SMU

The Linda and Mitch Hart eCenter
Graduate Programs
Southern Methodist University
2010-2011

NOTICE OF NONDISCRIMINATION

Southern Methodist University will not discriminate in any employment practice, education program or educational activity on the basis of race, color, religion, national origin, sex, age, disability or veteran status. SMU's commitment to equal opportunity includes nondiscrimination on the basis of sexual orientation. The director of Institutional Access and Equity has been designated to handle inquiries regarding the nondiscrimination policies.

BULLETIN OF SOUTHERN METHODIST UNIVERSITY

The following catalogs constitute the General Bulletin of the University:

Undergraduate Catalog
Dedman School of Law Graduate Catalog
Perkins School of Theology Graduate Catalog
Dedman College Graduate Catalog
Cox School of Business Graduate Catalog
Meadows School of the Arts Graduate Catalog
Simmons School of Education and Human Development Graduate Catalog
Lyle School of Engineering Graduate Catalog
Hart eCenter Graduate Catalog

Every effort has been made to include in this catalog information that, at the time of preparation for printing, most accurately represents Southern Methodist University. The provisions of the publication are not, however, to be regarded as an irrevocable contract between the student and Southern Methodist University. The University reserves the right to change, at any time and without prior notice, any provision or requirement, including, but not limited to, policies, procedures, charges, financial aid programs, refund policies and academic programs.

There is no single office that serves the needs of all students. Catalogs may be obtained by writing to the appropriate school listed above at the following address:

> Southern Methodist University
> Dallas TX 75275

For information concerning Hart eCenter admissions, financial aid and student records, contact:

> Hart eCenter
> PO Box 750309
> Southern Methodist University
> Dallas TX 75275-0309
> Phone: 214-768-4278
> www.guildhall.smu.edu

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September 6, Monday: University holiday – Labor Day

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October 7–8, Thursday–Friday: Guildhall final exams

Fall 2010 Module B

October 18, Monday: First day of classes

November 25–26, Thursday–Friday: University holiday – Thanksgiving

December 13–14, Monday–Tuesday: Guildhall final exams

December 17, Friday: Guildhall Exhibition

December 18, Saturday: Guildhall graduation (with University)

Spring 2011 Module A

January 10, Monday: First day of classes

January 17, Monday: University holiday – Birthday of Martin Luther King, Jr.

March 3–4, Thursday–Friday: Guildhall final exams

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GENERAL INFORMATION

THE HART eCENTER AND THE GUILDHALL AT SMU

History and Mission

The Linda and Mitch Hart eCenter at SMU was founded in late 2000 to provide leadership in the development and use of interactive network technologies. The eCenter promotes the creation and dissemination of knowledge about these technologies and their effects on global society through research, education and innovation. The vision for the eCenter stemmed from the recognition that interactive networks have changed the way people work, live, learn and play, and that it was academe's responsibility to assist business and government in anticipating the internetworked society of the future and in helping to shape it. The Hart eCenter was set up to report directly to the president and provost of the University based on the conviction that great opportunities for discovery take place at the intersection of disciplines. Since today's issues cut across multiple disciplines, the eCenter would leverage the freedom and flexibility to engage thought leadership across the traditional divisions along which academic and business institutions have usually organized themselves.

The Linda and Mitch Hart eCenter offers programs leading to a Master's degree and a graduate Professional Certificate of Interactive Network Technology through The Guildhall at Southern Methodist University. Both the Master's degree and the graduate professional certificate offer specializations in art creation, level design and software development.

The mission of The Guildhall at SMU is to educate and train professionals and future leaders for the field of digital game development. The Guildhall at SMU was founded in 2002 based on the belief that the arts and sciences underpinning video games represent the 21st century's form of human thought, discovery and expression. The program was designed and developed from the ground up in collaboration with industry icons and leading professionals. The resulting graduate curriculum is based on progressive andragogical philosophies that combine theory and practice in a just-in-time learning environment. Guided by a faculty made up primarily of industry veterans, students specialize in one of three areas that are fundamental to digital game development – art creation, level design and software development – and learn how to work in progressively larger teams on games of increasing complexity. Over a two-year period, students take courses, complete individual projects, work on team projects and leave the program with rich portfolios that showcase their talents in their chosen area of expertise. To earn a Master's degree, students must also complete a thesis and defend it before a faculty committee.

The Guildhall at SMU opened its doors on July 7, 2003, when 32 students comprising cohort 1 started their studies. Since that time, the program has graduated more than 350 students and alumni have worked at more than 100 studios around the world.

Facilities and Technology

The Linda and Mitch Hart eCenter, located at the SMU-in-Plano campus, has created a dedicated space for The Guildhall at SMU. With approximately 48,000

square feet divided between two floors, The Guildhall includes eight classrooms, three project studios, labs, 10 group project rooms, and separate faculty and staff offices. The project studios have been designed to simulate an industry studio environment where teams work together to complete projects. The Guildhall at SMU features motion capture capabilities, with a dedicated motion capture lab, and the new ShapeWrap III system. This motion capture system enables students to capture the physical movements of their characters. A dedicated sound recording and video editing studio is also located at The Guildhall. Students use the sound studio to record music and dialog for their game projects. The video editing equipment, with the industry standard HD Avid media video editing suite, is used to edit movies and game trailers. Every student at The Guildhall receives a laptop optimized for game development, supplemented by dedicated computers and servers throughout the building and connected via a gigabit network.

The Guildhall at SMU houses the state-of-the-art THQ Usability Lab, which opened in the summer of 2010. This collaboration between SMU and THQ Inc. provides students and faculty valuable hands-on access to professional video game usability equipment. Students also have access to a lab donated by Intel Corp. that is used for research into multiprocessing and advanced computers graphics used in games.

SOUTHERN METHODIST UNIVERSITY

As a private, comprehensive university enriched by its United Methodist heritage and its partnership with the Dallas Metroplex, Southern Methodist University seeks to enhance the intellectual, cultural, technical, ethical and social development of a diverse student body. SMU offers undergraduate programs centered on the liberal arts; excellent graduate, professional, and continuing education programs; and abundant opportunities for access to faculty in small classes, research experience, international study, leadership development, and off-campus service and internships, with the goal of preparing students to be contributing citizens and leaders for our state, the nation and the world.

Founded in 1911 by what is now the United Methodist Church, SMU is nonsectarian in its teaching and is committed to the values of academic freedom and open inquiry.

The Vision of Southern Methodist University

To create and impart knowledge that will shape citizens who contribute to their communities and lead their professions in a global society.

The Mission of Southern Methodist University

Southern Methodist University will create, expand and impart knowledge through teaching, research and service, while shaping individuals to contribute to their communities and excel in their professions in an emerging global society. Among its faculty, students and staff, the University will cultivate principled thought, develop intellectual skills and promote an environment emphasizing individual dignity and worth. SMU affirms its historical commitment to academic freedom and open inquiry, to moral and ethical values, and to its United Methodist heritage.

