

**From:** Richard Hughey <rph@soe.ucsc.edu>  
**Subject:** [Fwd: Re: Charter for Computer Game Design degree]  
**Date:** December 15, 2005 5:59:51 PM PST  
**To:** Jim Whitehead <ejw@soe.ucsc.edu>, "Ira Pohl" <pohl@soe.ucsc.edu>, Patricia Guevara <patricia@soe.ucsc.edu>

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Dear Jim and Ira,

The Department of Computer Engineering fully supports your development of a new B.S. program in Computer Science: Computer Game Design, and approves the Charter of the Computer Game Design major.

The Computer Engineering faculty also comment that you may wish to include CMPE156: Network Programming and CMPE220: Parallel Processing as electives for the program. Professor Varma is interested in modifying CMPE156 to include specifically network programming for game applications. CME220, much like CMPE113, includes training in parallel and distributed programming, and most recently in high performance graphics-card programming. The department appreciates your suggestion about the development of a course or a revision of existing courses to cover various issues in computer hardware most related to Computer Game Design. We hope to work with you as part of the Computer Game Design Curriculum Committee in further defining and specifying this need.

The Computer Engineering faculty is exceedingly enthusiastic about your plans to accredit this program with the Computing Accreditation Commission (CAC) of the Accreditation Board for Engineering and Technology (ABET). This will only expand upon the edge your program will have in being an early Computer Game Design program. Although the accreditation criteria for Computing and Engineering are different, there are many commonalities between the two systems, especially on consideration of the revision of CAC criteria. Professor Tracy Larrabee and I will be most willing and able to lend advice and help you prepare for your an initial accreditation visit.

Once again, congratulations on your completion of the development of this excellent degree program, and I hope that you may look forward to a speedy campus approval.

Richard

Richard Hughey  
Professor and Chair, Computer Engineering  
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I often dictate my email; please phone if it is confusing!

Jim Whitehead wrote:

> Hi Richard,  
>  
> We're now at the point in the Computer Game Design proposal process  
> where we need to get approval of our program charter by participating  
> departments. The proposal and charter can be accessed at:  
>  
> <http://www.soe.ucsc.edu/~ejw/gamedesign/>  
>  
> Please read over the Charter, and make sure that Computer Engineering  
> is OK with its contents. I believe it captures our existing

> understanding concerning use of CE courses, and course access.  
>  
> If you agree with the Charter, please send an email to the effect of:  
>  
> The Computer Engineering Department approves the Charter of the  
> Computer Game Design major, and is pleased to be a participating  
> department in this effort. In particular, we agree with the "Resource  
> Needs" and "Class Access" provisions of the Charter.  
>  
> Thanks!  
>  
> - Jim