

**DEGREE/PROGRAM CHANGE
FORM C
Form Number: C2658**

Fields marked with * are required

Name of Initiator: Angela Beauchamp **Email:** abqbeach@unm.edu **Phone Number:** 505 277-9745 **Date:** 11-01-2019

Associated Forms exist? Yes Initiator's Title Department Administrator
Faculty Contact James Stone Administrative Contact Angela Beauchamp
Department Film and Digital Arts Admin Email abqbeach@unm.edu
Branch Main Admin Phone 277-9745

Proposed effective term

Semester Fall Year 2020

Course Information

Select Appropriate Program Undergraduate Degree Program
Name of New or Existing Program BA Film & Digital Arts concentration: Gaming & Animation
Select Category Concentration Degree Type BA
Select Action Name Change

Exact Title and Requirements as they should appear in the catalog. If there is a change, upload current and proposed requirements.

See current catalog for format within the respective college (upload a doc/pdf file)

[BA Gaming new requirements.pdf](#)

☐ Does this change affect other departmental program/branch campuses? If yes, indicate below.

Reason(s) for Request (enter text below or upload a doc/pdf file)

For clarity, the Gaming and Animation concentration needs to be divided into a separate concentration for Gaming, and a separation concentration for Animation. Thus, the Animation area of focus has been removed from this concentration, and electives have been updated to include Animation courses. The requirements are now only for Gaming.***REG NOTE: NAME CHANGE TO "GAMING".***

Upload a document that includes justification for the program, impact on long-range planning, detailed budget analysis and faculty workload implications.(upload a doc/pdf file)

[Curriculum Change Gaming concentration.docx](#)

☐ Are you proposing a new undergraduate degree or new undergraduate certificate? If yes, upload the following documents.

Upload a two-page Executive Summary authorized by Associate Provost. (upload a doc/pdf file)

Upload memo from Associate Provost authorizing go-ahead to full proposal. (upload a doc/pdf file)