SFU OFFICE OF THE ASSOCIATE VICE-PRESIDENT, ACADEMIC AND
ASSOCIATE PROVOST

8888 University Drive,	TEL: 778.782.4636	avpcio@sfu.ca
Burnaby, BC	FAX: 778.782.5876	www.sfu.ca/vpacademic
Canada V5A 1S6		

MEMORANDUM

ATTENTION	Senate	**DATE**	February 8, 2013
FROM	Gordon Myers, Chair	**PAGES**	1/1
	Senate Committee on		
	Undergraduate Studies		
RE:	Faculty of Communication, Art and Technology (SCUS 13-03)		

For information:

Acting under delegated authority at its meeting of February 7, 2013, SCUS approved the following curriculum revisions effective Fall 2013:

1. <u>School of Interactive Arts and Technology (SCUS 13-03a)</u>

   (i) New Course Proposal: IAT 210-3, Introduction to Game Studies: Theory and Design
   (ii) B-Hum/Soc Designation for IAT 210

2. <u>School for the Contemporary Arts (SCUS 13-03b)</u>

   (i) Change course description to include 'may repeat for credit' for:
   FPA 120, 229, 249, 253, 269-273, 289, 311, 312, 314, 322, 323, 337, 352, 370-373, 400-404, 406, 411, 416, 425, 427, 428, 470-473

SFU

FACULTY OF COMMUNICATION, ART AND TECHNOLOGY
Office of the Dean

Harbour Centre 7410	TEL 778.782.8790	www.fcat.sfu.ca
515 West Hastings Street	FAX 778.782.8789	
Vancouver, BC, V6B 5K3		

MEMORANDUM

ATTENTION	Gordon Myers, Chair	**DATE**	January 28, 2013
	Senate Committee on Undergraduate Studies		
FROM	DD Kugler, Chair	**PAGES**	10, including cover memo
	Undergraduate Curriculum Committee		
	Faculty of Communication, Art, and Technology		
RE:	SCUS, February 7, 2013		

On January 24, 2013, the Faculty of Communication, Art and Technology Undergraduate Curriculum Committee approved the following curricular revision:

- School of Interactive Arts + Technology
  - IAT 210: new course proposal, and B-Hum/Soc designation

- School of Contemporary Arts
  - Courses to be coded as "repeatable for credit"

Please place both items on the agenda of our next SCUS meeting.

DD Kugler

SFU

IAT 210

COURSE SUBJECT/NUMBER

COURSE TITLE

LONG — for Calendar/schedule, no more than 100 characters including spaces and punctuation
Introduction to Game Studies: Theory and Design

AND

SHORT — for enrollment/transcript, no more than 30 characters including spaces and punctuation
Game Studies

CAMPUS where course will be taught: [✓] Burnaby [✓] Surrey [✓] Vancouver [ ] Great Northern Way [ ] Off campus

COURSE DESCRIPTION (FOR CALENDAR). 50-60 WORDS MAXIMUM. ATTACH A COURSE OUTLINE TO THIS PROPOSAL.
~~An introduction to the medium of games~~ Reviews the history of games, tracing the evolution of game design from board and card games through the latest electronic products. Examines the medium of games through various lenses: games as rules (game design), games as play (game experience), and games as culture (cultures within games, and role of games and game cultures).

LIBRARY RESOURCES

NOTE: Senate has approved (S.93-11) that no new course should be approved by Senate until funding has been committed for necessary library materials. Each new course proposal must be accompanied by a library report and, if appropriate, confirmation that funding arrangements have been addressed.

No Additional Library Resources are required.

Library report status

RATIONALE FOR INTRODUCTION OF THIS COURSE
Games Studies is a growing scholarly area of study, as evidenced in numerous games studies programs and faculty positions opening in North American, European and Asian University programs. This growth in games studies reflects the broader cultural growth of games, game design, and game experience. This course is intended as a non-SIAT major breadth course (B-HUM) that examines the medium of games from a variety of perspectives. It includes the history of games and games studies, and develops a series of critical lenses to understand game design, game experience and game culture., It addresses a range of relevant issues such as the role of narrative, the technological foundations of game experience, the business of games, the 'gamification' phenomenon (the application of games in non-entertainment domains), and emergent forms of game design. SIAT is well positioned to offer this course - games are a dominant form of interactive art and technological expression, and our curricular and research expertise cover the many facets and issues of this complex and emergent form.

SCHEDULING AND ENROLLMENT INFORMATION

Indicate effective **term and year** course would first be offered and planned **frequency** of offering thereafter:
Fall 2013

Will this be a required or elective course in the curriculum? ( ) Required (●) Elective

What is the probable enrollment when offered? Estimate: 200 students

CREDITS   3

Indicate number of credits (units):

Indicate number of hours for: **3** Lecture   **0** Seminar   **0** Tutorial   Lab   Other

FACULTY Which of your present CFL faculty have the expertise to offer this course?
- Jim Bizzocchi, Steve Dipaola, Chris Shaw, Niranjan Rajah

WQB DESIGNATION (attach approval from Curriculum Office)
B-HUM
B-SOC

PREREQUISITE

Does this course replicate the content of a previously-approved course to such an extent that students should not receive credit for both courses?