To fulfill its mission, the University strives for quality, innovation and continuous improvement as it pursues the following goals:

- Goal one: To enhance the academic quality and stature of the University.
- Goal two: To improve teaching and learning.
- Goal three: To strengthen scholarly research and creative achievement.
- Goal four: To support and sustain student development and quality of life.
- Goal five: To broaden global perspectives.

ACADEMIC ACCREDITATION

Southern Methodist University is accredited by the Commission on Colleges of the Southern Association of Colleges and Schools to award Bachelor's, Master's, professional and doctoral degrees. Contact the Commission on Colleges at 1866 Southern Lane, Decatur, Georgia 30033-4097 or call 404-679-4500 for questions about the accreditation of Southern Methodist University. Note: the Commission is to be contacted only if there is evidence that appears to support an institution's significant non-compliance with a requirement or standard.

The Guildhall at SMU Master of Interactive Technology in Digital Game Development is accredited by the National Association of Schools of Art and Design for the two specializations in art creation and level design.

ADMISSION

The Guildhall at SMU seeks to admit students with a strong academic background and the talent potential to become professionals and future leaders in the digital game development industry.

The admission requirements for the Master's degree and certificate programs include general admission requirements along with a portfolio submission specific to the applicant's chosen specialization (art creation, level design or software development). The general admission standards for the Master's degree meet the admission standards for enrollment in a graduate program at SMU.

ADMISSION REQUIREMENTS

The admission requirements for the Master's degree program include the following:

- A baccalaureate degree from a regionally accredited institution of higher learning, with a minimum undergraduate GPA of 3.0 (on a 4.0 scale).
- A portfolio consisting of examples that showcase the applicant's aptitude and preparation in their intended field, as well as satisfactory completion of an assignment specific to the applicant's chosen area of specialization. Applicants can receive additional instructions on the portfolio assignment by contacting The Guildhall.
  - Art creation – The portfolio will consist of a completed project assignment plus any other examples that showcase the applicant's talent. These examples may be digitally based and/or original art executed in traditional media (drawing, charcoal, clay, etc.), showing a variety of subjects and styles.
  - Level design – The portfolio will consist of a completed project assignment plus any other examples that showcase the applicant's talents (playable levels, role-playing game campaign with supporting materials, playable map, etc.)
  - Software development – The portfolio will consist of a completed project assignment plus any other examples that showcase the applicant's talents. Code samples in any structured language will be acceptable; however, games are preferred.
- An essay describing the applicant's motivation, interests and life experiences as they relate to an interest in pursuing a professional career in digital game development.
- Three letters of recommendation.
- Test score from an internationally recognized English language test, such as the TOEFL or IELTS English proficiency tests, if the applicant is from a country where the predominant language of instruction is not English.
  - A score of at least 550 (paper test) or 213 (computer test) is required on the TOEFL for admission consideration.
  - A score of 6.5 or higher is required on the IELTS for admission consideration.

Admission requirements for the graduate professional certificate program mirror the requirements for the Master's program except for the requirement for a minimum GPA and/or a baccalaureate degree from a regionally accredited institution of higher learning.

COLLABORATIVE PROGRAMS

The Guildhall at SMU has collaborative programs with the Lyle School's Computer Science and Engineering Department and the Meadows School's Art Division. Under the collaborative programs, students enrolled in the Lyle Computer Science and Engineering Department or the Meadows Art Division can apply to take the first term of the discipline-specific specialization program at The Guildhall during their last term of undergraduate work at SMU. Students must meet with their undergraduate adviser for their specific program requirements. Upon the successful completion of their first term at The Guildhall, along with the successful completion of all other undergraduate requirements to receive the B.S. in computer science or the B.F.A., respectively, students are eligible to apply for admission to the Master of Interactive Technology program at The Guildhall.

Undergraduate students take the following 5000-level courses during their last term of undergraduate coursework and first term of The Guildhall program.

B.S. in Computer Science/Guildhall M.I.T. Program

Software Development Specialization
HGAM 5200 Game Design I
HGAM 5201 Game Studies I
HGAM 5202 Game Studies II
HGAM 5221 Mathematical Methods for Game Physics I
HGAM 5222 Mathematical Methods for Game Physics II
HGAM 5292 Team Game Production I
HGAM 5311 Software Development I
HGAM 5312 Software Development II

B.F.A./Guildhall M.I.T. Program

Art Creation Specialization
HGAM 5200 Game Design I
HGAM 5201 Game Studies I
HGAM 5202 Game Studies II
HGAM 5241 Drawing I
HGAM 5242 Drawing II
HGAM 5292 Team Game Production I
HGAM 5331 Art Creation I
HGAM 5332 Art Creation II

Level Design Specialization
HGAM 5200 Game Design I
HGAM 5201 Game Studies I
HGAM 5202 Game Studies II
HGAM 5261 Art for Level Design I
HGAM 5262 Programming for Level Design I
HGAM 5292 Team Game Production I
HGAM 5351 Level Design I
HGAM 5352 Level Design II

ADMISSION WITH ADVANCED STANDING PROGRAM

Students who have already earned a Certificate in Digital Game Development from The Guildhall may apply for admission with advanced standing into the Master's degree program if they meet all the academic requirements for admission to the degree program. Requirements for admission with advanced standing are as follows:

- A four-year baccalaureate or equivalent degree from a regionally accredited college or university.
- A minimum cumulative GPA of 3.0 out of 4.0 (*B* average) in undergraduate work.
- A minimum cumulative GPA of 3.0 out of 4.0 in graduate work at The Guildhall.

For students not meeting the minimum requirement in their undergraduate work, other factors may be considered, including GRE graduate school entry exam scores, strong employment history, publications and other academic experience. In particular, transcripts indicating successful completion of graduate-level courses in other areas of study may be taken into consideration if the applicant's undergraduate GPA is below 3.0.

Students with a Guildhall certificate are considered to have satisfied residency requirements and may therefore complete their Master's degree work away from the campus. However, students should expect to be physically present on campus whenever it is deemed important by the student's supervisory committee, including during the initial meeting to approve the student's proposal and the final defense.

The specialized cohort nature of The Guildhall program precludes admission with advanced standing from other graduate programs.

POLICIES AND PROCEDURES

CONFIDENTIALITY OF EDUCATION RECORDS

The Family Educational Rights and Privacy Act of 1974 is a federal law that grants students the right to inspect, obtain copies of, challenge, and, to a degree, control the release of information contained in their education records. The act and regulations are very lengthy, and for that reason SMU has issued guidelines that are available at the Registrar's Office FERPA website (www.smu.edu/ferpa.) Policy 1.18 of the University Policy Manual, accessible at www.smu.edu/policy, also discusses this law.

ACADEMIC POLICIES

Class Participation

Students are expected to complete all assignments and to participate in classroom discussions and activities. Regular and punctual class attendance is required. Any absences should be explained to the instructor in advance if at all possible. The satisfactory explanation of absence may release students from disciplinary action but does not relieve students from responsibility for the work of the course during their absence. Students who miss an announced test or examination with the instructor's prior permission may be given an opportunity to make up the work at the instructor's convenience. The instructor determines in all instances the extent to which absences and tardiness affect each student's grade.

