



Program Approval Form

For approval of new programs and deletions or modifications to an existing program.

Action Requested:

- Create New (SCHEV approval required except for minors)
- Inactivate Existing
- Modify Existing (check **ALL** that apply)

- Title (SCHEV approval required except for minors)
- Concentration** (Choose one): Add Delete Modify
- Degree Requirements
- Admission Standards/ Application Requirements
- Other Changes: _____

Type (Check one):

- B.A. B.S. Minor
- Master's
- Ph.D.
- Undergraduate Certificate*
- Graduate Certificate*
- Bachelor's/Accelerated Master's Other:

College/School: Department:
 Submitted by: Ext: Email:

Effective Term: Fall **Please note:** For students to be admitted to a new degree, minor, certificate or concentration, the program must be fully approved, entered into Banner, and published in the University Catalog.

Justification: (attach separate document if necessary)

Program Title: (Required)

Title must identify subject matter. Do not include name of college/school/dept.

Concentration(s):

Admissions Standards / Application Requirements:

(Required only if different from those listed in the University Catalog)

Degree Requirements:

Consult University Catalog for models, attach separate document if necessary using track changes for modifications

Existing	New/Modified
Applied Computer Science	
Approved Elective Related to Game Design Course List Code Title Credits Select one course from the following: 3 CS 332 Object-Oriented Software Design and Implementation CS 455 Computer Communications and Networking CS 475 Concurrent and Distributed Systems CS 480 Introduction to Artificial Intelligence CS 485 Autonomous Robotics SWE 432 Design and Implementation of Software for the Web GAME 332 RS: Story Design for Computer Games AVT 370 Entrepreneurship in the Arts AVT 374 Sound Art I AVT 487 Advanced Topics: New Media Art Total Credits 3	Approved Elective Related to Game Design Course List Code Title Credits Select one course from the following: 3 CS 332 Object-Oriented Software Design and Implementation CS 455 Computer Communications and Networking CS 475 Concurrent and Distributed Systems CS 477 Mobile Application Development CS 480 Introduction to Artificial Intelligence CS 485 Autonomous Robotics SWE 432 Design and Implementation of Software for the Web GAME 332 RS: Story Design for Computer Games AVT 370 Entrepreneurship in the Arts AVT 374 Sound Art I AVT 487 Advanced Topics: New Media Art Total Credits 3

Courses offered via distance: (if applicable)

TOTAL CREDITS REQUIRED:

*For Certificates Only: Indicate whether students are able to pursue on a Full-time basis Part-time basis

Approval Signatures

Jan M. Wilbur

5/1/2017

9/21/17 9/22/17

Department

Date

College/School

Date

Provost's Office

Date

Required for Minors and Interdisciplinary Programs

If this program may impact another unit or is in collaboration with another unit at Mason, the originating department must circulate this proposal for review by those units and obtain the necessary signatures prior to submission. Failure to do so will delay action on this proposal.

Unit Name	Unit Approval Name	Unit Approver's Signature	Date

For Undergraduate Programs only

Undergraduate Council Member

Provost Office

Undergraduate Council Approval Date

For Graduate Programs Only

Graduate Council Member

Provost Office

Graduate Council Approval Date

For Registrar Office's Use Only: Received _____ Banner _____ Catalog _____ revised 9/2/2016