

**Academic Programs Subcommittee Meeting Minutes
September 24, 2019**

Voting members present: Fabian Alfie, Wendy Davis, Todd Lutes, Holly Nelson, Brennen Peirce Feder, Anthony Sanchez, Suzie Weisband

Non-voting members present: Stephanie Carlson, Martin Marquez

Voting members absent: Melissa Goldsmith, Kelly Leslie

I. Chair Fabian Alfie called the meeting to order at 3:30 PM.

II. Approval of August 27, 2019 Meeting Minutes

A motion was made to approve the minutes, seconded and approved with five in favor, none opposed, and one abstention.

III. New Action Items

A. **Minor in Global Education** presented by Jenny Lee

One of the pillars of our strategic plan is Global education, yet there is currently not an academic program on Global Education. As we prepare our students in education for various sectors, we want our students to be aware of what's happening around the world and not simply apply a U.S.-centric mindset to all places. With UA's micro campuses expanding, offering various opportunities for UA students, we want to be sure that these students have an academic foundation in intercultural education. The minor will include one new course as an overview, but is otherwise built from existing courses with international components from the College of Education, as well as Humanities and SBS.

A motion was made to approve the proposal, seconded, and approved with seven votes.

B. **Emphasis (sub-plan) request: BA in Applied Humanities, Game Studies Emphasis** presented by Judd Ruggill

The proposal for this emphasis comes from student interest, faculty interest, and a lack of a games program on campus. The emphasis portion of the major will consist of six courses: four courses from Humanities and the remaining two from either SBS or UA South. This is a studies emphasis, for students to look at games more deeply, as art, as cultural products, or as industry. There's an introduction to design and development, to have some connection and basic understanding, though they may not pursue a career in the technical aspects of gaming.

Discussion:

- *As a new area of study on campus, what resources and support might these students require of the library? We're excited for these students to utilize new library resources like CATalyst Studios, as well as existing print and electronic resources related to gaming. We don't anticipate additional expense required at this time.*
- *Could you elaborate further on what you said about looking at games as cultural and artistic product? A comparison might be the difference between creative writing and literature studies, where one group focuses on the making or creation of the work, and the other group focuses on analysis and appreciation; similarly fine arts and art history. There happen to be a lot of jobs in the game industry with these qualifications; the technical component is the smallest piece of the game industry. To work in these related services effectively, they need to understand the history of the medium, how the industry works, and understand why games look and work the way they do.*
- *In the student survey, there was a drop from students who expressed interest in the program and students who said they would add the program as an additional major; do you have an idea why? For many of the students surveyed, it was likely too late for them to add something new, or they simply didn't have enough time or space with their existing coursework to add another program and graduate on time.*

A motion was made to approve the proposal, seconded, and approved with seven votes.

C. Meeting Adjournment