The Guildhall program is highly cross-disciplinary and requires students from the three specializations of art creation, level design and software development to work in teams on several game projects. To ensure the desirable mix of artists, designers and programmers, The Guildhall matriculates students in cohorts (students groups) who progress together through the program in a lockstep manner. As a result, the success of the individual student is inextricably connected to the work ethic and commitments of all the students in a given cohort. Therefore, it is the expectation of The Guildhall at SMU that students participate fully in team projects and be accountable to their team members and cohort peers.

Course Enrollment

The courses for each cohort are provided to the students approximately six weeks prior to the start of the new term. Guildhall students process their own enrollment transactions from these course selections, including add, drop and swap, on the Web-based Access.SMU. Students are responsible for complying with enrollment procedures and for the accuracy and completeness of their enrollment.

Honor Code

By becoming members of The Guildhall, students are bound to hold intellectual integrity to the highest standard. Any actions committed by a member of The Guildhall student body in violation of the SMU Honor Code or Code of Ethics degrades the principles underlying the mission of the University and profoundly affects the integrity and reputation of the degrees to be earned, as well as the reputation of the institution. At the core of the SMU Honor Code is the stipulation that the student will not lie, cheat, steal or tolerate those who do. Not reporting

an honor violation is an honor violation. The complete Honor Code is available in the online Student Handbook at www.smu.edu/studentlife.

Grades and Credits

A student's grade point average is computed by multiplying the credit hours of each course attempted in the program by the grade points earned in the particular course and then dividing the total number of grade points by the total number of hours attempted, excluding hours associated with a letter grade of *I* (Incomplete), *P* (Pass), *S* (Satisfactory), *CR* (Credit), *NC* (No Credit) or *W* (Withdrew). When a course is repeated, both grades are used in the GPA computation. The following grading system is used for all courses in The Guildhall curriculum.

Grades	Description	Grade Point per Term Hour
A, A-	Excellent Scholarship	4.0, 3.7
B+, B, B-	Good Scholarship	3.3, 3.0, 2.7
C+, C, C-	Fair Scholarship	2.3, 2.0, 1.7
D	Poor Scholarship	1.0
F	Fail	0.0
P, S, CR	Pass, Satisfactory, Credit	*
I	Incomplete	*
NC	No Credit	*
W	Withdrew	*
X	No Grade Received in Registrar's Office	*

* Grades not included in GPA

Incompletes

A student may receive a grade of *I* (Incomplete) if a substantial portion of the course requirements have been completed with passing grades but for some justifiable reason, acceptable to the instructor, the student has been unable to complete the full requirements of the course. The grade of *I* can only be requested and given at the end of the term. At the time a grade of *I* is given, the instructor must stipulate on an Incomplete Grade Assignment Report Form the requirements and completion date that must be met and the grade that will be given if the requirements are not met by the stated completion date. The instructor and student sign the form, and a copy is given to the academic director. The maximum period of time allowed to clear the Incomplete is the end of the immediately following term. If the Incomplete is not cleared by the date set by the instructor or by the end of the next term, the grade of *I* will be changed to the grade provided by the instructor at the time the Incomplete was assigned or to an *F* if no alternate grade was provided. Graduation candidates must clear Incompletes prior to the start of the term during which they will graduate.

Grades for Repeated Courses

Students who earn a grade of *D* or *F* in any course in The Guildhall are generally required to leave the program. Any student allowed by the academic director to repeat a course will have both the original grade and the repeated grade (and course) on his or her transcript. Also, both grades will be calculated in the student's cumulative GPA.

Appeal of Grades

The award of a grade is a matter solely within the academic discretion of the faculty member. A student who feels that an assigned grade is other than the grade earned must first discuss the matter with the course instructor to determine if the discrepancy is caused by error or misunderstanding. The student may be required to provide a written petition requesting the change of grade.

If the student feels that an error has not been corrected or that the assigned grade was capriciously or unfairly determined, the student may appeal the decision to The Guildhall academic director. After discussing the matter with the student, the academic director will consult with the instructor, and the instructor will report a decision to the student. A student who still is convinced that a complaint has not received a fair determination may appeal the decision to the provost, but the final authority in the determination of a grade rests with the course instructor.

Academic Performance Standards

The Guildhall maintains a selective admissions policy and strict academic standards for continued enrollment. Satisfactory progress toward a degree by a student is defined as successful completion of all required courses for the term. A student admitted to The Guildhall program and allowed to continue enrollment is considered to be making satisfactory progress toward completion of the program provided that the student receives a passing grade (*A to C-*) in each course for the term.

The cumulative nature of the material and the integrity of the cohort system require that students who fail any course leave the program. Students who are otherwise outstanding but receive a grade of *D* in a course may, once and only once during the program, petition the academic director of The Guildhall to demonstrate that they have acquired the knowledge presented in the failed class by taking a supplementary exam. Such petitions will be reviewed on a case-by-case basis and will be granted only if, in the judgment of the academic director, such an opportunity would be in the best interest of both the student and The Guildhall.

To graduate from the Master's degree program, students must earn a cumulative GPA of 3.0 or better with no grade less than a *C-* (1.7) applying toward the degree. To graduate from the professional certificate program, a student must earn a cumulative GPA of 2.7 or better with no grade less than a *C-* (1.7) applying toward the certificate.

Probation

The academic performance of all Guildhall students is reviewed at the end of each term. A student who fails to maintain a cumulative GPA of 3.0 in the Master's degree program or a cumulative GPA of 2.7 in the professional certificate program will be placed on academic probation and is not considered in good standing. Guildhall students on academic probation are not permitted to serve in any student leadership position of any organization representing The Guildhall or SMU.

Suspension and Dismissal

Suspension and dismissal are involuntary separations of the student from The Guildhall. Suspension is for a set period of time. Dismissal is a permanent and

involuntary separation of the student from The Guildhall as a result of failure to meet established minimum acceptable standards of academic or disciplinary performance. The dismissed student is not eligible for readmission to The Guildhall.

Withdrawal From the Program

Withdrawal means the student's enrollment is cancelled and the student is no longer enrolled for any classes. The student must contact the academic director of The Guildhall and the SMU Registrar's Office in writing to withdraw from The Guildhall. To stop attending class or notifying the instructor does not constitute an official withdrawal. The effective date of the withdrawal is the date the Student Petition for Withdrawal is processed in the Registrar's Office. This date is the date used for credit or refund purposes. When the term withdrawal is complete, a grade of *W* (Withdrew) is recorded for each course in which the student was enrolled for that term. The grade of *W* may not be revoked or changed to another grade, as the act of officially withdrawing is irrevocable.

Re-entry and Readmission of Former Students

Students who wish to re-enter the program after a withdrawal or suspension must submit a petition for consideration for readmission. This petition should be addressed to the Office of the Executive Director and should address the circumstances for withdrawal or suspension and actions taken during the time away from the program. The petition will be reviewed by the Admissions Committee for a determination of re-entry or whether additional information is necessary to determine the outcome of the petition and, if readmission is possible, the appropriate module of re-entry if approved. Students may re-enter only with another cohort in the appropriate term of study. This deadline for re-entry is extended by any time spent after withdrawal in active U.S. military service.

