CBM003 ADD/CHANGE FORM

☐ Undergraduate Council  ☑ New Course  ☐ Course Change
Core Category: ______  Effective Fall 2010

or

Graduate/Professional Studies Council
☐ New Course  ☐ Course Change
Effective Fall ______

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: 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: 9Oct'09
    Print/Type Name: Ian Evans