

BULLETIN OF SOUTHERN METHODIST UNIVERSITY

VOL. III

2012–2013

Southern Methodist University publishes a complete bulletin every two years. The undergraduate catalog and the Cox, Dedman Law, Hart eCenter and Simmons graduate catalogs are updated annually. The Dedman College, Lyle, Meadows and Perkins graduate catalogs are updated biennially. The following catalogs constitute the General Bulletin of the University:

- Undergraduate Catalog
- Cox School of Business Graduate Catalog
- Dedman College of Humanities and Sciences Graduate Catalog
- Dedman School of Law Graduate Catalog
- Hart eCenter Graduate Catalog
- Lyle School of Engineering Graduate Catalog
- Meadows School of the Arts Graduate Catalog
- Perkins School of Theology Graduate Catalog
- Simmons School of Education and Human Development Graduate Catalog

Every effort has been made to include in this catalog information that, at the time of preparation for printing, most accurately represents Southern Methodist University. The provisions of the publication are not, however, to be regarded as an irrevocable contract between the student and Southern Methodist University. The University reserves the right to change, at any time and without prior notice, any provision or requirement, including, but not limited to, policies, procedures, charges, financial aid programs, refund policies and academic programs.

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GENERAL INFORMATION

The Linda and Mitch Hart eCenter at SMU was founded in late 2000 to provide leadership in the development and use of interactive network technologies. The

features motion capture capabilities, with a dedicated motion capture lab, and the new ShapeWrap III system. This motion capture system enables students to capture the physical movements of their characters. A dedicated sound recording and video editing studio is also located at The Guildhall. Students use the sound studio to

The Cox School of Business is accredited by AACSB International, the Association to Advance Collegiate Schools of Business (777 South Harbour Island Boulevard, Suite 750, Tampa, Florida 33602-5730; telephone number 813-769-6500). The Cox School was last reaccredited by AACSB International in 2007.

The Dedman School of Law is accredited by the American Bar Association.

In the Linda and Mitch Hart eCenter, The Guildhall at SMU's Master of Interactive Technology is accredited by the National Association of Schools of Art and Design for the two specializations in art creation and level design.

The Lyle School of Engineering undergraduate programs in civil engineering, computer engineering, electrical engineering, environmental engineering and mechanical engineering are accredited by the Engineering Accreditation Commission of ABET, <http://www.abet.org>. The undergraduate computer science program that awards the degree Bachelor of Science (B.S.) is accredited by the Computing Accreditation Commission of ABET. The undergraduate computer science program that awards the degree Bachelor of Arts (B.A.) is not accredited by a Commission of ABET. ABET does not provide accreditation for the discipline of management science.

In the Meadows School of the Arts, the Art and Art History programs are accredited through the National Association of Schools of Art and Design, the Dance Division is accredited by the National Association of Schools of Dance, the Music Division is accredited by the National Association of Schools of Music, the Music Therapy program is approved by the American Music Therapy Association, and the Theatre program is accredited by the National Association of Schools of Theatre.

Perkins School of Theology is accredited by the Commission on Accrediting of the Association of Theological Schools (ATS) in the United States and Canada (10 Summit Park Drive, Pittsburgh, Pennsylvania 15275-1110; telephone number 412-788-6505) to award M.Div., C.M.M., M.S.M., M.T.S. and D.Min. degrees.

Accredited programs in the Simmons School of Education and Human Development include the Teacher Education undergraduate and graduate certificate programs, which are accredited by the State Board of Educator Certification (SBEC) and the Texas Education Agency (TEA). The undergraduate program is approved annually by TEA. The Learning Therapist Certificate program, which is accredited by the International Multisensory Structured Language Education Council, was last reaccredited in 2011.

ADMISSION

The Guildhall at SMU seeks to admit students with a strong academic background, talent potential and the passion to become professionals and future leaders in the digital game development industry.

The admission requirements for The Guildhall at SMU program include general admission requirements along with a portfolio submission specific to the applicant's chosen specialization (art creation, level design, production or software development). The general admission standards for the Master's degree meet the admission standards for enrollment in a graduate program at SMU.

The admission requirements for the Master's degree program include the following:

A baccalaureate degree from a regionally accredited institution of higher learning, with a minimum undergraduate GPA of 3.000 (on a 4.000 scale).
A portfolio consisting of examples that showcase the applicant's aptitude and preparation in his/her intended field, as well as satisfactory completion of an assignment specific to the applicant's chosen area of specialization. Applicants can receive additional instructions on the portfolio assignment by contacting The Guildhall.

Art creation – The portfolio will consist of a completed project assignment plus any other examples that showcase the applicant's potential for creating 3-D game assets supported by strong 2-D art skills. These examples may be created digitally or with traditional media but must be submitted as digital images in JPG format on a CD or DVD.