Due to the cohort nature of The Guildhall program, students who are dismissed for failure (earning a grade below *C*-) in a course may only be readmitted to join a later cohort group.

Guildhall GPA and Credit Requirements

Candidates must complete all courses in their program of study and earn all term hours of credit with a cumulative GPA of 3.0 or better in the Master's degree program, or 2.7 in the certificate program. Due to the specialized cohort nature of The Guildhall program, all credit hours must be earned at The Guildhall.

Graduation

Before approving a graduate student for degree conferral, The Guildhall faculty will consider any documented judicial or disciplinary complaints on record and audit the student's academic standing.

Students must file an Application of Candidacy to Graduate Form with The Guildhall's Academic Director's Office at the beginning of the term in which the student expects to complete all degree requirements. Applications must be filed by the posted deadline date for applicants to be considered graduates at the end of that term.

Statute of Limitations for Thesis Completion

The maximum length of time for thesis completion in The Guildhall graduate degree program is three calendar years from the date of completion of the program course requirements. All thesis requirements must be completed in this

time period. In computing the period, any time during which the candidate was in active U.S. military service shall be excluded. Appeals will be considered for other extenuating circumstances.

Disability Accommodations

Students with disabilities will be offered reasonable accommodations upon request. Requests must be made to the Office of Disability Accommodations and Success Strategies. Additional information on required documentation to verify the disability and establish eligibility for accommodations is available at www.smu.edu/alec/dass. University Policy 2.4 on disability accommodations is available in the online *University Policy Manual* at www.smu.edu/policy.

Transfer of a Current Guildhall Student
From Certificate to Master's Degree Program

Students who are admitted to The Guildhall Professional Certificate in Digital Game Development program and meet all the criteria for the Master in Interactive Technology degree program may apply to transfer to the Master's degree program if they meet all the requirements for admission to the Master's degree and have made good progress within the program with a minimum cumulative GPA of 3.0. Graduate courses successfully completed in the certificate series may be applied toward the Master's degree as applicable. In addition, students who are admitted into the Master's degree will also need to satisfy all of the requirements for the Master's degree.

INTELLECTUAL PROPERTY

All intellectual property (computer programs, art, design, stories, plots, devices, inventions or productions) created by the student as part of the academic requirements and using the resources of the program will remain the sole property of The Guildhall. The Guildhall will grant to each student the reasonable use of the intellectual propertydeveloped as a student for use in his or her professional portfolio.

GENERAL POLICIES

Student File Number

The University assigns each student an eight-digit SMU identification number. The student should furnish the SMU ID number on all forms when requested, because it is the primary means the University has to identify the student's academic records and transactions related to the records.

Stop Enrollment/Administrative Withdrawal

Insufficient or improper information given by the student on any admission or enrollment form – or academic deficiencies, disciplinary actions and financial obligations to the University – can constitute cause for the student to be determined ineligible to enroll or to be administratively withdrawn.

Name Change

A student who has a change in name must provide to the Office of the Registrar his or her Social Security card or the form issued by the Social Security Administration. Enrollment or records services for the student under a name different from the last enrollment cannot be accomplished without the above documents. All

grade reports, transcripts and diplomas are issued only under a person's legal name as recorded by the Registrar's Office.

Mailing Addresses, Telephone, E-mail Address and Emergency Contact
Each student must provide the Registrar's Office with a current home address, telephone number and local mailing address as well as the name, address and telephone number of a designated emergency contact. Students enrolling at SMU authorize the University to notify their emergency contacts in the event of a situation affecting their health, safety, or physical or mental well-being, and to provide these contacts with information related to the situation.

Students are expected to keep current all their addresses and telephone numbers, including emergency contact details, through Access.SMU, the University's Web-based self-service system. Changes to parent information should be reported on the Web form found at www.smu.edu/registrar. Students may be prevented from enrolling if their information is insufficient or outdated.

The University issues all students an e-mail address. Students may have other e-mail addresses, but the University-assigned e-mail address is the official address for University electronic correspondence, including related communications with faculty members and academic units (except for distance education students).

Official University correspondence may be sent to students' mailing addresses or SMU e-mail addresses on file. It is the responsibility of students to keep all their addresses current and to regularly check communications sent to them as they are responsible for complying with requests, deadlines and other requirements sent to any of their mailing addresses on file or to their SMU e-mail.

Cell Phones
The University requests that students provide cellular telephone numbers as they are one means of communicating with students during an emergency. Cellular telephone numbers may also be used by University officials conducting routine business. Students who do not have cellular telephones or do not wish to report the numbers may declare this information in lieu of providing cellular telephone numbers. However, students may be prevented from enrolling if their cellular telephone numbers are not on file or if they have not declared "no cellular telephone" or "do not wish to report cellular number."

Transcript Service
A transcript is an official document of the permanent academic record maintained by the University's Office of the Registrar. The permanent academic record includes all SMU courses attempted, all grades assigned, degrees received and a summary of transfer hours accepted. Official transcripts and certifications of student academic records are issued by the Office of the Registrar for all students of the University. Copies of high school records and transfer transcripts from other schools must be requested from the institutions where the coursework was taken.

Transcripts are $12.25 per copy. Additional copies in the same request mailed to the same address are $3.50. Additional copies mailed to different addresses are $12.25 a copy. Requests may be delayed due to outstanding financial or other obligations, or for posting of a grade change, an earned degree or term grades.

Instructions for requesting a transcript to be mailed or picked up on campus are available through the "Transcript Requests" link at www.smu.edu/registrar.

Requests will be processed through the National Student Clearing House. Telephone and e-mail requests are not accepted. Students or their specified third party can pick up their transcripts at the service counter in the Registrar's Office, 101 Blanton Building. No incomplete or partial transcripts, including only certain courses or grades, are issued. Transcripts cannot be released unless the student has satisfied all financial and other obligations to the University. Transcripts may be delayed pending a change of grade, degree awarded or term grades.

SMU is permitted, but not required, to disclose to parents of a student, information contained in the education records of the student if the student is a dependent as defined in the Internal Revenue Code.

Transcripts may be released to a third party as specified by the student on the Student's Consent for SMU to Release Information to Student's Specified Third Party form accessible at www.smu.edu/registrar/ferpa/forms.asp.

RIGHT TO KNOW

Southern Methodist University is pleased to provide information regarding academic programs, enrollment, financial aid, public safety, athletics and services for persons with disabilities. The information is available on a conveniently accessible website at smu.edu/srk. Students also may obtain paper copies of this information by contacting the appropriate office listed below. Disclosure of this information is pursuant to requirements of the Higher Education Act and the Campus Security Act. More information is available at www.smu.edu/srk.

