	
Responsible Sub-Group	Graduate Council Group A	
Meeting Date/Time	Monday, March 21 st , 2011/11 am – 12 pm	
Meeting Attendance	Agamemnon Crassidis (KGOE); Hossein Shahmohamad (COS); Don Wilson (SCB); Chip Sheffield (CIAS, At Large); Kevin Gold (GCCIS); Andrew Moore (Dean of Graduate Studies); Joel Kastner (COS); Linda Underhill (CAST); Peter Lutz (GCCIS); Christopher Egert (GCCIS); Andrew Phelps (GCCIS)	
Meeting Location	CST Rm 82-1150	
Checklist Complete?	Yes	
Concerns?	No major concerns sited. Type 2 Conversion since specific tracks were eliminated including a major and minor track. Also, a major revision was performed in the program structure.	
Discussion	<p>The proposed semester-based program is a conversion from the current quarter-based model (62 QCH to 33 SCH) and represents a significant change from the current program. The current 2 year program was established in 2006 and has a “common seminar track” in game industry issues, “major track” in engine development or game Artificial Intelligence (AI), “minor track” of 3 courses in related areas, and a two-“course” project – capstone design & capstone development (students produce both an individual research report and implementation, as well as a documented group deliverable). The current program is going well and was recently ranked 4th by the Princeton Review. However, enrollment numbers are a concern with ~10 entering students a year. Also, track structure is problematic in small programs. Number of courses and tracks make it unwieldy, and wind up customizing to the student anyway through IS, advising, etc. The program coordinators did state that the graduates are very successful. Also, since the program was built, the BS GDD program was brought online, and IGM was established around a vision of media-centric computing. For these reasons the coordinators decided that some program redesign is was necessary and used the semester conversion as an opportunity for the redesign. The new proposed program structure is more flexible, lightweight while it preserves the key components and nature of the MSGDD degree. For the new proposed program several modifications were made including: redesigned suite of electives that address changes in the field over the last 5 years (an</p>	

eternity in game development); revised structure such that major track, minor track, and seminar track are replaced with core and electives; design course modified to create more linkage between gameplay, media theory, and practice; enhanced offerings for applied Artificial Intelligence for Gameplay; added colloquium courses in first year, and industry preparation colloquium course in the third semester; expanded the “rounds” process to include industry talks and career skills, and integration into the proposed seminar series; and increased utilization of collaborative spaces (so-called “pac-man” labs) to enhance team skills and brainstorming activities. The Graduate Council membership felt the proposed changes were suitable to address the enrollment problem and introduce more student flexibility. The Admission requirements will remain the same: earned undergraduate 4-year baccalaureate degree in computing, game development, or a related field; 3.25/4.0 GPA or equivalent; GRE required of any applicant below 3.25, or any foreign application; and applicants whose native language is not English must submit a TOEFL1 score to demonstrate strong English language skills with a score of at least 570 (paper-based), 230 (computer-based), or 88 (internet-based) is required. Also, the Game Design and Development degree program contains a mandatory portfolio as a part of the application process. All applicants, regardless of undergraduate affiliation, are required to submit a portfolio of work. The program coordinators anticipated enrollment trends to increase to an optimal size of ~30 students with the new proposed changes and from a new proposed BS/MS in Game Design & Development. The culminating element is a two-course capstone project (**IGME-788 Capstone Design** and **IGME-789 Capstone Development**). The students work collaboratively in a group projects but the capstone project dies contain individual student components which leads into and contributes to the group project.

-Joel Kastner: asked about how many students apply to the program?

-Ans from Andrew Phelps: about 50 with the ones who come become very successful.

-Andrew Moore: encouraged that the GRE become a mandatory admission requirement.

-Ans from Andrew Phelps: headed towards that direction, seems like RIT is headed in that direction as well.

-Hossein Shahmohamad: wondered if math is a related field for entrance into the program.

-Ans from Andrew Phelps and Christopher Egert: yes, have one student currently with a Math degree.

-Linda Underhill: inquired about the 30 student enrollment and if that was the goal per year or total?

-Ans from Andrew Phelps: yes, per year. Stated program is growing but not at the rate that was expected.

-Agamemnon Crassidis: wondered how many of the ~50 students who apply to the program each year are accepted?

-Ans from Andrew Phelps and Christopher Egert: ~10-15 are accepted with ~10 per year actually coming.

-Chip Sheffield: wondered if they require the students to come for a visit before they are accepted into the program?

-Ans from Andrew Phelps: that is not current a requirement but encourages them to come for a visit. Stated that they learn a lot about the students from the mandatory portfolio. Most students who apply from this side of the world visit while foreign students mostly do not.

-Andrew Moore: asked to provide more information for the proposed 1 SCH seminar courses so that a variance can be made. Just require a one paragraph explanation

-Ans from Andrew Phelps: assured the Graduate Council membership that he will do.

-Don Wilson: asked about how many fulltime faculty are in the program?

-Ans from Andrew Phelps and Christopher Egert: ~22 including the undergraduate program. There are ~600 students enrolled in the undergraduate program. Expect ~900 by 2013 with an increase of the number of faculty to ~30.

-Chip Sheffield: wondered the mixture of male and female students?

-Ans from Andrew Phelps: ~7 male and 3 female (good mix).

Vote Tally	Approve: 10	Not Approve: 0	Abstain: 0
Signature	Agamemnon Crassidis	<i>Agamemnon Crassidis</i>	