Level design – The portfolio will consist of a completed project assignment

Test score from an internationally recognized English language test, such as

Art Creation Specialization

Game Design I
Game Studies I
Game Studies II
Drawing I
Drawing II
Team Game Production I
Art Creation I
Art Creation II

Level Design Specialization

Game Design I

FINANCIAL INFORMATION

A catalog supplement, the *Financial Information Bulletin*, is issued each academic year. It provides the general authority and reference for SMU financial regulations

withdraw does not constitute an official withdrawal. Reduction of tuition and fees is based on the schedule listed in the

ACADEMIC RECORDS, GENERAL AND ENROLLMENT STANDARDS

The standards herein are applicable to all students at the University and constitute the basic authority and reference for matters pertaining to University academic regulations and records management. Enrollment in the University is a declaration of acceptance of all University rules and regulations. A complete *University Policy Manual* is available at www.smu.edu/policy. Additional information regarding rules

Students are expected to keep current all their addresses and telephone numbers, including emergency contact details, through Access.SMU, the University's Web-based self-service system. Students may be prevented from enrolling if their information is insufficient or outdated. Changes to parent information should be reported by contacting records@smu.edu, and the email should include the student's full name and SMU student ID number.

The University issues all students an email address. Students may have other

part of a teaching fellowship, but not enrolled for the required number of hours; may be certified as a full-time or part-time student if the student is enrolled officially for at least one course and is recognized by his or her director or academic dean or the dean for the Office of Research and Graduate Studies as working on the completion of the thesis, dissertation or internship requirement on a full-time or part-time basis. In other special situations, a student not enrolled for the required number of hours may be certified as a full-time or part-time student if the student is officially enrolled for at least one course, is recognized by the academic dean or director as a full-time or part-time student, and such recognition is approved by the provost.

Cautionary Note: Federal financial aid agencies and some other agencies require 12 hours of enrollment for full-time status and do not make exceptions for co-op or student-teaching enrollments. Students on financial aid should consult a Financial Aid Office adviser regarding minimum enrollment requirements for their situation.

Minimum and Maximum Course Loads

Minimum and maximum course loads allowed are based on the school of record.

Insufficient or improper information given by the student on any admission or enrollment form – or academic deficiencies, disciplinary actions and financial obligations to the University – can constitute cause for the student to be determined ineligible to enroll or to be administratively withdrawn.

Official college transcripts are required for all college-level work attempted, regardless of transferability. Military transcripts are also required for students receiving VA benefits; more information is available at www.smu.edu/registrar (“Veterans Affairs” link). Students are responsible for making sure a transcript of all transfer work attempted is sent to the University Registrar’s Office immediately following completion of the work.

Due to the specialized cohort nature of The Guildhall program, all credit hours must be earned at The Guildhall. Additional information is found in the Hart eCenter Graduate Programs Policies and Procedures section of this catalog.

When students enter their school of record and into a specific degree program, they are assigned an academic adviser. Students should consult with the adviser for course scheduling, schedule changes, petitions, degree requirements and other such academic concerns. Advisers normally will have established office hours. The academic dean’s office or the records office monitors progress and maintains official degree plans for all students in a school. Students should schedule conferences with staff in the dean’s office or records office upon admission to a school and prior to their final term to ensure that they are meeting all University and graduation requirements.

Each fall, spring and summer term has an enrollment period during which the formal process of enrollment in the University is completed. Prior to each enrollment period, the Student Services Office will publish enrollment instructions.

Each student is personally responsible for complying with enrollment procedures and for ensuring the accuracy of his or her enrollment. Students are expected to confirm the accuracy of their enrollment each term.

Students who discover a discrepancy in their enrollment records after the close of enrollment for the term should immediately complete an Enrollment Discrepancy Petition. Petitions are to be submitted to the appropriate academic dean's office or records office within six months of the term in which the discrepancy appeared; contact information is available on the University Registrar's Office website at www.smu.edu/EnrollmentDiscrepancy. Petitions submitted later than six months after the discrepancy may not be considered.

Students at The Guildhall cannot drop individual courses; they must take all of the required courses in their specialization module to be enrolled.

Students receiving financial aid should refer to the Financial Information section of this catalog.

Students should be aware of the difference between a *drop* and a *withdrawal* and remember that they have different deadlines and separate financial policies. The deadlines are posted each term on the Official University Calendar at www.smu.edu/registrar. A *drop* occurs when a student removes one or more courses from his or her schedule and remains enrolled in at least one credit hour for the term. A *withdrawal* occurs when removing the course or courses will result in the student being enrolled in _____ hours for the term.

If a student removes all courses from his or her schedule
, the transaction is considered a *cancellation* and does not result in financial

Memorial Health Center. The University does not grant retroactive medical withdrawals. The last day for a medical withdrawal is the last day of class instruction for

about their absence, students may submit the Absence from Class Form available at www.smu.edu/healthcenter.

Each SMU course has a four-digit course number. The first number indicates the general level of the course: 1 – first year; 2 – sophomore; 3 – junior; 4 – senior; 5 –

Any work graded lower than a *C-* is not passing and earns a grade of *F* or *D*. Failing is graded *F*. If the student's work is incomplete, poor quality and not acceptable, a grade of *F* will be given. The grade of *D* represents performance below average expectations. The cumulative nature of the material and the integrity of the cohort system require that students who fail any course, i.e., receive a grade of *F* or *D*, will be suspended from the program. Additional information is found in the Hart eCenter Graduate Programs Policies and Procedures section of this catalog.