1. **Academic Programs:** www.smu.edu/srk/academics
   Provost Office, Perkins Administration Building, Room 219
   214-768-3219

   a. Current degree programs and other educational and training programs.
   b. Instructional, laboratory and other physical facilities relating to the academic program.
   c. Faculty and other instructional personnel.
   d. Names of associations, agencies or governmental bodies that accredit, approve or license the institution and its programs and the procedures by which documents describing that activity may be reviewed.

2. **Enrollment:** www.smu.edu/srk/enrollment
   Registrar, Blanton Student Services Building, Room 101
   214-768-3417

   a. Graduation Rates – The completion or graduation rate of the institution's certificate- or degree-seeking, full-time undergraduate students and students who receive athletically related financial aid.
   b. Privacy of Student Education Records – The Family Educational Rights and Privacy Act (FERPA) governs Southern Methodist University's maintenance and disclosure of a student's education records. FERPA provides students the right to inspect and review their education records and to seek amendment of those records that they believe to be inaccurate, misleading or otherwise in violation of their privacy rights. Further, FERPA prevents SMU from disclosing personally identifiable information about a student to outside third parties, except under specific circumstances outlined in SMU's Policy Manual.
   c. Withdrawal – Requirements and procedures for officially withdrawing from the institution.

3. **Financial Aid:** www.smu.edu/srk/finaid
   Director of Financial Aid, Blanton Student Services Building, Room 212
   214-768-3417

   a. Financial assistance available to students enrolled in the institution.
   b. Cost of attending the institution, including tuition and fees charged to full-time and part-time students; estimates of costs for necessary books and supplies; estimates of typical charges for room and board; estimates of transportation costs for students; and any additional cost of a program in which a student is enrolled or expresses a specific interest.
   c. Terms and conditions under which students receiving Federal Direct Loan or Federal Direct Perkins Loan assistance may obtain deferral of the repayment of the principal and interest of the loan for

     i. Service under the Peace Corps Act;

    ii. Service under the Domestic Volunteer Service Act of 1973; or

   iii. Comparable service as a volunteer for a tax-exempt organization of demonstrated effectiveness in the field of community service.

d. The requirements for return of Title IV grant or loan assistance.

e. Enrollment status of students participating in SMU Study Abroad programs, for the purpose of applying for federal financial aid.

4. **Student Financials/Bursar**: www.smu.edu/srk; www.smu.edu/bursar
University Bursar, Blanton Student Services Building, Room 212
214-768-3417

   a. Tuition and fees.

   b. Living on campus.

   c. Optional and course fees.

   d. Financial policies.

   e. Administrative fees and deposits.

   f. Payment options.

   g. Any refund policy with which the institution is required to comply for the return of unearned tuition and fees or other refundable portions of costs paid to the institution.

5. **Disability Accommodations and Success Strategies**: www.smu.edu/alec/dass
Altshuler Learning Enhancement Center
214-768-1470

   a. Description of the process for establishing eligibility for services and documentation guidelines.

   b. Listings of the various on- and off-campus resources.

   c. Discussions of transitioning to post-secondary education.

   d. Tips for faculty on teaching and making accommodations.

6. **Athletics**: www.smu.edu/srk/athletics
Associate Athletic Director for Student-Athlete Services, 316 Loyd Center
214-768-1650

   a. Athletic program participation rates and financial aid support.

   b. Graduation or completion rates of student athletes.

   c. Athletic program operating expenses and revenues.

   d. Coaching staffs.

7. **Campus Police**: www.smu.edu/srk; www.smu.edu/pd
SMU Police Department, Patterson Hall
214-768-1582

Southern Methodist University's Annual Security Report includes statistics for the previous three years concerning reported crimes that occurred on campus, in certain off-campus buildings or property owned or controlled by SMU, and on public property within or immediately adjacent to/accessible from the campus. The report also includes institutional policies concerning campus security, such as policies concerning alcohol and drug use, crime prevention, the reporting of crimes, sexual assault, and other related matters.

   The information listed above is available in a conveniently accessible website at smu.edu/srk.

PROGRAMS OF STUDY

The Guildhall at SMU, through the Linda and Mitch Hart eCenter, offers a Master of Interactive Technology degree and a graduate Professional Certificate in Digital Game Development with specializations in art creation, level design and software development.

The curriculum at The Guildhall at SMU is divided into three distinct components emphasizing coursework, team game production and directed focus study/thesis work. The coursework includes game studies, game design, major courses, minor courses and special topics. A minimum of three team game production projects provide students with the experience of working in cross-disciplinary teams of varying sizes to produce playable 2D and 3D game demos. The directed focus study courses initiate students in the discipline of independent work in their respective area of specialization, producing content for their individual portfolios. During the Master's thesis coursework, students in the Master's program, under the direction of their thesis adviser and supervisor, select a thesis topic, research the chosen area, prepare the thesis document and prepare for the successful defense of the chosen topic.

TEAM GAME PRODUCTION

Team game production is integral to the curriculum of The Guildhall at SMU. Interdisciplinary teams are formed to produce games based on the specific skills taught in the specializations of art, level design and software. Teamwork is a fundamental part of the educational experience as it allows students to work in a creative atmosphere where they make design decisions and realize them in a meaningful way. Each team is organized with students as leads, and each team experiences a product cycle from concept green light to product launch. The final outcome of the project is a game that students present in their portfolio.

DIRECTED FOCUS STUDY/MASTER'S THESIS

Directed study and thesis courses require students to investigate areas of personal interest and demonstrate the knowledge and mastery of their craft by creating individual portfolio pieces in their specialization area.

The Master's degree program includes a thesis project requirement in addition to the directed focus study element and attributes to it a significant portion of the total program credit hours to recognize the major effort associated with the completion of the thesis. Each student in the Master's program must successfully complete a final defense administered by the student's supervisory committee.

Given the cross-disciplinary nature of the program and the project- and team-based curricular approach, students are admitted in cohorts that pursue the program in a lockstep fashion. Two cohorts are admitted each academic year, one in the fall term and one in the spring term. The degree requirements for both the Master's degree and professional certificate programs are detailed below.

DEGREE REQUIREMENTS

Cohort 14: Begin Spring 2010; Graduate December 2011
Cohort 15: Begin Fall 2010; Graduate May 2012
Cohort 16: Begin Spring 2011; Graduate December 2012

Professional Certificate
(58 Credit Hours)

Students in the professional certificate program must complete 58 term credit hours. As of spring 2010, students complete the program in nine consecutive modules. The fall and spring terms are divided into two modules each. Only one module is offered in the summer term.

