

CHARTER FOR THE UNDERGRADUATE DEGREE PROGRAM IN COMPUTER GAME DESIGN

May 11, 2006

PROGRAM DEFINITION

The undergraduate degree program in Computer Game Design is an interdisciplinary program offering a course of study leading to the Bachelor of Science (B.S.) degree, specifically the BS in Computer Science: Computer Game Design. The goal of this degree program is to provide a deep understanding of the technical aspects of computer game engineering, and a broad background in the artistic and narrative elements of game design.

The program is housed within the Department of Computer Science, and administered as described herein.

PROGRAM FACULTY

The Computer Game Design faculty shall consist of key faculty who teach the core courses and have a substantive interest in the program's development.

Program Faculty Chair. Appointed by the Dean of Engineering. This position is expected (but not limited) to be the Chair of Computer Science.

Program Faculty. Appointed by the Dean of Engineering, upon nomination of a current member of the program faculty, and upon a vote by the program faculty. The Dean of Engineering may terminate the appointment of a program faculty member, upon the advice of the program faculty.

The initial Chair of the program shall be Ira Pohl, Professor of Computer Science. Initial program faculty shall be the current ladder-rank members of the Dept. of Computer Science, along with Warren Sack, Assistant Professor, Film and Digital Media, and Sharon Daniel, Associate Professor, Film and Digital Media.

GOVERNANCE STRUCTURE

There shall be one standing committee.

Curriculum Committee. The curriculum committee, operating in coordination with other relevant departmental and divisional curriculum committees, has the following responsibilities:

- Review all proposed changes to the curriculum of the degree program, including new courses, changes to graduation requirements, and changes to elective class lists.
- Perform an annual assessment of the impact of the degree program on all participating departments, including (but not limited to) enrollment, preparation of students, availability of courses, and ability of students to graduate on time.
- Address impacts of enrollments in program courses. If the degree program experiences large enrollments, it is possible that students in this degree program will significantly enlarge the enrollments in participating courses. The curriculum committee shall identify these courses, and take steps to address the enrollment impact. These steps include, but are not limited to, seeking resources for additional sections, developing new program-specific courses, removing courses from the curriculum, or shifting students to less impacted offerings of the course.
- Coordinate development of new courses, as needed, within participating departments.

- Periodically evaluate campus courses for suitability for inclusion in the degree program.

Membership of the curriculum committee shall be drawn from the Program Faculty, as well as members of participating departments.

For substantive curriculum changes such as changes to graduate requirements, admission requirements, disqualification requirements, the Curriculum Committee acts in an advisory role to the Program Faculty, who must approve all changes by majority vote.

SERVICES EXPECTED OF PROGRAM FACULTY

The Chair and Program Faculty shall be responsible for short-range and long-range planning, curriculum development, evaluation of the program, outreach activities, undergraduate advising, and all other aspects of maintaining an active undergraduate degree program.

Program Faculty are responsible for teaching program courses, and for serving on standing and ad-hoc committees.

The Chair shall execute the policies of the Program Faculty in the day-to-day running of the program.

The Chair shall appoint the members of the Curriculum Committee, from among the members of the Program Faculty. Additionally, the Chair shall invite each participating department to supply a single member of the Curriculum Committee. The intent is for participating departments to be invited, but not required, to participate in the Curriculum Committee.

The Chair may create ad-hoc committees as needed to administer the degree program. The Chair may appoint members of the Program Faculty, as needed, to existing committees within the School of Engineering (such as the School of Engineering Undergraduate Curriculum Committee).

By majority vote, the Program Faculty may vote to establish new permanent committees.

RESOURCE NEEDS

Resource needs are addressed in detail in the accompanying program proposal.

Teaching resources. In general, participating departments are responsible for allocating teaching resources to courses they host. This includes determination of when courses shall be offered, who shall teach the course, allocation of teaching assistants, readers, and tutors, and determination of how to manage leave by the principal instructor. Since this level of decentralization will result in some flux of course offerings over time, the Curriculum Committee must assess the impact of these changes annually.

Teaching resources in Digital Media. In the event of large enrollments in the degree program, the enrollment capacity of require digital media courses offered by Film and Digital Media may be exceeded. In this event, the School of Engineering shall provide support for additional sections of these courses, as needed. The Chair of Film and Digital Media shall schedule these additional sections, in consultation with the Program Chair.

Staff and Administrative Support. Administrative staff and degree program administrative support shall be provided by the Dept. of Computer Science, the School of Engineering Undergraduate Advising Office, and the Engineering Business Office, as appropriate.

Space Needs. The School of Engineering shall supply instructional laboratories, as needed, for degree program classes housed within participating departments in the School of Engineering. In particular, an instructional game development laboratory shall be developed for use by game development courses within the major (details can be found in the accompanying proposal).

Equipment and Supplies. Supplies for courses shall be provided by the offering Dept. Supplies for the instructional game development laboratory shall be provided by the School of Engineering, or the Dept. of Computer Science, as appropriate.

As the program evolves, emerging resource needs shall be identified by the Program Chair, and satisfied via negotiation and consultation with signatories of this Charter. A guiding principle for such negotiations is the need to have equitable sharing of responsibility for meeting the resource needs of the program.

CLASS ACCESS

Participating departments allow students in the degree program to take classes that are part of the program's curriculum.

PROGRAM REVIEW

The program will be evaluated as part of the Computer Science Department.

We intend that this degree program will, within 1-3 years of its inception date, be accredited by ABET, the primary accreditation authority for computer science and engineering programs. We have designed the curriculum of the program such that it meets the existing accreditation requirements for computer science programs, the most relevant existing set of accreditation criteria.

PROGRAM DISCONTINUANCE

The degree program may be phased out following a vote of 2/3 of the total Program Faculty.

In this event, current students shall be allowed a minimum of two years of complete program-specific courses. In the event that degree courses are no longer offered, the Curriculum Committee shall determine appropriate alternative means of completing the degree program. The Program Faculty structure shall be maintained until all active students have graduated.

AMENDMENTS TO THE CHARTER

This Charter may be amended, in ways that do not have substantial resource or curricular implications, by agreement among the signatories, following consultation and/or approval by relevant Academic Senate committees.

OVERSIGHT AND MAINTENANCE OF THE CHARTER

It will be the responsibility of the Dean of the School of Engineering, to see that the terms and agreements of the Charter are responsibly met. To this end, the School of Engineering will maintain and update a list of Program Faculty, as well as a record of any amendments to this Charter.

SIGNATORIES TO THE CHARTER

Signatories to this Charter will be:

Dean of the School of Engineering

Dean of the Division of the Arts

Chairs of participating departments:

Chair of the Department of Computer Science

Chair of the Department of Film and Digital Media

Chair of the Department of Computer Engineering

Chair of the Department of Math

Chair of the Department of Art

Chair of the Department of Music

Chair of the Department of Theater Arts

Chair of the Department of Economics

Chair of the Department of Physics

Chair of the Department of Philosophy

Chair of Digital Arts New Media

Chair of the Department of Biomolecular Engineering
Chair of the Department of Applied Math and Statistics