The grade of *W* cannot be recorded unless completion of the official drop or withdrawal process has occurred by the applicable deadline *during the term of enrollment*. Only the grade of *W* may be recorded if the student has officially dropped courses from the schedule or withdrawn (resigned) from the University. The grade of *W*

Changes of grades, including change of the grade of *F*, are initiated by the course instructor and authorized by the academic chair and by the Office of the Director. If a student requests a grade change, the instructor may ask the student to provide the request as a written petition, which may become an official part of any further process at the instructor's discretion. Changes of grades may be made only for the following authorized reasons: to clear a grade of *I*, to correct a processing error or to reflect a re-evaluation of the student's original work. A change of grade will not be based on additional work options beyond those originally made available to the entire class.

Changes of grades of *F* should be processed within a module of the original grade assignment unless the grade is for thesis work. Other changes of grades must be processed by the end of the next regular term. No grade will be changed after 12 months or after a student's graduation, except in cases where a grade is successfully appealed – provided that written notice of appeal is given within six months following graduation – and in extenuating circumstances authorized by the academic dean or director and approved by the registrar.

Students who have withdrawn from a Hart graduate program may repeat courses only if they are readmitted to a subsequent cohort. Students will be allowed to repeat courses according to the following rules: Both the initial and the second grades will be recorded on the student's permanent academic record. Both grades will be included in the calculation of the GPA and in the determination of academic probation, suspension, dismissal, honors and graduation. Only the repeated course and not the initial credit hours count toward the number of hours needed for graduation.

Students should consult with their advisers before declaring the pass/fail option for any course, as some courses may not be taken pass/fail.

A student who feels that an assigned grade is other than the grade earned must first discuss the matter with the course instructor to determine if the discrepancy is caused by error or misunderstanding. At the time of the initial discussion, the student may be asked to provide a written petition requesting the change of grade.

A student who is not satisfied by the instructor's denial of a request for a grade change, and who maintains that the original grade was capriciously or unfairly determined, may appeal to the Office of the Director. After discussing the matter with the student, and bearing in mind that the final authority in matters of academic judgment in the determination of a grade rests with the course instructor, the Office of the Director will consult with the course instructor, who will subsequently report to the student the disposition of the appeal.

A student who is not satisfied by the disposition of the appeal may appeal the decision to the dean of the school offering the course.

the cumulative GPA is not up to 3.000 in the Master's degree program or a cumulative GPA of 2.700 in the professional certificate program, the student may be removed from the program at the discretion of the program director and/or dean. Additional information on academic progress, academic probation and academic suspension is found in the Hart eCenter Graduate Programs Policies and Procedures section of this catalog.

***Definitions: Academic Probation, Academic Suspension,
Academic Reinstatement and Academic Dismissal***

Academic probation is a serious warning that the student is not making satisfactory academic progress. A student on academic probation is still eligible to enroll. Academic probation is not noted on the permanent academic record; however, a student on academic probation may be subject to certain conditions during the period of probation and will be subject to academic suspension if he or she does not clear academic probation. Guildhall students on academic probation are not permitted to serve in any student leadership position of any organization representing the Guildhall or SMU.

Academic suspension is an involuntary separation of the student from SMU. Academic suspension is for at least one regular term or module. The term of suspension might be for a longer period depending on the policy of the school of record or the terms of the t,e

Students must file an Application for Candidacy to Graduate with the Academic Director's Office at the beginning of the term in which they will complete all degree requirements. Applications should be filed by the deadline date in the Official

The Guildhall program is highly cross-disciplinary and requires students from the four specializations of art creation, level design, production and software development to work in teams on several game projects. To ensure the desirable mix of artists, designers, producers and programmers, The Guildhall matriculates students in cohorts (student groups) who progress together through the program in a lockstep manner. As a result, the success of the individual student is inextricably connected to the work ethic and commitments of all the students in a given cohort. Therefore, it is the expectation of The Guildhall at SMU that students participate fully in team projects and be accountable to their team members and cohort peers.

Additional information is found under Class Attendance in the Enrollment Policies section of this catalog.

The academic performance of all Guildhall students is reviewed at the end of each term. Additional information about academic suspension and probation is found in the Academic Advising and Satisfactory Progress Policies section of this catalog.

To graduate from The Guildhall, a student must demonstrate the ability to successfully work in a team environment. The team game production courses are designed to build and evaluate team skills. The grades in TGP courses are structured to measure the student's teamwork ability and measure the quantity and quality of work for both the student and the team.

Each student's teamwork will be evaluated at every major project milestone. All students will complete a survey that ranks all team members with a five point Likert scale in six categories: easy to work with, attitude, attendance, work ethic, quality of work and teamwork. The scores are averaged – with the exception of the student's self-evaluation score – to create a team dynamics grade.

The following are the minimum requirements for the team dynamics grade:

TGP1 – No minimum.