If so, this should be **noted in the prerequisite.**
No prerequisite required.
This course does not replicate the content of any SIAT course, nor any known SFU course.

COREQUISITE
no Corequisite required.

STUDENT LEARNING OUTCOMES

Upon satisfactory completion of the course students will be able to:
· Write critically about the history and evolution of games, including the situation of specific games within recognized game genres.
· Analyze the design of non-electronic and electronic games, identifying the role of critical design variables such as challenge, choice, asset allocation, role of narrative, etc.
· Analyze and critique game experience, relating it to the fundamentals of game design.
· Produce and critique a variety of short games.
· Identify and discuss critical cultural and social issues in games and game cultures
· Identify the roles of technology in supporting and extending the design and experience of electronic games
· Identify and discuss a variety of emergent game paradigms

FEES

Are there any proposed student fees associated with this course other than tuition fees?   ◯ YES ⬤ NO

RESOURCES

List any outstanding resource issues to be addressed prior to implementation: space, laboratory equipment, etc:
There are no outstanding resource issues.

OTHER IMPLICATIONS

Articulation agreement reviewed?　◯ YES　◯ NO　◉ Not applicable

Exam required:　◉ YES　◯ NO

Criminal Record Check required:　◯ YES　◉ NO

APPROVALS: APPROVAL IS SIGNIFIED BY DATE AND APPROPRIATE SIGNATURE.

1　Departmental approval indicates that the Department or School has approved the content of the course, and has consulted with other Departments/Schools/Faculties regarding proposed course content and overlap issues.

_____　_____
Chair, Department/School　　　　　　　　　　　　　　　　Date

_____　_____
Chair, Faculty Curriculum Committee　　　　　　　　　　Date

2　Faculty approval indicates that all the necessary course content and overlap concerns have been resolved, and that the Faculty/School/Department commits to providing the required Library funds.

_____　_____
Dean or designate　　　　　　　　　　　　　　　　　　Date

LIST which other Departments, Schools and Faculties have been consulted regarding the proposed course content, including overlap issues. Attach documentary evidence of responses.

Other Faculties' approval indicates that the Dean(s) or Designate of other Faculties AFFECTED by the proposed new course support(s) the approval of the new course:

_____ Date _____

_____ Date _____

3　SCUS approval indicates that the course has been approved for implementation subject, where appropriate, to financial issues being addressed.

COURSE APPROVED BY SCUS (Chair of SCUS):

_____ Date _____

SFU

UNIVERSITY CURRICULUM & INSTITUTIONAL LIAISON
OFFICE OF THE VICE PRESIDENT ACADEMIC AND PROVOST

MEMO

ADDRESS
8888 UNIVERSITY DRIVE
BURNABY BC V5A 1S6
CANADA

ATTENTION Thecla Schiphorst, UCC Chair, SIAT	TEL
FROM SUSAN RHODES, Director (Acting), University Curriculum and Institutional Liaison	
RE IAT 210 breadth designations	
DATE January 28, 2013	

TIME   8:59 AM

Please be advised that the University Curriculum Office has approved the following for a new course proposal from SIAT:

IAT 210 (Game Studies) – B-Hum/Soc, effective Fall 2013

cc Don Kugler, Associate Dean, Undergraduate Studies, FCAT

School for the Contemporary Arts
Courses Repeatable for Credit

Rationale:
SFU registrar has noted a large number of students enrolled in SCA courses as 'exceptions' for courses that are actually repeatable. The following SCA courses can be repeated for credit, and could be coded as such for greater efficiency in registration:

FPA 120-3 Introduction to Dance Forms: Contemporary and Popular
FPA 229-3 Selected Topics in Dance I
FPA 249-3 Selected Topics in Music I
FPA 253-3 Playmaking II
FPA 269-3 Methods and Concepts: Selected Topics
FPA 270-3 Production Ensemble I
FPA 271-3 Production Ensemble II
FPA 272-6 Production Practicum I
FPA 273-6 Production Practicum II
FPA 289-3 Selected Topics in the Fine and Performing Arts
FPA 311-4 Interdisciplinary Studies in the Arts
FPA 312-3 Selected Topics in Art and Culture Studies
FPA 314-3 Readings in the History of Art and Culture
FPA 322-3 Ballet I
FPA 323-3 Ballet II
FPA 337-4 Intermediate Selected Topics in Film and Video Studies
FPA 352-3 Playmaking III
FPA 370-3 Production Ensemble III
FPA 371-3 Production Ensemble IV
FPA 372-6 Production Practicum III
FPA 373-6 Production Practicum IV
FPA 400-3 Directed Studies (Studio)
FPA 401-3 Directed Studies (Theory/History)
FPA 402-4 Directed Studies (Studio)
FPA 403-4 Directed Studies (Theory/History)
FPA 404-5 Directed Studies (Studio)
FPA 406-4 Internship in Contemporary Arts
FPA 411-3 Interdisciplinary Studies in the Contemporary Arts
FPA 416-3 Practices in Art and Culture
FPA 425-5 Intensive Studies in Performance
FPA 427-3 Ballet III
FPA 428-3 Ballet IV
FPA 470-3 Production Ensemble V
FPA 471-3 Production Ensemble VI
FPA 472-6 Production Practicum V
FPA 473-6 Production Practicum VI