

UC 10664 09F

CBM003 ADD/CHANGE FORM

APPROVED FEB 24 2010

Undergraduate Council
 New Course Course Change
 Core Category: _____ Effective Fall 2010

or Graduate/Professional Studies Council
 New Course Course Change
 Effective Fall _____

RECEIVED OCT 16 2009 MB

1. Department: Computer Science College: NSM
2. Faculty Contact Person: Dr. Hilford Telephone: 3-3342 Email: vhilford@cs.uh.edu
3. Course Information on New/Revised course:
 - Instructional Area / Course Number / Long Course Title:
COSC / 4359 / Intermediate Interactive Game Development
 - Instructional Area / Course Number / Short Course Title (30 characters max.)
COSC / 4359 / INTERMEDIATE GAME DEV.
 - SCH: 3.00 Level: SR CIP Code: 1108030019 Lect Hrs: 3 Lab Hrs: 0
4. Justification for adding/changing course: To provide for new discipline areas
5. Was the proposed/revised course previously offered as a special topics course? Yes No
 If Yes, please complete:
 - Instructional Area / Course Number / Long Course Title:
COSC / 4397 / Sel Top-Computer Science # 28, Interactive Game Dev. II
 - Course ID: 16876 Effective Date (currently active row): 20083
6. Authorized Degree Program(s): BS, Computer Science
 - Does this course affect major/minor requirements in the College/Department? Yes No
 - Does this course affect major/minor requirements in other Colleges/Departments? Yes No
 - Can the course be repeated for credit? Yes No (if yes, include in course description)
7. Grade Option: Letter (A, B, C ...) Instruction Type: lecture ONLY (Note: Lect/Lab info. must match item 3, above.)
8. If this form involves a change to an existing course, please obtain the following information from the course inventory: Instructional Area / Course Number / Long Course Title
 _____ / _____ / _____
 • Course ID: _____ Effective Date (currently active row): _____
9. Proposed Catalog Description: (If there are no prerequisites, type in "none".)
 Cr: 3. (3-0). Prerequisites: ^{THS} COSC 4358 or consent of instructor. Description (30 words max.):
 Continuation of ~~Introduction to Interactive Game Development course~~, Advanced theories and practices in game development, in ~~PC/Xbox360/Zune environments~~.
10. Dean's Signature: _____ Date: 13 Oct '09
 Print/Type Name: Ian Evans