TGP2; TGP3 – If a student's team score falls below a 3.0 out of a possible 5.0, the student is placed on probation, and he or she must raise the score to a 3.0 or better on all subsequent measurements. If a subsequent measurement falls below a 3.0, the student is removed from the team and assigned individual work, with a grade of *C* being the highest possible grade in the course. A student on probation will not be admitted to the next TGP without a successful interview with the course faculty. The probation extends through the end of the current module.

TGP4; TGP5 – A student whose team score falls below a 3.0 out of a possible 5.0 fails the course.

The course instructor has the option of revising a team score that has been arrived at in violation of the SMU code of conduct. The complete SMU Student Code of Conduct is available in the online

The student must contact the director of The Guildhall and the SMU Registrar's Office in writing to withdraw from The Guildhall. Additional information is found under Withdrawal From the University in the Enrollment Policies section of this catalog.

Students who wish to re-enter the program after a withdrawal or suspension must submit a petition for consideration for readmission. This petition should be addressed to the Office of the Director and should address the circumstances for withdrawal or suspension and actions taken during the time away from the program. The petition will be reviewed by the Admissions Committee for a determination of re-entry or whether additional information is necessary to determine the outcome of the petition and, if readmission is possible, the appropriate module of re-entry if approved. Students may re-enter only with another cohort in the appropriate term of study. This deadline for re-entry is extended by any time spent after withdrawal in active U.S. military service.

Due to the cohort nature of The Guildhall program, students who are dismissed for failure (earning a grade below C-) in a course may only be readmitted to join a later cohort group.

Candidates must complete all courses in their program of study and earn all term hours of credit with a cumulative GPA of 3.000 or better in the Master's degree program, or 2.700 in the certificate program. Due to the specialized cohort nature of The Guildhall program, all credit hours must be earned at The Guildhall.

The maximum length of time for thesis completion in The Guildhall graduate degree program is three calendar years from the date of completion of the program course requirements. All thesis requirements must be completed in this time period. In

A four-year baccalaureate or equivalent degree from a regionally accredited

RIGHT TO KNOW

Southern Methodist University is pleased to provide information regarding academic programs, enrollment, financial aid, public safety, athletics and services for persons with disabilities. Students also may obtain paper copies of this information by contacting the appropriate office listed below. Disclosure of this information is pursuant to requirements of the Higher Education Act and the Campus Security Act. More information is available at www.smu.edu/srk

PROGRAMS OF STUDY

The Guildhall at SMU, through the Linda and Mitch Hart eCenter, offers a Master of Interactive Technology degree with specializations in art creation, level design, production and software development. Additionally, a graduate Professional Certificate in Digital Game Development with specializations in art creation, level design and software development is offered.

The curriculum at The Guildhall at SMU is divided into three distinct components emphasizing coursework, team game production and directed focus study/thesis work. The coursework includes game studies, game design, major courses, minor courses and special topics. A minimum of three team game production projects provide students with the experience of working in cross-disciplinary teams of varying sizes to produce playable 2-D and 3-D game demos. The directed focus study courses initiate students in the discipline of independent work in their respective area of specialization, producing content for their individual portfolios. The curriculum for the production specialization allows students to learn the fundamentals, experience production with their cohort teammates, and apply theory and experience to help produce the games of later cohorts. During the Master's thesis coursework, students in the Master's program, under the direction of their thesis adviser and supervisor, select a thesis topic, research the chosen area, prepare the thesis document and prepare for the successful defense of the chosen topic.

Team game production is integral to the curriculum of The Guildhall at SMU. Interdisciplinary teams are formed to produce games based on the specific skills taught in the specializations of art, level design and software. Teamwork is a fundamental part of the educational experience as it allows students to work in a creative atmosphere where they make design decisions and realize them in a meaningful way. Each team is organized with students as leads, and each team experiences a product cycle from concept green light to product launch. The final outcome of the project is a game that students present in their portfolio.

Directed focus study and thesis courses require students to investigate areas of personal interest and demonstrate the knowledge and mastery of their craft by creating individual portfolio pieces in their specialization area. In the production specialization, the directed focus study courses provide students with the practical experience of producing a game.

The Master's degree program includes a thesis project requirement in addition to the directed focus study element and attributes to it a significant portion of the total program credit hours to recognize the major effort associated with the completion of the thesis. Each student in the Master's program must successfully complete a final defense administered by the student's supervisory committee.

Given the cross-disciplinary nature of the program and the project- and team-based curricular approach, students are admitted in cohorts that pursue the program in a lockstep fashion. Two cohorts are admitted each academic year, one in the fall term and one in the spring term. The degree requirements for both the Master's degree and professional certificate programs are detailed below.

Students in the professional certificate program must complete 58 term credit hours. As of spring 2010, students complete the program in nine consecutive modules. The fall and spring terms are divided into two modules each. Only one module is offered in the summer term. Beginning fall 2012, HGAM 6100 will be taught in Module 9; HGAM 6107 will be taught in Module 8.