	Credit Hours
Module 1	
Art Creation	
HGAM 6200 Game Design I	2
HGAM 6201 Game Studies I	2
HGAM 6241 Drawing I	2
HGAM 6331 Art Creation I	3
Level Design	
HGAM 6200 Game Design I	2
HGAM 6201 Game Studies I	2
HGAM 6262 Programming for Level Design I	2
HGAM 6351 Level Design I	3
Software Development	
HGAM 6200 Game Design I	2
HGAM 6201 Game Studies I	2
HGAM 6221 Mathematical Methods for Game Physics I	2
HGAM 6311 Software Development I	3
Module Total	**9**
Module 2	
Art Creation	
HGAM 6202 Game Studies II	2
HGAM 6242 Drawing II	2
HGAM 6292 Team Game Production I	2
HGAM 6332 Art Creation II	3
Level Design	
HGAM 6202 Game Studies II	2
HGAM 6261 Art for Level Design I	2
HGAM 6292 Team Game Production I	2
HGAM 6352 Level Design II	3
Software Development	
HGAM 6202 Game Studies II	2
HGAM 6222 Mathematical Methods for Game Physics II	2
HGAM 6292 Team Game Production I	2
HGAM 6312 Software Development II	3
Module Total	**9**

Credit Hours

Module 3

Art Creation

HGAM 6203 Game Design II	2
HGAM 6243 Drawing III	2
HGAM 6293 Team Game Production II	2
HGAM 6333 Art Creation III	3

Level Design

HGAM 6203 Game Design II	2
HGAM 6263 Minor Specialization in Level Design	2
HGAM 6293 Team Game Production II	2
HGAM 6353 Level Design III	3

Software Development

HGAM 6203 Game Design II	2
HGAM 6223 Mathematical Methods for Game Physics III	2
HGAM 6293 Team Game Production II	2
HGAM 6313 Software Development III	3

Module Total   9

Module 4

Art Creation

HGAM 6104 Game Studies III	1
HGAM 6244 Advanced Digital Art	2
HGAM 6294 Team Game Production III	2
HGAM 6334 Art Creation IV	3

Level Design

HGAM 6104 Game Studies III	1
HGAM 6264 Art and Programming for Level Design	2
HGAM 6294 Team Game Production III	2
HGAM 6354 Level Design IV	3

Software Development

HGAM 6104 Game Studies III	1
HGAM 6224 Advanced Engine Systems	2
HGAM 6294 Team Game Production III	2
HGAM 6314 Software Development IV	3

Module Total   8

Module 5

Art Creation

HGAM 6205 Game Design III	2
HGAM 6235 Art Creation V	2
HGAM 6246 Directed Focus Study I	2

Level Design

HGAM 6205 Game Design III	2
HGAM 6255 Level Design V	2
HGAM 6266 Directed Focus Study I	2

Software Development

HGAM 6205 Game Design III	2
HGAM 6215 Software Development V	2
HGAM 6226 Directed Focus Study I	2

Module Total   6

Professional Certificate (cont.)	*Credit Hours*
Module 6	
Art Creation	
HGAM 6236 Art Creation VI	2
HGAM 6296 Team Game Production IV	2
Level Design	
HGAM 6256 Level Design VI	2
HGAM 6296 Team Game Production IV	2
Software Development	
HGAM 6216 Software Development VI	2
HGAM 6296 Team Game Production IV	2
Module Total	**4**
Module 7	
Art Creation	
HGAM 6106 Professional Development	1
HGAM 6230 Special Topics in Art Creation	2
HGAM 6297 Team Game Production V	2
Level Design	
HGAM 6106 Professional Development	1
HGAM 6250 Special Topics in Level Design	2
HGAM 6297 Team Game Production V	2
Software Development	
HGAM 6106 Professional Development	1
HGAM 6210 Special Topics in Software Development	2
HGAM 6297 Team Game Production V	2
Module Total	**5**
Module 8	
Art Creation	
HGAM 6100 Special Topics: Social Sciences (Ethics)	1
HGAM 6348 Directed Focus Study II	3
Level Design	
HGAM 6100 Special Topics: Social Sciences (Ethics)	1
HGAM 6368 Directed Focus Study II	3
Software Development	
HGAM 6100 Special Topics: Social Sciences (Ethics)	1
HGAM 6328 Directed Focus Study II	3
Module Total	**4**
Module 9	
Art Creation	
HGAM 6107 Professional Development II	1
HGAM 6349 Directed Focus Study III	3
Level Design	
HGAM 6107 Professional Development II	1
HGAM 6369 Directed Focus Study III	3
Software Development	
HGAM 6107 Professional Development II	1
HGAM 6329 Directed Focus Study III	3
Module Total	**4**
Program Total	**58**

Master of Interactive Technology
(64 Credit Hours)

Students in the Master of Interactive Technology degree program must complete 64 term credit hours, which includes six credit hours for a thesis. As of spring 2010, students complete the program in nine consecutive modules. The fall and spring terms are divided into two modules each. Only one module is offered in the summer term.

Credit Hours

Module 1

Art Creation

HGAM 6200 Game Design I	2
HGAM 6201 Game Studies I	2
HGAM 6241 Drawing I	2
HGAM 6331 Art Creation I	3

Level Design

HGAM 6200 Game Design I	2
HGAM 6201 Game Studies I	2
HGAM 6262 Programming for Level Design I	2
HGAM 6351 Level Design I	3

Software Development

HGAM 6200 Game Design I	2
HGAM 6201 Game Studies I	2
HGAM 6221 Mathematical Methods for Game Physics I	2
HGAM 6311 Software Development I	3

Module Total   9

Module 2

Art Creation

HGAM 6202 Game Studies II	2
HGAM 6242 Drawing II	2
HGAM 6292 Team Game Production I	2
HGAM 6332 Art Creation II	3

Level Design

HGAM 6202 Game Studies II	2
HGAM 6261 Art for Level Design I	2
HGAM 6292 Team Game Production I	2
HGAM 6352 Level Design II	3

Software Development

HGAM 6202 Game Studies II	2
HGAM 6222 Mathematical Methods for Game Physics II	2
HGAM 6292 Team Game Production I	2
HGAM 6312 Software Development II	3

Module Total   9

Module 3

Art Creation

HGAM 6203 Game Design II	2
HGAM 6243 Drawing III	2
HGAM 6293 Team Game Production II	2
HGAM 6333 Art Creation III	3

Master of Interactive Technology (cont.)   *Credit Hours*

Level Design
HGAM 6203 Game Design II   2
HGAM 6263 Minor Specialization in Level Design   2
HGAM 6293 Team Game Production II   2
HGAM 6353 Level Design III   3

Software Development
HGAM 6203 Game Design II   2
HGAM 6223 Mathematical Methods for Game Physics III   2
HGAM 6293 Team Game Production II   2
HGAM 6313 Software Development III   3

	Module Total	**9**

Module 4
Art Creation
HGAM 6104 Game Studies III   1
HGAM 6244 Advanced Digital Art   2
HGAM 6294 Team Game Production III   2
HGAM 6334 Art Creation IV   3

Level Design
HGAM 6104 Game Studies III   1
HGAM 6264 Art and Programming for Level Design   2
HGAM 6294 Team Game Production III   2
HGAM 6354 Level Design IV   3

Software Development
HGAM 6104 Game Studies III   1
HGAM 6224 Advanced Engine Systems   2
HGAM 6294 Team Game Production III   2
HGAM 6314 Software Development IV   3

	Module Total	**8**

Module 5
Art Creation
HGAM 6205 Game Design III   2
HGAM 6235 Art Creation V   2
HGAM 6246 Directed Focus Study I   2

