

DOCUMENT N: COURSE AND PROGRAM DEVELOPMENT COVER SHEET

See Course and Program Development Policy and Procedures for Instructions

| | | |
|---|---------------------------------------|--------------------|
| SCHOOL: LAW <input type="checkbox"/> MSB <input type="checkbox"/> YGCLA <input checked="" type="checkbox"/> | Contact Name: Stuart Moulthrop | Phone: 5301 |
| DEPARTMENT / DIVISION: Information Arts and Technologies | | |
| SHORT DESCRIPTION OF PROPOSAL (State Document N action item from Box 3 below and program name OR course name, code, & number as applicable): Action Item 8: New Course; COSC 405: The Business of Game Development | | |
| PROPOSED SEMESTER OF IMPLEMENTATION: Fall <input checked="" type="checkbox"/> Spring <input type="checkbox"/> Year: 2010 | | |

| | | | | |
|-------------------------------|--|---|-----------------------------------|--------------------------------|
| Box 1: TYPE OF ACTION | ADD(NEW) <input checked="" type="checkbox"/> | DEACTIVATE <input type="checkbox"/> | MODIFY <input type="checkbox"/> | OTHER <input type="checkbox"/> |
| Box 2: LEVEL OF ACTION | Non-Credit <input type="checkbox"/> | Undergraduate <input checked="" type="checkbox"/> | Graduate <input type="checkbox"/> | OTHER <input type="checkbox"/> |

| Box 3: ACTION ITEM (check appropriate boxes) | | DOCUMENTS REQUIRED (see box 4 below) | IMPACT REVIEWS (see box 5 on back) | APPROVAL SEQUENCE (see box 6 on back) |
|--|--|--|--|---|
| | 1. Experimental Course ¹ | N, O, P | a, c, e | AC |
| | 2. Course Title | N, O | | ABCD |
| | 3. Course Credits | N, O, (P) | | ABCD |
| | 4. Course Number | N, O | | ABCD |
| | 5. Course Level | N, O | | ABCD |
| | 6. Pre & Co-Requisite | N, O | | ABCD |
| | 7. Course Description | N, O, P | | ABCDEF |
| X | 8. New Course | N, O, P | | ABCDEF |
| | 9. Deactivate a Course | N, O | | ABCDEF |
| | 10. Program Requirements | N, O | (b, c, d, e) | ABCDEF |
| | 11a. UG Specialization (24 credits or less) | N, O | a, b, c, d, e | ABCDEF |
| | 11b. Masters Specialization (12 credits or less) | N, O | a, b, c, d, e | ABCDEF |
| | 11c. Doctoral Specialization (18 credits or less) | N, O | a, b, e | ABCDEF |
| | 12. Minor (add or delete) | N, O | a, b, c, d, e | ABCDEF |
| | 13. Closed Site Program | N, O | e | ABCDHIK |
| | 14. Program Suspension | N, O, S | a, e | ABCDEFGIK |
| | 15. Program Reactivation | N, O | | |
| | 16a. Certificate Program (ug/g) exclusively within existing degree program | N, O | a, c, e | ABCDEFHIK |
| | 16b. Certificate Program (ug/g) where degree programs do not exist or where courses are selected across degree programs (12 or more credits) | N, O, Q, R, S | a, c, e | ABCDEFHJL |
| | 17. Off-Campus Delivery of Existing Program | N, O, S | a, b, c, e | ABCDHIL |
| | 18a. UG Concentration (exceeds 24 credit hrs) | N, O, S | a, c, d, e | ABCDEFHJL |
| | 18b. Masters Concentration (exceeds 12 credit hrs) | N, O, S | a, c, d, e | ABCDEFHJL |
| | 18c. Doctoral Concentration (exceeds 18 credit hrs) | N, O, S | a, c, d, e | ABCDEFHJL |
| | 19. Program Title Change | N, O, S | a, c, d, e | ABCDEFHJL |
| | 20. Program Termination ² | N, O, S | d, e | ABCDEFHJK |
| | 21. New Degree Program ³ | N, O, Q, R, S | a, c, d, e | ABCDEFHJL |
| | 22. Other | Varies | Varies | Varies |