Credit Hours

Art Creation

Game Design I	2
Game Studies I	2
Drawing I	2

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<i>Professional Certificate (cont.)</i>	<i>Credit Hours</i>
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Art Creation

Game Design II	2
Drawing III	2
Team Game Production II	2
Art Creation III	3

Level Design

Game Design II	2
Art and Scripting III	2
Team Game Production II	2
Level Design III	3

Software Development

Game Design II	2
Mathematical Methods for Game Physics III	2
Team Game Production II	2
Software Development III	3

Art Creation

Game Studies III	1
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<i>Professional Certificate (cont.)</i>	<i>Credit Hours</i>
Art Creation	
Art Creation VI	2
Team Game Production IV	2
Level Design	
Level Design VI	2
Team Game Production IV	2
Software Development	
Software Development VI	2
Team Game Production IV	2
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Art Creation	
Professional Development I	1
Special Topics in Art Creation	2
Team Game Production V	2
Level Design	
Professional Development I	1
Special Topics in Level Design	2
Team Game Production V	2
Software Development	
Professional Development I	1
Special Topics in Software Development	2
Team Game Production V	2
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Art Creation	
Professional Development II	1
Directed Focus Study II	3
Level Design	
Professional Development II	1
Directed Focus Study II	3
Software Development	
Professional Development II	1
Directed Focus Study II	3
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Art Creation	
Special Topics: Social Sciences (Ethics)	1
Directed Focus Study III	3
Level Design	
Special Topics: Social Sciences (Ethics)	1
Directed Focus Study III	3
Software Development	
Special Topics: Social Sciences (Ethics)	1
Directed Focus Study III	3
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Students in the Master of Interactive Technology degree program must complete 64 term credit hours, which includes six credit hours for a thesis. As of spring 2010,

<i>Master of Interactive Technology (cont.)</i>	<i>Credit Hours</i>
<i>Software Development</i>	
Game Studies II	2
Mathematical Methods for Game Physics II	2
Team Game Production I	2
Software Development II	3

Master of Interactive Technology (cont.)

Credit Hours

Art Creation

Game Design III	2
Art Creation V	2
Directed Focus Study I	2

Level Design

Game Design III	2
Level Design V	2
Directed Focus Study I	2

Production

Game Design III	2
Game Production II	2
Directed Focus Study I	2

Software Development

Game Design III	2
Software Development V	2
Directed Focus Study I	2

Art Creation

Master's Thesis I	1
Art Creation VI	2
Team Game Production IV	2

Level Design

Master's Thesis I	1
Level Design VI	2
Team Game Production IV	2

Production

Master's Thesis I	1
Game Production III	2
Team Game Production IV	2

Software Development

Master's Thesis I	1
Software Development VI	2
Team Game Production IV	2

<i>Master of Interactive Technology (cont.)</i>	<i>Credit Hours</i>
Production	
Professional Development I	1
Master's Thesis II	1
Special Topics in Production	2
Team Game Production V	2
Software Development	
Professional Development I	1
Master's Thesis II	1
Special Topics in Software Development	2
Team Game Production V	2
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Art Creation	
Professional Development II	1
Master's Thesis III	2
Directed Focus Study II	3
Level Design	
Professional Development II	1
Master's Thesis III	2
Directed Focus Study II	3
Production	
Professional Development II	1
Master's Thesis III	2
Directed Focus Study II	3
Software Development	
Professional Development II	1
Master's Thesis III	2
Directed Focus Study II	3
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Art Creation	
Special Topics: Social Sciences (Ethics)	1
Master's Thesis IV	2
Directed Focus Study III	3
Level Design	
Special Topics: Social Sciences (Ethics)	1
Master's Thesis IV	2
Directed Focus Study III	3
Production	
Special Topics: Social Sciences (Ethics)	1
Master's Thesis IV	2
Directed Focus Study III	3
Software Development	
Special Topics: Social Sciences (Ethics)	1
Master's Thesis IV	2
Directed Focus Study III	3
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COURSES

HGAM courses at the 5000 level are for the B.S. in computer science/Guildhall M.I.T. and the B.F.A./Guildhall M.I.T. programs, and HGAM courses at the 6000 level are for the M.I.T. and the Professional Certificate in Digital Game Development programs.

GAME DESIGN I

This course explores the fundamentals of video game design and teamwork. It provides a foundational framework and language for game design discussion. The class is heavily participation-based; students explore video game design by analyzing and deconstructing existing games, exploring alternate sources of game design, discussing current trends in video game design, and participating in team-based class workshops. *Prerequisite:* Permission to enroll in courses at The Guildhall/Admission to The Guildhall.

GAME STUDIES I

This course introduces the theory and practice of game development, with emphasis on digital games. The course includes a historical perspective and evaluative methods. *Prerequisite:* Permission to enroll in courses at The Guildhall/Admission to The Guildhall.

GAME STUDIES II

This course provides students in all areas of specialization additional depth on the theory and practice of game analysis and design, with an emphasis on story development, community development and social dynamics in games, multiplayer issues, game balance, games as systems and cultural rhetoric, and academic research in games. Students participate in lecture/discussion, case study, and individual/small group assignments. *Prerequisite:* HGAM 5201/6201.

