

ACADEMIC COUNCIL REPORT

ACTION REQUESTED:

Recommendation
Decision
Discussion/Direction
Information

DATE: 22 November 2022

FROM: Undergraduate Studies Committee

SUBJECT: Minor Program Adjustment – Bachelor of IT in Game Development and Entrepreneurship

COMMITTEE MANDATE:

In accordance with Section 1. b) of the Undergraduate Studies Committee (USC) Terms of Reference, USC has the responsibility “to approve minor program adjustments and report them to Academic Council for information.”

BACKGROUND/CONTEXT & RATIONALE:

The Faculty proposed to remove INFR 3335U from the Game Development & Entrepreneurship program and replace it with INFR 3370U. Note that this change is for the Game Development & Entrepreneurship program which accepted its last cohort in Fall 2020. Students who began the program after 2020 are following the Game Development & interactive Media program, which is not impacted. INFR 3335U is notoriously difficult to staff and INFR 3370U, which meets the program learning outcomes, can be taught by multiple instructors.

RESOURCES REQUIRED:

No additional resources required.

TRANSITION PLAN:

Students who started the Game Development & Entrepreneurship program in Fall 2019 or earlier have taken INFR 3335U in their 3rd year of studies (2021) and will take INFR 3370U as a technical elective in their 4th year (2022).

Students who started the Game Development & Entrepreneurship program in Fall 2020 will take INFR 3370U as a core course in year 3 (2022) in place of INFR 3335U. INFR 3370U will not be a technical elective option for them.

Students who started the Game Development & Interactive Media program in Fall 2021 or later are not impacted.

CONSULTATION AND APPROVAL:

USC: 18 October 2022
Faculty Council: 17 May 2022

NEXT STEPS:

After presentation to Academic Council, this change will be included in the 2023-2024 Academic Calendar.

SUPPORTING REFERENCE MATERIALS:

- [Minor Program Adjustment Proposal](#)