MEMORANDUM

TO: Zina Lawrence, Senate Chair
FROM: Havidán Rodríguez, President
DATE: March 4, 2020
SUBJECT: Senate Bill Approval

I am pleased to approve the following Senate Bill, which was recommended following approval by the University Senate at its meeting of February 26, 2020:

Senate Bill 1920-03:
PROPOSAL TO ESTABLISH A NEW INFORMATICS CONCENTRATION IN GAME DESIGN AND DEVELOPMENT

Approved:

Havidán Rodríguez, President

3/13/2020
UNIVERSITY SENATE
UNIVERSITY AT ALBANY
STATE UNIVERSITY OF NEW YORK

Introduced by: Undergraduate Academic Council
University Policy and Planning Council

Date: February 26, 2020

Proposal to Establish a New Informatics Concentration in Game Design and Development

IT IS HEREBY PROPOSED THAT THE FOLLOWING BE ADOPTED:

1. That the University Senate approves the attached Program proposal as submitted by the College of Emergency Preparedness, Homeland Security and Cybersecurity to the Undergraduate Academic Council and the Undergraduate Policy and Planning Council.

2. That this takes effect for the Fall 2020 semester.

3. That this proposal be forwarded to President Havidán Rodríguez for approval.
Proposal Title: B.S. in Informatics with a concentration in Game Design and Development

College or School: CEHC

Program Director or Sponsor: Robert Griffin

Email: rpgriffin@albany.edu

Action Category: Program Proposal

Action Type: New

Does this proposal include any space resource implications? Approx. sq. ft. needed: □ Yes □ No

Does the Office of Financial Aid identify this as a Gainful Employment Program (GEP)? □ Yes □ No

Brief Description of Proposal: (attach additional pages if necessary)

The proposed new concentration of Game Design and Development within the already approved B.S. in Informatics is designed to capture the growing interest in digital game design and development among UAlbany students. The proposed four-course concentration is designed to bring students through the entire game design and development process, with elective courses that weave in existing campus offerings in educational instruction, transmedia storytelling, and broadcast journalism. The proposed concentration draws on existing course offerings by full-time faculty within the College, and capitalizes on the growing participation of UAlbany students within the newly-formed eSports program. Leveraging existing resources, the proposed program can meet initial demand, and has a robust outlook for potential growth, given the over 300 students who have registered interest in our recently-formed eSports team within the College.
Is there an impact on other service units? Please attach documentation that you have consulted with each unit listed below:

<table>
<thead>
<tr>
<th>Yes</th>
<th>No</th>
<th>ITS</th>
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<tbody>
<tr>
<td></td>
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<td>University Libraries</td>
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<td>Scientific Core Facilities</td>
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<td>Other services (i.e., advisement, parking, facilities, security), please list:</td>
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Is there an impact on other academic programs? Please list all academic departments consulted regarding impact and attach documentation.

Yes, three different departments were consulted in the development of this concentration. We have attached documentation from Documentary Studies (A DOC) and Educational Theory and Practice (E TAP) units who are providing courses as options for the 1 elective within the concentration.

We also have initial interest from Journalism, but are awaiting final approval at this time for their participation. If not supported, we will remove their courses from the proposed effort, which will have limited impact on overall ability to initially deliver the program as designed.

Faculty and Staff (attach additional pages if necessary)

(a) Describe new faculty hiring needed during the next 3 years
(b) Explain how program will be administered for the purposes of admissions, advising, course offerings, etc.

Discuss the available support staff.

CEHC is undergoing expansion of its Informatics faculty generally. For this specific concentration, we are already staffed with one Professor of Practice (Lecturer) who can teach the entire course sequence (and is already teaching two of the required courses). Considering the potential growth of the concentration, we anticipate in Year 2 the hiring of a Tenure-Track line to support additional sections taught, and provide mentorship and research opportunities for students in the program.

As a concentration within our existing Informatics program, the concentration will otherwise be administered in a similar manner as other Informatics concentrations. All CEHC programs are supported by the staff of the college generally. Given that CEHC has no departments, all programs are supported in a similar fashion and in an equitable manner within the college. The college's advisor for our INF program, who advises on other concentrations within the program, will also advise on this concentration as well. If student interest in this concentration increases overall INF degree enrollment, additional resources projected through already established protocols for overall degree growth will be utilized to provide additional support for this concentration.
Program Expenses

List all resources that will be engaged specifically as a result of the proposed program (e.g., a new faculty position or additional library resources). If they represent a continuing cost, new resources for a given year should be included in the subsequent year(s), with adjustments for inflation or negotiated compensation.

<table>
<thead>
<tr>
<th>Program Expense Categories</th>
<th>Expenses (in dollars)</th>
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<tbody>
<tr>
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<td>Prior to Implementation</td>
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<tr>
<td>(a) Personnel (including faculty and all others)</td>
<td>0</td>
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<tr>
<td>(b) Library</td>
<td>0</td>
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<td>(c) Equipment</td>
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<td>(d) Laboratories</td>
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<td>(e) Supplies</td>
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<td>(f) Capital Expenses</td>
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<td>(g) Student stipends or scholarships</td>
<td>0</td>
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<td>(h) Other (specify):</td>
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<td>Sum of Rows Above</td>
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Explanatory Notes (add additional pages as needed):
Projected growth: Y1 - 30 students; Y2 - 60; Y3 - 90; Y4 - 120; Y5 - 150. We anticipate some transfer growth from other INF concentrations, but given broad campus interest in eSports, the majority of these projections assume new enrollment in the program.

The above expenses represent resource needs above existing resource allocations and investments to support both the eSports program and several of the courses in this program. Current resource allocations include:
- 1 full-time Lecturer who currently teaches INF 196 (a pilot of 171) and INF 363, at an annual salary of $77,500.
- 1 lab of 12 advanced computers, which doubles as an eSports venue, provided by President @ cost of $55,000.

Additional Expenses: Personnel - TT-faculty hired in Y2 @ $100,000 annually. In the years beyond, $20,000 is added, annually, to support 4 adjunct courses per year, with 4 more added each subsequent year, to support growth.

Equipment - Expect the lab to build out to 40 machines in total (12 currently), @ $4,000/machine est.
Y2 - add 12 machines; Y3 - add 12 machines + Replace Y1 original 12 machines; Y4 - add 4 machines; Y5 - replace 12 Y2 machines

Supplies - Adobe license is $30/month/machine - Y1 - existing; Y2 - 24 licenses; Y3 - 36 licenses; Y4 - 40 licenses; Y5 - 40 licenses

Other - Desk & Chair @$400/each - Y2 - 12; Y3 - 12; Y4 -4
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<thead>
<tr>
<th>Role</th>
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<tbody>
<tr>
<td>Department Chair</td>
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<td>Dean</td>
<td>Robert Griffin</td>
<td>2/7/2020</td>
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<tr>
<td>UPPC Chair</td>
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- It is the sponsoring department's responsibility to request and attach all required documentation and to obtain all required signatures (with the exception of the chair of UPPC's) **before** presenting the documentation.

- Completed forms should be sent to the **Office of Undergraduate Education**, the **Office of Graduate Education**, or both as appropriate.

- When the Chair of UPPC has received the proposal from the appropriate office(s), s/he will notify you that it has been placed on the UPPC agenda and invite you to attend the meeting.