ART AND SCRIPTING II

Provides a working familiarity with the art pipeline for asset production in games, from concept and initial modeling, through unwrapping and texture creation, to the finished asset, with a focus on 3D Studio Max and Photoshop skills. *Prerequisite:* HGAM 5261/6261.

TEAM GAME PRODUCTION I

This course provides a foundation in the game development process, including planning, pipelines and documentation for game projects, game technology, artificial intelligence and user interface design, and game testing. Students apply game design and development skills to create a 2-D game demo as part of small project teams. *Prerequisite:* HGAM 5200/6200.

SOFTWARE DEVELOPMENT I

Provides a foundation in game programming for basic 2-D game development, including game coding, scripting, game engine design, data structures, input, working with graphics and sound assets, basic artificial intelligence, tool development, and the technical aspects of game testing. *Prerequisite:* Permission to enroll in courses at The Guildhall/Admission to The Guildhall.

SOFTWARE DEVELOPMENT II

This course introduces concepts related to 3-D game development, including game coding and scripting, 3-D game engine design, advanced data structures, advanced techniques for working with graphics and sound assets, advanced artificial intelligence and rule building, and game mechanics. *Prerequisite:* HGAM 5311/6311.

ART CREATION I

This course provides a foundation in the tools, techniques, and production methods for creating 2-D game art, including modeling, texturing, and animating. *Prerequisite:* Permission to enroll in courses at The Guildhall/Admission to The Guildhall.

ART CREATION II

This course applies the principles learned in 2-D art production to the process of creating 3-D game art. Emphasis is placed on modeling, rigging, texturing, wrapping, and preparing models for animation. *Prerequisite:* HGAM 5331/6331.

LEVEL DESIGN I

Provides a foundation in level design and editing for 2-D games, including genre analysis, game styles and limitations, audience and game analysis, gameplay principles, artificial intelligence and scripting for characters, and basic art and architecture for games. Students develop fundamental editing skills for 2-D games by integrating the theories and principles from a variety of disciplines. *Prerequisite:* Permission to enroll in courses at The Guildhall/Admission to The Guildhall.

LEVEL DESIGN II

Provides a foundation in level design for 3-D games, including basic gameplay, story and scene development, texturing, lighting, sound, and play testing. Students also develop basic editing skills for 3-D games. *Prerequisite:* HGAM 5351/6351.

FULL-TIME STATUS

SPECIAL TOPICS: SOCIAL SCIENCES (ETHICS)

This course introduces students to the study of ethics: What is right and wrong behavior? How does a good person act? Does right and wrong behavior change depending on the circumstances? Are there standards of right and wrong that should (or even can) be applied to the video game industry?

GAME STUDIES III

This course provides students in all areas of specialization additional depth on the theory and practice of being a game developer and working in the game industry.

PROFESSIONAL DEVELOPMENT

Students work under the direction of the faculty to develop individual areas of specialization and produce content for their professional portfolios. *Prerequisite:* HGAM 6104.

PROFESSIONAL DEVELOPMENT II

Students in this course continue to develop their career management skills and portfolios under the guidance of faculty. *Prerequisite:* HGAM 6106.

MASTER'S THESIS I

Students choose their thesis topics, and prepare and submit their thesis reviews under the oversight of the supervisory committee. A student must receive a grade of B- or better to enroll in HGAM 6176. *Prerequisite:* Admission to the Master's program.

MASTER'S THESIS II

Students must successfully prepare and submit their thesis proposals to the supervisory

GAME DESIGN II

This course builds on the fundamentals learned in HGAM 6200. Topics include more in-depth game and systems design, interactivity, and the search for fun. *Prerequisites:* HGAM 6200.

GAME DESIGN III

This course explores more advanced game design topics and rapid prototyping, expanding students' creativity, knowledge, and understanding of gameplay and design while also preparing them for their final Guildhall team game production project. *Prerequisite:* HGAM 6203.

SPECIAL TOPICS IN ART CREATION

This seminar series provides depth in the tools, techniques, and production for creating 3-D game art for next-generation development.

ART CREATION V

This course exposes students in the art creation specialization to advanced topics important for their professional development, including advanced texturing, modeling, and color theory, scripting for artists, and theories of spatiality in art. Additional

design using scripting and flow, while continuing to explore lighting, architecture, and set design principles.

ART AND SCRIPTING I

This course provides a foundation in game programming for level design, with an emphasis on logic, introduction to scripting languages, and technical aspects of asset integration into a game.

Prerequisite: Admission to The Guildhall/Permission to enroll in courses at The Guildhall.

ART AND SCRIPTING II

This course provides a working familiarity with the art pipeline for asset production in games, from concept and initial modeling, through unwrapping and texture creation, to the finished asset. The focus is primarily on 3D Studio Max and Photoshop skills.

