



SOUTH DAKOTA BOARD OF REGENTS
ACADEMIC AFFAIRS FORMS
New Course Request

<u>USD</u>	<u>Arts & Sciences/Media & Journalism</u>	
Institution	Division/Department	
<u>Elizabeth M. Freeburg</u>		<u>5/4/2020</u>
Institutional Approval Signature		Date

Section 1. Course Title and Description

Prefix & No.	Course Title	Credits
MCOM 480/580	Video Games and Society	3

Course Description
This course offers a rigorous examination of interactive media entertainment including an overview of the video game industry and how media theory is used in game development. Students will learn the importance of video games from a cultural and individual level as well as their social significance and influences. No prior gaming experience is required.

Pre-requisites or Co-requisites (add lines as needed) None

Registration Restrictions None

Section 2. Review of Course

2.1. Was the course first offered as an experimental course?

- Yes (if yes, provide the course information below) No

2.2. Will this be a unique or common course?

If the request is for a unique course, verify that you have reviewed the common course catalog via Colleague and the system [Course Inventory Report](#) to determine if a comparable common course already exists. List the two closest course matches in the common course catalog and provide a brief narrative explaining why the proposed course differs from those listed. If a search of the common course catalog determines an existing common course exists, complete the Authority to Offer an Existing Course Form.

Unique Course

Prefix & No.	Course Title	Credits
ARTH 100	Art Appreciation, Critical Hits, Video Games as Art	3
SOC 260	Popular Culture & Society	3

Provide explanation of differences between proposed course and existing system catalog courses below:

MCOM 480/580 will focus on how media effects theories are integrated into video game development and usage. The course also will explore how the video game industry is used in advertising and media marketing, including the sport industry and social media platforms. The two courses listed above are introductory courses focused more on appreciation of video games and not the broader related industry.

Section 3. Other Course Information

3.1. Are there instructional staffing impacts?

- No.** Schedule Management, explain below: MCOM 480/580 will be part of the regular teaching load and course rotation. No new hire will be necessary.

- 3.2. Existing program(s) in which course will be offered: BA/BS Media & Journalism, BA/BS Sport Marketing & Media, MA Communication
- 3.3. Proposed instructional method by university: D Discussion Recitation
- 3.4. Proposed delivery method by university: 001 Face-to-Face/Discussion Recitation, 015 Internet Asynchronous
- 3.5. Term change will be effective: Fall, 2020
- 3.6. Can students repeat the course for additional credit?
 Yes, total credit limit: _____ No
- 3.7. Will grade for this course be limited to S/U (pass/fail)?
 Yes No
- 3.8. Will section enrollment be capped?
 Yes, max per section: _____ No
- 3.9. Will this course equate (i.e., be considered the same course for degree completion) with any other unique or common courses in the common course system database in Colleague and the [Course Inventory Report](#)?
 Yes No
- 3.10. Is this prefix approved for your university?
 Yes No

Section 4. Department and Course Codes (Completed by University Academic Affairs)

- 4.1. University Department Code: UMJR
- 4.2. Proposed [CIP Code](#): 09.0102
Is this a new CIP code for the university? Yes No