# New Course Proposal Form

## 1. Will this new course affect a current program?
- Yes [X]  No [ ]
- If “yes”, has a Program Revision Form been submitted concurrently?
  - Yes [X]  No [ ]

## 2. Teaching Department:
- School of Computer Science

## 3. Administering Faculty/Unit:
- Science

## 4. Campus
- (Downtown, Macdonald, Off Campus, Distance Ed, Other – specify)
  - Downtown [ ]

## 5. Effective Term of Implementation
- (Ex. Sept. 2004 = 200409)
  - Term: 200701

## 6. Responsible Instructor
- Clark Verbrugge

## 7. Course Title (Limit 30 Characters) - required for all courses:
- Modern Computer Games

## 8. Course Number(s)
- Subject/course number: COMP 521

## 8. Course Number(s)
- Course(s) Span:
  - 1 term [X]
  - 2 consecutive terms (D1, D2) [ ]
  - 2 non-consecutive terms (N1, N2) [ ]
  - 3 consecutive terms (J1, J2, J3) [ ]

## 9. Course Title to Appear in the Calendar (optional)
- Note: This can ONLY be an expansion of word(s) abbreviated in the 30 character course title above.

## 10. Credit Weight
- (or CEU's for non-credit CE courses):
- 4

## 11. Rationale for new course

  Rationale for new course: Computer games are the basis for a large and growing industry and many universities in North America have introduced game programming courses. McGill does not currently have an advanced course on modern game programming and design, yet there are now several professors in the School of Computer Science working with modern computer games as part of their research. A systems course on modern computer games will better prepare students for employment in the game industry, improve programming and research practices in the game industry, and produce students and future academics with interest and experience in computer game research. This course will be added to the list of complementary courses for computer science undergraduate and graduate programs.

## 12. Course Description
- (as it will appear in the Calendar [maximum 50 words]):
  - (N.B. Faculty of Medicine must append complete course outline)

  Genre and history of games, basic game design, storytelling and narrative analysis, game engines, design of virtual worlds, real-time 2D graphics, game physics and physical simulation, pathfinding and game AI, content generation, 3D game concerns, multiplayer and distributed games, social issues.

## 13. Supplementary information to appear in the Calendar in addition to the course description.
- Such as: equivalent course(s), contact hours, enrolment limitations, language of instruction etc.
- Please enter the information as it should appear in the calendar notes.
14. Schedule Type(s):
(Enter all that apply – see course guidelines for a complete list.)
(i.e. Lecture, Labs, Tutorial)

<table>
<thead>
<tr>
<th>Lectures</th>
<th>Projects</th>
<th>Total Hours per Week</th>
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Total Hours per Week: 6

Total Number of Weeks: 13

15. Projected Enrolment:
30

16. Required text and/or preliminary reading list sent to library?

☐ Yes  X No

17. Prerequisite(s) (Courses or Tests)
Specify course number(s) or name(s) of test(s):

COMP 303 or COMP 361

If the student does not have a prerequisite should web registration be blocked?
☐ Yes  X No

If “Yes” complete A and B:

A. Indicate minimum grade or test score(s) the student must attain in prerequisite course(s) or test(s):

B. Can the prerequisite course(s) or test(s) be taken in the same term as this course?
 ☐ Yes  ☐ No

18. Corequisite(s) Course Number(s):
Specify course number(s) and title(s):

COMP 557 Fundamentals of Computer Graphics

If the student does not register for the corequisite in the same term should web registration be blocked?

☐ Yes  ☐ No

19. Restriction(s):


20. Consultation Reports Attached

☐ Yes  ☑ N/A

Informed Mathematics, Engineering and Graduate Studies (see attached)

21. Additional Course Charges (must be approved by the Fee Policy Committee)

<table>
<thead>
<tr>
<th>Description of Fee</th>
<th>Amount</th>
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22. Requires Teaching, Physical, or Financial Resources
Not Currently Available (attach explanation)

☐ Yes  ☑ No
<table>
<thead>
<tr>
<th>Routing Sequence</th>
<th>Departmental Meeting</th>
<th>Departmental Chair</th>
<th>Other Faculty</th>
<th>Curric/Academic Committee</th>
<th>Faculty</th>
<th>SCTP</th>
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<tbody>
<tr>
<td>Name</td>
<td>Sue Whitesides</td>
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<td>Date</td>
<td>March 20, 2006</td>
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<tr>
<td>Departmental Contact Person</td>
<td>Judy Kenigsberg – Ext. 00895</td>
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**INFORMATION FOR ADMISSIONS, RECRUITMENT & REGISTRAR’S OFFICE**

To be completed by the Faculty

<table>
<thead>
<tr>
<th>Slot Course</th>
<th>Yes</th>
<th>No</th>
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<tbody>
<tr>
<td>Thesis Component</td>
<td>Yes</td>
<td>No</td>
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**To be completed by ARR**

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<th>CIP Code</th>
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**For Continuing Education Use**

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<th>CE Admin. Unit</th>
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<tr>
<th>CE Non-Grant Courses</th>
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<tr>
<th>Flat Rate</th>
<th>Cdn</th>
<th>Flat Rate</th>
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Yes | N/A