Level Design
HGAM 6205 Game Design III   2
HGAM 6255 Level Design V   2
HGAM 6266 Directed Focus Study I   2

Software Development
HGAM 6205 Game Design III   2
HGAM 6215 Software Development V   2
HGAM 6226 Directed Focus Study I   2

	Module Total	**6**

Module 6
Art Creation
HGAM 6175 Master's Thesis I   1
HGAM 6236 Art Creation VI   2
HGAM 6296 Team Game Production IV   2

Credit Hours

Level Design
HGAM 6175 Master's Thesis I   1
HGAM 6256 Level Design VI   2
HGAM 6296 Team Game Production IV   2

Software Development
HGAM 6175 Master's Thesis I   1
HGAM 6216 Software Development VI   2
HGAM 6296 Team Game Production IV   2

Module Total   5

Module 7

Art Creation
HGAM 6106 Professional Development   1
HGAM 6176 Master's Thesis II   1
HGAM 6230 Special Topics in Art Creation   2
HGAM 6297 Team Game Production V   2

Level Design
HGAM 6106 Professional Development   1
HGAM 6176 Master's Thesis II   1
HGAM 6250 Special Topics in Level Design   2
HGAM 6297 Team Game Production V   2

Software Development
HGAM 6106 Professional Development   1
HGAM 6176 Master's Thesis II   1
HGAM 6210 Special Topics in Software Development   2
HGAM 6297 Team Game Production V   2

Module Total   6

Module 8

Art Creation
HGAM 6100 Special Topics: Social Sciences (Ethics)   1
HGAM 6276 Master's Thesis III   2
HGAM 6348 Directed Focus Study II   3

Level Design
HGAM 6100 Special Topics: Social Sciences (Ethics)   1
HGAM 6276 Master's Thesis III   2
HGAM 6368 Directed Focus Study II   3

Software Development
HGAM 6100 Special Topics: Social Sciences (Ethics)   1
HGAM 6276 Master's Thesis III   2
HGAM 6328 Directed Focus Study II   3

Module Total   6

Master of Interactive Technology (cont.)	*Credit Hours*

Module 9

Art Creation
HGAM 6107 Professional Development II — 1
HGAM 6277 Master's Thesis IV — 2
HGAM 6349 Directed Focus Study III — 3

Level Design
HGAM 6107 Professional Development II — 1
HGAM 6277 Master's Thesis IV — 2
HGAM 6369 Directed Focus Study III — 3

Software Development
HGAM 6107 Professional Development II — 1
HGAM 6277 Master's Thesis IV — 2
HGAM 6329 Directed Focus Study III — 3

Module Total	**6**
Program Total	**64**

SPECIAL PROGRAMS AND SERVICES

CAREER DEVELOPMENT

The Guildhall at SMU provides its students with the resources and professional environment they need to achieve their career goals. While attending the program, students receive class instruction from industry-experienced faculty on the preparation of resumes and cover letters, interview techniques, online portfolio creation, negotiation, and testing.

The Guildhall further enhances a student's career outlook by hosting a career event prior to graduation. Studios are invited to attend and conduct interviews with graduating students. Portfolio review sessions are scheduled throughout the year for industry experts to meet with students and provide one-to-one feedback sessions on the student's online portfolio. Graduating students also attend industry conferences with events and networking opportunities.

SUMMER YOUTH PROGRAM

The Guildhall Academy, a summer camp for children in middle and high school, provides youth with an interactive forum to express their individuality while learning to make a video game. During the two-week session, students learn to add the discipline of art to their use of science, technology, engineering and math to develop a game.

COURSES

B.S. IN COMPUTER SCIENCE/GUILDHALL M.I.T. AND B.F.A./GUILDHALL M.I.T.

HGAM 5200. Game Design I. This course explores the fundamentals of video game design and teamwork. It provides a foundational framework and language for game design discussion. The class is heavily participation based where students explore video game design by analyzing and deconstructing existing games, exploring alternate sources of game design, discussing current trends in video game design and participating in team-based class workshops. *Prerequisite:* Permission to enroll in courses at The Guildhall.

HGAM 5201. Game Studies I. (formerly Game Study I) This course provides students in all areas of specialization a foundation in the theory and practice of game analysis and design, with an emphasis on analysis of game genres and lexicon, history of games and play, psychology of gameplay, and game theory. *Prerequisite:* Permission to enroll in courses at The Guildhall.

HGAM 5202. Game Studies II. (formerly Game Study II) This course provides students in all areas of specialization additional depth on the theory and practice of game development, with an emphasis on rapid development strategies and life-cycle planning. Additional topics include scheduling and estimation, team organization, and risk management. Students participate in lecture/discussion, case study, and individual/group assignments. *Prerequisite:* HGAM 5201.

HGAM 5221. Mathematical Methods for Game Physics I. This course provides an introduction into fundamental concepts of linear algebra and their application to 3D real-time rendering. In particular, the course covers vectors, vector spaces, matrix math, linear transformation, concept of a basis, and hierarchical scene graph-based rendering. *Prerequisite:* Permission to enroll in courses at The Guildhall.

HGAM 5222. Mathematical Methods for Game Physics II. This course covers topics related to the theory and practice of mathematics and physics for 3D games. The main emphasis of the course is mathematical methods and programming techniques for real-time 3D computer graphics, including linear algebra, complex numbers and quaternions, hierarchical data structures, and C++ programming. *Prerequisite:* HGAM 5221.

HGAM 5241. Drawing I. This course focuses on the development of fundamental drawing skills, emphasizing observational skills and conceptual development. Students primarily draw from life and from objects, supplemented by outside assignments. Emphasis is placed on the use of materials and also on the analysis of form and the concepts of light, space, and surface. *Prerequisite:* Permission to enroll in courses at The Guildhall.

HGAM 5242. Drawing II. This intermediate-level drawing course is designed to increase students' command of drawing techniques. Emphasis is placed on analysis of form and critical perspective. *Prerequisite:* HGAM 5241.

HGAM 5261. Art for Level Design I. This course provides a foundation in game art for level design, with an emphasis on conceptual and environmental drawing and sketching techniques for game art. Other topics include texturing, history of western art and architecture, technical art for 2D games, basic storyboarding, 2D iconography, and color theory. *Prerequisite:* HGAM 5252.

HGAM 5262. Programming for Level Design I. This course provides a foundation in game programming for level design, with an emphasis on logic, introduction to scripting languages and technical aspects of asset integration into a game. *Prerequisite:* Permission to enroll in courses at The Guildhall.

HGAM 5292. Team Game Production I. This course provides a foundation in the game development process, including planning, pipelines and documentation for game projects, game technology, artificial intelligence and user interface design, and game testing. Students apply game design and development skills to create a 2D game demo as part of a small project team. *Prerequisite:* HGAM 5200.

HGAM 5311. Software Development I. This course provides a foundation in game programming for basic 2D game development, including game coding, scripting, game engine design, data structures, input, working with graphics and sound assets, basic artificial intelligence, tool development, and the technical aspects of game testing. *Prerequisite:* Permission to enroll in courses at The Guildhall.

