



## Request for Substantial Changes to an Existing Program

### I. Program Details

- a) Name (and Degree Type) of Academic Program: B.A. in Games and Behavior
- b) Academic Unit(s)/College(s): School of Information, Social and Behavioral Sciences

### II. Primary Contact and Email:

Catherine Brooks, Director

[cfbrooks@arizona.edu](mailto:cfbrooks@arizona.edu)

Laura Owen, academic advisor

[lauraowen@arizona.edu](mailto:lauraowen@arizona.edu)

Danny Downes, academic advisor

[downes@arizona.edu](mailto:downes@arizona.edu)

### III. Planned start term for changes: Fall 2023

### IV. Describe the proposed changes to the program as well as the rationale for making the specific changes and include any relevant supporting data.

-Change moderate strand Math requirement to general strand math requirement

None of the required major classes require moderate math, meaning the math requirement is not needed to complete the major curriculum. In our other majors that are moderate math, a statistics and programming requirement mean that the moderate math has a real function, but for this major it does not. Students coming over from general strand majors, such as Journalism or Creative Writing, or transfer students from Digital Arts or Games programs, find the moderate math strand requirement a real barrier, without a curricular need for it.

-Make core more flexible by having a separate GAME requirement, rather than requirement for 3 specific GAME courses. At major's creation, only three GAME prefix classes were available. Now there are many! Instead of requiring three specific GAME prefix classes, requiring any three non-technical GAME courses adds more flexibility, makes use of new GAME courses developed by faculty, and increases the amount of GAME courses students can take in Games and Behavior, differentiating it further from other iSchool majors.

### V. Comparison Chart – complete the appropriate chart below (delete the unnecessary ones) to compare your current requirements to the proposed modifications.

Tools for course lookup: UA Course Catalog or UAnalytics (Catalog and Schedule Dashboard)

UNDERGRADUATE MAJOR	Existing Major Requirements	Requirements For Modified Major
Name of major, emphasis (if applicable) and degree*	Games and Behavior BA	Games and Behavior BA

CIP Code –lookup <a href="#">here</a> or contact <a href="#">the Office of Curricular Affairs</a> for assistance, if needed	50.0411	50.0411
Total units required to complete the degree* (Note: this is for the entire degree, not just the major)	120	120
Upper division units required to complete the degree	42	42
Total CC transfer units that may apply to this degree*	64	64
Foundation courses		
<a href="#">Math</a>	Moderate Strand	General strand
<a href="#">Second Language</a>	Fourth semester language	Fourth semester language
<a href="#">General Education</a>		
Introduction to General Education course (1 unit)	Introduction to General Education course (1 unit)	Introduction to General Education course (1 unit)
GE Exploring Perspectives: Choose one course from each domain. (12 units total)	Artist (1 course) Humanist (1 course) Natural Scientist (1 course) Social Scientist (1 course)	Artist (1 course) Humanist (1 course) Natural Scientist (1 course) Social Scientist (1 course)
GE Building Connections: Choose three courses (9 units) from two or more disciplines and/or perspectives.	GE Building Connections: Complete 3 courses, 9 units total.	GE Building Connections: Complete 3 courses, 9 units total.
GE Capstone course (1 unit)	GE Capstone course (1 unit)	GE Capstone course (1 unit)
Pre-major? (Yes/No)	No	No
List any special requirements to declare or gain admission to this major (completion of specific coursework, minimum GPA, interview, application, etc.)	No	No
Minimum # of units required in the major (units counting towards major units and major GPA)	36	36
Minimum # of upper-division units required in the major (upper division units counting towards major GPA)	18	18
<a href="#">Minimum # of residency units to be completed in the major</a>	18	18
Required supporting coursework (courses that do not count towards major units and major GPA but are required for the major). Courses listed must include prefix, number, units, and title. Include any limits/restrictions in place/needed (house number limit, etc.). Provide email(s)/letter(s) of support from home department head(s) for courses not owned by your department.	None	None