| Box 4: DOCUMENTATION (check boxes of documents included) | | | |
|---|-------------------------------|--|---|
| X | N. This Cover Sheet | | Q. Full 5-page MHEC Proposal |
| X | O. Summary Proposal | | R. Financial Tables (MHEC) |
| X | P. Course Definition Document | | S. Other documents as may be required by MHEC/ USM. See http://www.ubalt.edu/downloads/program_approval_Grid-USM-10-07.doc |
| | | | T. Other |

¹ Approval of experimental course automatically lapses after two offerings unless permanently approved as a new course.

² See USM Policy on the Review and Abolition of Academic Programs (<http://www.usmd.edu/reqents/bylaws/Section111/11702.html>) for list of information that must be provided for this action.

³ Letter of Intent is required by USM at least 30 days before a full proposal can be submitted. Letter of Intent requires only the approval of the dean and the provost and is forwarded to USM by the Office of the Provost.

DOCUMENT N: COURSE AND PROGRAM DEVELOPMENT COVER SHEET (Page 2 of 2)

| | | |
|---|---------------------------------------|--------------------|
| SCHOOL: LAW <input type="checkbox"/> MSB <input type="checkbox"/> YGCLA X | Contact Name: Stuart Moulthrop | Phone: 5301 |
| DEPARTMENT / DIVISION: | | |
| SHORT DESCRIPTION OF PROPOSAL (State Document N action item from Box 3 and program name OR course name, code, & number as applicable): Action Item 8: New Course; COSC 405: The Business of Game Development | | |
| PROPOSED SEMESTER OF IMPLEMENTATION: Fall X Spring <input type="checkbox"/> Year: 2010 | | |

| Box 5: IMPACT REVIEW | SIGNATURES (see procedures for authorized signers) | DATE |
|--|---|-------------|
| a. Library <input type="checkbox"/> No impact <input type="checkbox"/> Impact statement attached | Director or designee: | |
| b. OTS <input type="checkbox"/> No impact <input type="checkbox"/> Impact statement attached | CIO or designee: | |
| c. University Relations <input type="checkbox"/> No impact <input type="checkbox"/> Impact statement attached | Director or designee: | |
| d. Admissions <input type="checkbox"/> No impact <input type="checkbox"/> Impact statement attached | Director or designee: | |
| e. Records <input type="checkbox"/> No impact <input type="checkbox"/> Impact statement attached | Registrar or designee: | |

| Box 6: APPROVAL SEQUENCE | APPROVAL SIGNATURES | DATE |
|---|---|-------------|
| A. Department / Division | Chair: <i>Nancy [Signature]</i> | 8/19/09 |
| B. General Education (as required for #7, #8) | <i>Not submitted to Gen Ed.</i> | |
| C. Final faculty review body within each School | Chair: <i>Margaret J. Gottlieb</i> | 9/28/09 |
| D. College Dean | Dean: <i>Roy W. [Signature]</i> | 9/29/09 |
| E. Provost and Senior Vice President for Academic Affairs | Provost: <i>Mary C. Wen for Joseph Wood</i> | 10/1/09 |
| F. Curriculum Review Committee (UFS subcommittee) | Chair: <i>[Signature]</i> | 10-7-09 |
| G. University Faculty Senate (UFS option) | Chair: | |
| H. University Council ⁴ | Chair: | |
| I. President | President: | |
| J. Board of Regents – notification only | | |
| K. Board of Regents – approval | | |
| L. MHEC – notification only | | |
| M. MHEC – approval | | |
| N. Middle States Association notification | Required only if the mission of the University is changed by the action | |

⁴ University Council *review* (for a recommendation to the President or back to the Provost) shall be limited to curricular or academic policy issues that may potentially affect the University's mission and strategic planning, or have a significant impact on the generation or allocation of its financial resources.

