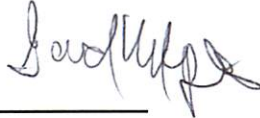**SFU** OFFICE OF THE ASSOCIATE VICE-PRESIDENT, ACADEMIC AND ASSOCIATE PROVOST

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MEMORANDUM

ATTENTION	Senate	**DATE**	November 9, 2012
FROM	Gordon Myers, Chair	**PAGES**	1/1
	Senate Committee on		
	Undergraduate Studies		
RE:	Faculty of Communication, Art and Technology (SCUS 12-42)		

For information:

Acting under delegated authority at its meeting of November 8, 2012, SCUS approved the following curriculum revisions effective Summer 2013:

1. School of Interactive Arts and Technology (SCUS 12-42a)

   (i) Prerequisite change to IAT 312

Senators wishing to consult a more detailed report of curriculum revisions may do so by going to Docushare: https://docushare.sfu.ca/dsweb/View/Collection-12682
If you are unable to access the information, please call 778-782-3168 or email shelley_gair@sfu.ca.

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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**   October 29, 2012
Senate Committee on Undergraduate Studies

FROM DD Kugler, Chair   **PAGES**   12 pgs, including cover memo
Undergraduate Curriculum Committee
Faculty of Communication, Art, and Technology

RE: SCUS, November 8, 2012

FCAT is returning with items deferred at the October 11th SCUS meeting. These items were approved by the Faculty of Communication, Art and Technology Undergraduate Curriculum Committee on September 27, 2012, and subsequently revised in response to SCUS discussions:

- School of Interactive Arts + Technology
  - IAT 312: prerequisite change

- School for the Contemporary Arts
  - Suspension of Admission: Joint Major in Sociology and Art and Culture Studies
  - Suspension of Admission: Joint Major in Anthropology and Art and Culture Studies
  - Termination: Joint Major in Anthropology and Art and Culture Studies
  - NOI: Post Baccalaureate in Contemporary Arts

Please place these items on the next meeting of SCUS.

DD Kugler

EXISTING COURSE, CHANGES RECOMMENDED

Please check appropriate revision(s):

☐ Course number ☐ Credit ☐ Title ☐ Description ■ Prerequisite ☐ Course deletion ☐ Learning Outcomes

Indicate number of hours for: Lecture _____ Seminar_____ Tutorial _____ Lab _____

FROM
Course Subject/Number __IAT 312_____

TO
Course Subject/Number _____

Credits __3_____

Credits_____

TITLE

(1) LONG title for calendar and schedule, no more than 100 characters including spaces and punctuation.

FROM:

TO:

Foundations of Game Design

(2) SHORT title for enrollment and transcript, no more than 30 characters including spaces and punctuation.

FROM:

TO:

DESCRIPTION
FROM:

DESCRIPTION
TO:

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.**

FROM: Completion of 48 units.

PREREQUISITE

TO: Completion of 48 units, including IAT 265.

LEARNING OUTCOMES

RATIONALE

The course introduces students to game design. To investigate game design, students must develop the skills needed to create simple games or to rebuild pieces of an incomplete game. This in turn requires that students have the knowledge and skills to create new programs and modify existing programs written in scripting languages such as action script. IAT265 helps students acquire such knowledge and skills. Currently students entering IAT 312 do not have the necessary algorithmic thinking background to enable them to succeed in developing or modifying game mechanics introduced in flash or game engines.

Effective term and year
Summer 2013.
Note: Summer 13 chosen because IAT 312 is offered then, ensuring students are aware of and able to complete this pre-requisite before the next offering of IAT 410 in Spring 2014.

2012 april