ART AND SCRIPTING III

Students learn more advanced use of 3D StudioMax to create, unwrap,

SPECIAL TOPICS IN PRODUCTION

This seminar series for the production specialization covers advanced topics important to students' professional development, with a focus on innovation in production. *Prerequisite:* HGAM 6283.

GAME PRODUCTION II

This course introduces the field of game production, with a focus on managing the people, processes, technology, and schedules to produce digital games. Students learn the business of game development and publishing, and they develop the skills to define resources, organize teams, and manage change for game development projects. Students participate in lecture/discussion and individual/small-group assignments to learn professional practices. *Prerequisite:* HGAM 6381.

GAME PRODUCTION III

This course provides students further foundation and continued practice of the essential people skills required to lead digital game development.

TEAM GAME PRODUCTION III

This course provides a foundation in the theory and practice of game development, with an emphasis on production on the 3-D Unreal Development Kit game modification project. Students in all areas of specialization participate in lecture and/or discussion and individual and/or small-group assignments to learn professional practices of game development. *Prerequisite:* HGAM 6293.

TEAM GAME PRODUCTION IV

This course provides a foundation in the theory and practice of game development production, with an emphasis on the capstone game project. Students in all areas of specialization participate in lecture and/or discussion and individual and/or small-group assignments to learn professional practices of game development. *Prerequisite:* HGAM 6294.

TEAM GAME PRODUCTION V

This course provides a foundation in the theory and practice of game development production, with an emphasis on the capstone 3-D engine game demo project. Students in all areas of specialization participate in lecture and/or discussion and individual and/or small-group assignments to learn professional practices of game development. *Prerequisite:* HGAM 6296.

SOFTWARE DEVELOPMENT I

This course provides a foundation in game programming for basic 2-D game development, including game coding, scripting, game engine design, data structures, input, working with graphics and sound assets, basic artificial intelligence, tool development, and the technical aspects of game testing. *Prerequisite:* Admission to The Guildhall/Permission to enroll in courses at The Guildhall.

SOFTWARE DEVELOPMENT II

This course introduces concepts related to 3-D game development, including game coding and scripting, 3-D game engine design, advanced data structures, advanced techniques for working with graphics, and sound. *Prerequisite:* HGAM 6311/5311.

SOFTWARE DEVELOPMENT III

This course provides additional depth in programming for 3-D game development, including 3-D game coding and scripting, working with 3-D graphics, artificial intelligence and rule-building, interface design, tool development, technical aspects of game testing and quality assurance, and game engine architecture. *Prerequisite:* HGAM 6312.

SOFTWARE DEVELOPMENT IV

Provides additional depth on game programming for 3-D game development, including game coding and scripting, advanced 3-D graphics, working with sound, advanced 3-D artificial intelligence, interface design, and networking protocols. *Prerequisite:* HGAM 6313.

DIRECTED FOCUS STUDY FOR SOFTWARE DEVELOPMENT II

Students work under the direction of the faculty to develop an individual area of specialization and produce content for their professional portfolio. *Prerequisite:* HGAM 6226 or 6284.

DIRECTED FOCUS STUDY FOR SOFTWARE DEVELOPMENT III

Students work under the direction of the faculty to develop an individual area of specialization and produce content for their professional portfolio. *Prerequisite:* HGAM 6328.

ART CREATION I

This course provides a foundation in the tools, techniques, and production methods for creating 2-D game art, including modeling, texturing, and animating. *Prerequisite:* Admission to The Guildhall/Permission to enroll in courses at The Guildhall.

ART CREATION II

This course applies the principles learned in 2-D art production to the process of creating 3-D game art. Emphasis is placed on modeling, rigging, texturing, wrapping, and preparing models for animation. *Prerequisite:* HGAM 6331/5331.

ART CREATION III

This course provides additional depth on art creation for 3-D games, including the development of intermediate-level proficiency for creating 3-D art, and modeling, texturing, and animating for games. *Prerequisite:* HGAM 6332.

ART CREATION IV

This seminar series provides additional depth in the tools, techniques, and production methods for creating 3-D game art for next-generation development cycles. *Prerequisite:* HGAM 6333.

DIRECTED FOCUS STUDY FOR ART CREATION II

Students work under the direction of the faculty to develop an individual area of specialization and produce content for their professional portfolio. *Prerequisite:* HGAM 6246.

DIRECTED FOCUS STUDY FOR ART CREATION III

Students work under the direction of the faculty to develop an individual area of specialization and produce content for their professional portfolio. *Prerequisite:*

line of sight determination for 3-D games. Students also develop advanced level editing skills for 3-D games. *Prerequisite:* HGAM 6353.

DIRECTED FOCUS STUDY FOR LEVEL DESIGN II

Students work under the direction of the faculty to develop an individual area of specialization and produce content for their professional portfolio. *Prerequisite:* HGAM 6266.

DIRECTED FOCUS STUDY FOR LEVEL DESIGN III

Students work under the direction of the faculty to develop an individual area of specialization and produce content for their professional portfolio. *Prerequisite:* HGAM 6368.