UNIVERSITY OF BALTIMORE

DOCUMENT O: SUMMARY PROPOSAL

See Course and Program Development Policy and Procedures for Instructions

| | | |
|---|---------------------------------------|--------------------|
| SCHOOL: LAW <input type="checkbox"/> MSB <input type="checkbox"/> YGCLA <input checked="" type="checkbox"/> | Contact Name: Stuart Moulthrop | Phone: 5301 |
| DEPARTMENT / DIVISION: Information Arts and Technologies | | |
| SHORT DESCRIPTION OF PROPOSAL (state action item 1-23 and course name & number or program affected): | | |
| Action Item 8: New Course; COSC 405: The Business of Game Development | | |
| PROPOSED SEMESTER OF IMPLEMENTATION: Fall <input checked="" type="checkbox"/> Spring <input type="checkbox"/> Year: 2010 | | |

O-1: Briefly describe what is being requested:

We are proposing a new course, COSC 405: The Business of Game Development, which will fulfill a core requirement in the B.S. in Simulation and Digital Entertainment (SDE). (See separate Forms N and O for proposed changes to major requirements.)

| For new courses or changes in existing courses (needed by Registrar) | | |
|--|---|----------------------|
| OLD Title: | Course # / HEGIS Code: | Credits: |
| NEW Title: The Business of Game Development | Course # / HEGIS Code: COSC 405 | Credits: 3 |

O-2: Set forth the rationale for the proposal:

This course will give students an understanding of economic and commercial factors that influence development of games and interactive software. This will be of general benefit to all students seeking careers in game development or related industries, and of particular importance to students who wish to start small, independent ventures, taking advantage of new technical developments that favor such enterprises.

Document P

1. Date Prepared: August 21, 2009
2. Prepared by: Stuart Moulthrop
3. Department: School of Information Arts and Technologies
4. Course Number: COSC 405
5. Course Title: The Business of Game Development
6. Credit Hours: 3
7. Catalog Description: Examines the past, present, and future of the video game industry, with an emphasis on business organizations and practices that have evolved along with the medium. Particular attention given to opportunities and requirements for new ventures in games and other areas of interactive design.
8. Prerequisites: None
9. Course Purpose: Core Requirement for B.S. in Simulation and Digital Entertainment
10. General Education Area, if applicable: N/A
11. Course Type: Lecture.
12. Faculty Qualified to Teach: Austin, Moulthrop, Oldenburg
13. Content Outline: Features and emphasis of the class may vary, but the course will treat topics listed below.

TOPICS

Industrial and economic history of video games
Formulating and evaluating product concepts
Intersection of technologies and markets
Marketing and promoting video games
Managing complex technical projects
Managing for creativity
Managing asynchronous and distributed work groups
Standard tools for project management in software development
Understanding and protecting intellectual property
Basic strategies for new business ventures

Developing a business plan
Writing game design documents
Defining and managing success

14. Learning Goals

By the end of the course, each student should be able to:

(1) Formulate a plausible proposal for a new venture in game design, or a related area of interactive software development;

(2) Analyze proposals for game design ventures in terms of innovation, technical affordances, and barriers to entry;

(3) Identify key legal, financial, and institutional requirements for new ventures in game development;

(4) Write a business plan and related promotional documents for a game development venture.

15. Assessment Strategies

Appropriate methods of student assessment include quizzes, exams, oral presentations, business plans, and game design documents.

16. Suggested Text(s) and Materials:

Appropriate texts may include:

LaMothe, A. 2002. *Game Design: The Art and Business of Creating Games*. Prima Tech.

Schell, J. 2008. *The Art of Game Design: A Book of Lenses*. Kauffman.

Todd, C. 2007. *Game Design: From Blue Sky to Green Light*. A.K. Peters.

Grossman, A. 2003. *Postmortems from Game Developer*. CMP Books.

17. Suggested Class Size: 24

18. Lab Fee: Required