**AV: 1 Changes to be offered in the Humanities Department**

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| **CUNYFirst Course ID** | GD 201 Digital Games | | |
| **FROM** |  | **TO** |  |
| Departments |  |  |  |
| Course |  | Course |  |
| Pre or co requisite | Prerequisite:  **GD 101** Intro. to Games  **~~DD 101~~** ~~Intro. to Digital Toolbox~~  Pre OR Co-requisite:  **GD 105** Game Programming I | Prerequisite | Prerequisite:  **GD 101** Intro. to Games  Pre OR Co-requisite:  **GD 105** Game Programming I  **GD 110** Visual Design for Games |
| Hours |  | Hours |  |
| Credits |  | Credits |  |
| Description |  | Description |  |
| Requirement Designation |  | Requirement Designation |  |
| **Liberal Arts** | **[ ] Yes [**●**] No** | **Liberal Arts** | **[ ] Yes [**● **] No** |
| **Course Attribute (e.g. Writing Intensive, Honors, etc)** |  | **Course Attribute (e.g. Writing Intensive, Honors, etc)** |  |
| **Course Applicability** | **\_\_\_\_ Major**  **\_\_\_\_ Gen Ed Required**  **\_\_\_\_ English Composition**  **\_\_\_\_ Mathematics**  **\_\_\_\_ Science**  **\_\_\_Gen Ed Flexible**  **\_\_\_ World Cultures**  **\_\_\_ US Experience in its Diversity**  **\_\_\_ Creative Expression**  **\_\_\_ Individual and Society**  **\_\_\_ Scientific World**  **\_\_\_\_\_Gen Ed – College Option**  **College Option Detail** | **Course Applicability** | **\_\_\_\_ Major**  **\_\_\_\_Gen Ed Required**  **\_\_\_\_ English Composition**  **\_\_\_\_ Mathematics**  **\_\_\_\_ Science**  **\_\_\_ Gen Ed Flexible**  **\_\_\_ World Cultures**  **\_\_\_ US Experience in its Diversity**  **\_\_\_ Creative Expression**  **\_\_\_ Individual and Society**  **\_\_\_ Scientific World** |
| **EffectiveTerm** | Spring 2020 | | |

**Rationale:**

In order to complete digital game projects, students need at least a basic understanding of 2D and/or 3D asset design and production for games. **DD101 Intro to Digital Toolbox** teaches some of the tools used for games, but doesn’t adress design concerns within the context of game development. Making the newly designed course **GD110 Visual Design for Games** a pre OR corequisite addresses this issue.