<p>Major requirements. List all major requirements including core and electives. If applicable, list the emphasis requirements. Courses listed count towards major units and major GPA. Courses listed must include prefix, number, units, and title. Mark new coursework (New). Include any limits/restrictions in place/needed (house number limit, etc.). Provide email(s)/letter(s) of support from home department head(s) for courses being added and are not owned by your department. Recommend ordering requirements in the same order as your advisement report.</p>	<p><b>Core (24 units)</b>  ISTA 161: Ethics in a Digital World  ISTA 251: Introduction to Game Design  ESOC 211: Collaborating in Online Communities  <b>GAME 310: Gamification in Society</b>  <b>GAME 311: eSports Industries</b>  <b>GAME 312: Monetizing Independent Games</b>  ESOC 302: Quantitative Methods for the Digital Marketplace  ESOC 480: Digital Engagement</p> <p><b>Electives (12 units)</b>  ISTA 416: Introduction to Human Computer Interaction  ESOC 316: Digital Commerce  ESOC 318: Disruptive Technologies  LIS 484: Introduction to Copyright  <b>ISTA 321: Data Mining and Discovery</b>  ISTA 301: Computing and the Arts  ISTA 302: Technology of Sound  ESOC 300: Digital Storytelling and Culture  ESOC 340: Information, Multimedia Design &amp; the Moving Image</p>	<p><b>Introductory core (9 units)</b>  ISTA 161: Ethics in a Digital World  ISTA 251: Introduction to Game Design  ESOC 211: Collaborating in Online Communities</p> <p><b>Game core (9 units) Chose three from</b>  <b>GAME 303: Digital Games and Society</b>  <b>GAME 305: Legal Aspects of Game industries</b>  <b>GAME 307: Narrative Practices in Digital Games</b>  <b>GAME 308: Diversity and Bias in Games</b>  <b>GAME 309: Simulation Design &amp; Development</b>  GAME 310: Gamification in Society  GAME 311: eSports Industries  GAME 312: Monetizing Independent Games</p> <p><b>Advanced core (6 units)</b>  ESOC 302: Quantitative Methods for the Digital Marketplace  ESOC 480: Digital Engagement</p> <p><b>Electives (12 units)</b>  ISTA 416: Introduction to Human Computer Interaction  ESOC 316: Digital Commerce  ESOC 318: Disruptive Technologies  LIS 484: Introduction to Copyright  ISTA 301: Computing and the Arts  ISTA 302: Technology of Sound  ESOC 300: Digital Storytelling and Culture  ESOC 340: Information, Multimedia Design &amp; the Moving Image  <b>GAME 303: Digital Games and Society (If not taken for core)</b>  <b>GAME 305: Legal Aspects of Game industries (If not taken for core)</b>  <b>GAME 307: Narrative Practices in Digital Games (If not taken for core)</b>  <b>GAME 308: Diversity and Bias in Games (If not taken for core)</b>  <b>GAME 309: Simulation Design &amp; Development (If not taken for core)</b></p>
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		GAME 310: Gamification in Society (If not taken for core) GAME 311: eSports Industries (If not taken for core) GAME 312: Monetizing Independent Games (If not taken for core) GAME 3TR GAME 1TR
Internship, practicum, applied course requirements. (Yes/No). If yes, provide description.	No	No
Senior thesis or senior project required (Yes/No). If yes, provide description.	No	No
Additional requirements (provide description)		
Minor (optional or required)	Yes required	Yes required

VI. Faculty impact – will new faculty hires be required to deliver the new, proposed curriculum?  
No

VII. Budgetary impact – indicate new resources needed and source of funding to implement proposed changes. If reallocating resources, indicate where resources will be taken from and the impact this will have on students/faculty/program/unit.  
None

VIII. Transfer Student Consideration – Please explain how you have planned and evaluated the changes you requested in the context of:

- Mitigating the complexity of the transfer pathway/curriculum
- Supporting transfer student success
- Ensuring transferability of course work from Arizona community colleges

This will support transferability as the major is more flexible. Multiple GAME courses can be used, rather than a strict set. The general strand math requirement will open the major up to more students who do not meet moderate strand especially those transferring in from digital arts or games programs with a low math requirement.

IX. Required signatures  
Program Director/Main Proposer (print name and title):

Program Director/Main Proposer signature:

Date:

Department Head (print name and title):

**Catherine F. Brooks, PhD, Director & Professor**

Department Head's signature:

*Catherine F. Brooks*

Date: 12/14/2022

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Associate/Assistant Dean (print name):

**Amy C. Kimme Hea, PhD, Associate Dean, Academic Affairs and Student Success**

Associate/Assistant Dean's signature:



Date: 12/19/2022

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Dean (print name):

Dean's signature:

Date:

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UG: For use by Curricular Affairs (for majors):

Committee	Approval date
APC	
Undergraduate Council	
U-CAAC	