GAME PRODUCTION I

This course provides a foundation in the theory and practice of project management for game development, including methodologies for planning, organizing, scheduling, and documenting creative, interactive software development projects. Students participate in lecture/discussion and individual/small-group assignments. *Prerequisite:* HGAM 6284.

DIRECTED FOCUS STUDY II (GAME PRODUCTION EXPERIENCE II)

This course complements HGAM 6281, 6282, and 6283 by providing practical experience in the production of A game using a creative, cross-disciplinary team of three to 15 students. Students serve as producer for teams of students in later cohorts as they create and publish a game. *Prerequisite:* HGAM 6286.

DIRECTED FOCUS STUDY III (GAME PRODUCTION EXPERIENCE III)

This course complements HGAM 6281, 6282, and 6283 by providing practical experience in the production of A game using a creative, cross-disciplinary team of three to 15 students. Students serve as producer for teams of students in later cohorts as they create and publish a game. *Prerequisite:* HGAM 6388.

EDUCATIONAL FACILITIES

ACADEMIC PROGRAMS

Students whose first language is not English may encounter special challenges as they strive to function efficiently in the unfamiliar culture of an American university setting. The Office of General Education offers the following ESL resources to students from all schools and departments of SMU. Students may apply on the ESL website. Students enrolling in 2000-level Intensive English Program courses should download an application package via the IEP link on the website. The required text for the ESL 6001, 6002 two-term sequence is *Communicate: Strategies for International Teaching Assistants*. More information about the ESL Program is available on the website or from the director, John E. Wheeler (jwheeler@smu.edu).

ESL COMMUNICATION SKILLS

The goal of this course is to improve ESL students' oral and aural interactive skills in speaking, giving presentations, pronunciation, listening,

ESL PRONUNCIATION SKILLS

Students improve their pronunciation by focusing on sentence stress, rhythm, intonation, and body language while learning to mimic American speech patterns. With the instructor's assistance and extensive individual feedback, students develop personal strategies and exercises to become more aware of their

STUDENT AFFAIRS

Intellectual integrity and academic honesty are fundamental to the processes of learning and of evaluating academic performance, and maintaining them is the responsibility of all members of an educational institution. The inculcation of personal standards of honesty and integrity is a goal of education in all the disciplines of the University.

The faculty has the responsibility of encouraging and maintaining an atmosphere of academic honesty by being certain that students are aware of the value of it, that they understand the regulations defining it, and that they know the penalties for departing from it. The faculty should, as far as is reasonably possible, assist students in avoiding the temptation to cheat. Faculty members must be aware that permitting dishonesty is not open to personal choice. A professor or instructor who is unwilling to act upon offenses is an accessory with the student offender in deteriorating the integrity of the University.

Students must share the responsibility for creating and maintaining an atmosphere of honesty and integrity. Students should be aware that personal experience in completing assigned work is essential to le

another to violate any provision of the Honor Code. Fabrication is defined as intentional and unauthorized falsification or invention of any information or citation in an academic exercise.

Suspected cases of academic dishonesty may be handled administratively by the appropriate faculty member in whose class the alleged infraction occurred or referred to the Honor Council for resolution. Suspected violations reported to the Honor Council by a student or by an instructor will be investigated and, if the evidence warrants, a hearing will be held by a board composed of a quorum of four members of the Honor Council.

Any appeal of an action taken by the Honor Council shall be submitted to the University Conduct Council in writing no later than four calendar days (excluding school holidays) after notification of the Honor Council's decision.

The following are University procedures and standards with which every student must become familiar. The University considers matriculation at SMU an implicit covenant and a declaration of acceptance on the part of the student of all University regulations. As part of the Office of the Dean of Student Life, the Student Conduct and Community Standards Office (www.smu.edu/studentconduct) assists students in their personal development by providing a fair conduct process that issues consistent sanctions for behavior that is incongruent with the University's expectations for students.

Standards of conduct are established through faculty, student and administrative efforts and are under continuous evaluation by the entire University community in order to assure reasonable and fair limits. At SMU, the student is assumed to have a high degree of loyalty and responsibility to the University and its well-being, as well as to himself or herself in personal, social and intellectual

process at SMU is to be educational and not merely punitive for students. The goal continues to be to produce quality citizens. It is pertinent to the purpose of discipline

health record, military health record or school health record. Students will not be allowed to register without

are offered. These facilities are open to SMU students, faculty, staff and members. Services and programs available include, but are not limited to, intramural sports, sport clubs, the Outdoor Adventure program, personal training and assessments, massage therapy, swimming lessons and camps.

Housed within the Altshuler Learning Enhancement Center, DASS offers comprehensive disability services for all SMU students with disabilities. Services include classroom accommodations and physical accessibility for all students with a learning disability and/or attention deficit hyperactivity disorder, as well as other conditions such as physical, visual, hearing, medical or psychiatric disorders. For accommodations, it is the responsibility of the undergraduate and graduate students themselves to establish eligibility through this office. Students must provide 1) appropriate current documentation in keeping with SMU's documentation guidelines, and 2) a request indicating what kind of assistance is being sought, along with contact information. More information is available at www.smu.edu/alec/dass.

