

B - Course Revision Form V. 7.2022 : Entry # 2878**DEAN Decision**

Approved

Today's Date

09/11/2023

GEC Decision

Approved

Today's Date

10/27/2023

APIRC Decision

Approved

Today's Date

11/03/2023

Begin Form**Today's Date**

09/10/2023

Your Name

Brian Heagney

Your Email:bheagney@highpoint.edu**Are you a Department Chair?**

No

Department Chair Name

Dr. Stefan Hall

Email address of your Department Chairshall@highpoint.edu**By checking below, I certify that my department chair has seen and approved the course revisions that are in this proposal**

Yes

Please select the appropriate school overseeing this proposal:

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Communication

Which semester is this course to be taught as proposed?

Spring 2024

Are you submitting multiple courses for revision from the same department?

No, just one

Please list all of the courses that you are submitting revisions for:

Course Prefix	Course Number	Course Title
GAM	4492	Coll Game Design/Development

What would you like to revise?

- Adding or removing an Academic Program

Gen Ed & Academic Program Information**Is this a revision to meet new Gen Ed requirements?**

Yes

Which area(s) of Gen Ed does your proposal seek for approval?

- Experiential Learning [EXP]

Is this course part of an academic program?

- This course does not currently fulfill academic program requirements

Does this course, as revised, include any community engagement?

No

Is this course part of GoGlobal?

No

Does this course count towards a major or a minor?

Yes

Please list the course(s) and whether they are required or electives for the major/minor.

Course Prefix/Number	Name of Major and/or Minor?	Required or Elective?
GAM 4492	Game Design	Required

B - Course Revision Form V. 7.2022 : Entry # 2878**Is this course cross listed?**

No

Choose the department designator for your course from the list below.

GAM

Current course number

4492

Current course title

Coll Game Design/Development

Adding/Removing Academic Programs**Please describe the change you are seeking to make and provide a rationale**

I am submitting GAM 4492 Collaborative Game Design & Development to be counted as Experiential Learning credit. GAM 4492 is a 4 credit capstone course where students work together as a team to design and develop a playable video game. They gain real-world experience and exhibit and present their games to the public.

Curriculum Review Information**Sample Syllabus**

- [GAM_4492_01_2023SPO_Heagney_GEC.pdf](#)