

CBM003 ADD/CHANGE FORM

APPROVED FEB 22 2012

Undergraduate Council
 New Course Course Change
 Core Category: NONE Effective Fall 2012

or

Graduate/Professional Studies Council
 New Course Course Change
 Effective Fall 2012

1. Department: COSC College: NSM
2. Faculty Contact Person: Shishir Shah Telephone: 3-3360 Email: sshah@central.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 DEVELOPMENT
 - SCH: 3.00 Level: SR CIP Code: 11.0803.00 19 Lect Hrs: 3 Lab Hrs: 0
4. Justification for adding/changing course: To reflect change in prerequisite course
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:
____ / ____ / _____
 - Course ID: _____ Effective Date (currently active row): _____
6. Authorized Degree Program(s): B.S., 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
COSC / 4359 / Intermediate Interactive Game Development
 - Course ID: 46876 Effective Date (currently active row): 2010-08-23
9. Proposed Catalog Description: (If there are no prerequisites, type in "none".)
 Cr: 3. (3-0). Prerequisites: COSC 4358 and COSC 4370. Description (30 words max.): Continuation of the introduction to Interactive Game Development. Advanced theories and practices in game development.
10. Dean's Signature: _____ Date: 19 Oct '11
 Print/Type Name: IAN EVANS