HGAM 5312. Software Development II. This course introduces concepts related to 3D game development, including game coding and scripting, 3D game engine design, advanced data structures, advanced techniques for working with graphics and sound assets, advanced artificial intelligence and rule building, and game mechanics. *Prerequisite:* HGAM 5311.

HGAM 5331. Art Creation I. This course provides a foundation in the tools, techniques, and production methods for creating 2D game art, including modeling, texturing, and animating. *Prerequisite*: Permission to enroll in courses at The Guildhall.

HGAM 5332. Art Creation II. This course applies the principles learned in 2D art production to the process of creating 3D game art. Emphasis is placed on modeling, rigging, texturing, wrapping, and preparing models for animation. *Prerequisite*: HGAM 5331.

HGAM 5351. Level Design I. This course provides a foundation in level design and editing for 2D games, including genre analysis, game styles and limitations, audience and game analysis, gameplay principles, character artificial intelligence and scripting, and basic art and architecture for games. Students also develop fundamental-level editing skills for 2D games. The course integrates theories and principles from a variety of disciplines to develop the fundamental proficiency for a level designer. *Prerequisite:* Permission to enroll in courses at The Guildhall.

HGAM 5352. Level Design II. This course provides a foundation in level design for 3D games, including basic 3D gameplay, story and scene development for 3D games, basic 3D character artificial intelligence and scripting, 3D texturing, 3D lighting, using sound, and play testing for basic 3D games. Students also develop basic-level editing skills for 3D games. *Prerequisite:* HGAM 5351.

MASTER OF INTERACTIVE TECHNOLOGY
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HGAM 6100. Special Topics: Social Sciences (Ethics). This course introduces students to the study of ethics: What is right and wrong behavior? How does a good person act? Does right and wrong behavior change depending on the circumstances? Are there standards of right and wrong that should (or even can) be applied to the video game industry?

HGAM 6104. Game Studies III. This course provides students in all areas of specialization additional depth on the theory and practice of the business of game development, intellectual property in games, developer–publisher–consumer relationships, and negotiation. Students participate in lecture/discussion, role plays, and individual/small group assignments. *Prerequisite:* HGAM 6202.

HGAM 6106. Professional Development. Students work under the direction of the faculty to develop an individual area of specialization and produce content for their professional portfolio. *Prerequisite:* HGAM 6104.

HGAM 6107. Professional Development II. (course added fall 2010) Students in this course continue to develop their career management skills and portfolios under the guidance of faculty. *Prerequisite:* HGAM 6106.

HGAM 6175. Master's Thesis I. (course name modified fall 2010; formerly MIT Prep) This is the first course in a sequence of four. Students choose their thesis topics and must prepare and submit the thesis review under the oversight of the supervisory committee. The grading basis of this course is ABC. Students must receive the grade of *B-* or better to enroll in HGAM 6176. *Prerequisite:* Admittance in the Master's program.

HGAM 6176. Master's Thesis II. (course added fall 2010) This is the second course in a sequence of four. Students must successfully prepare and submit a thesis proposal to the supervisory committee. The grading basis of this course is credit/no credit. This course can be retaken to receive credit. *Prerequisite: B-* or better in HGAM 6175.

HGAM 6200. Game Design I. This course explores the fundamentals of video game design and teamwork. It provides a foundational framework and language for game design discussion. The class is heavily participation based, where students explore video game design by analyzing and deconstructing existing games, exploring alternate sources of game design, discussing current trends in video game design, and participating in team-based class workshops. *Prerequisite:* Admission to The Guildhall.

HGAM 6201. Game Studies I. (formerly Game Study I) This course provides students in all areas of specialization a foundation in the theory and practice of game analysis and design, with an emphasis on analysis of game genres and lexicon, history of games and play, psychology of gameplay, and game theory.

HGAM 6202. Game Studies II. (formerly Game Study II) This course provides students in all areas of specialization additional depth on the theory and practice of game development, with an emphasis on rapid development strategies and life-cycle planning. Additional topics include scheduling and estimation, team organization, and risk management. Students participate in lecture/discussion, case study, and individual/group assignments. *Prerequisite:* HGAM 6201.

HGAM 6203. Game Design II. This course builds on the fundamentals learned in HGAM 6200. Skills include more in-depth game and systems design, interactivity, interface, story development, continued game design workshops, and team building. *Prerequisite:* HGAM 6200.

HGAM 6205. Game Design III. This course explores more advanced game design topics and rapid prototyping, expanding students' creativity, knowledge, and understanding of gameplay and design while also preparing them for their final Guildhall team game production project. *Prerequisite:* HGAM 6203.

HGAM 6210. Special Topics in Software Development.

HGAM 6215. Software Development V. (course number modified fall 2010) This course exposes students in the software development specialization to advanced topics important for their professional development, including technical design documentation, streaming, addressing hardware issues, floating point math, tool chain design, and creating a technical portfolio. Additional topics are defined by experts in game software development based on advances in the field. *Prerequisite:* HGAM 6314.

HGAM 6216. Software Development VI. (course number modified spring 2011) This course exposes students in the software development specialization to advanced topics important for their professional development, including technical design documentation, streaming, addressing hardware issues, floating point math, tool chain design, and creating a technical portfolio. Additional topics are defined by experts in game software development based on advances in the field. *Prerequisite:* HGAM 6215.

HGAM 6221. Mathematical Methods for Game Physics I. This course provides introduction into fundamental concepts of linear algebra and their application to 3D real-time rendering. In particular, the course covers vectors, vector spaces, matrix math, linear transformation, concept of a basis, and hierarchical scene graph-based rendering. *Prerequisite:* Admission to The Guildhall.

HGAM 6222. Mathematical Methods for Game Physics II. This course covers topics related to the theory and practice of mathematics and physics for 3D games. The main emphasis of the course is mathematical methods and programming techniques for real-time 3D computer graphics, including linear algebra, complex numbers and quaternions, hierarchical data structures, and C++ programming. *Prerequisite:* HGAM 6221.

HGAM 6223. Mathematical Methods for Game Physics III. This course provides additional depth on the theory and practice of mathematics and physics for 3D games, including mathematical and physics-based modeling using ordinary differential equations and numerical methods, dynamics, particle systems, collision detection and response in 3D, and introduction into rigid body dynamics. *Prerequisite:* HGAM 6222.

HGAM 6224. Advanced Engine Systems. (course added fall 2010) This course exposes students in the software development specialization to advanced topics important for their professional development: writing 3D content exporter and doing 3D accelerated character animation. *Prerequisite:* HGAM 6223.

HGAM 6226, 6246, 6266. Directed Focus Study I. (course number modified fall 2010) Students work under the direction of the faculty to develop an individual area of specialization and produce content for their professional portfolio. *Prerequisite:* HGAM 6333 or 6353 or 6313.

HGAM 6230. Special Topics in Art Creation.

HGAM 6235. Art Creation V. (course number modified fall 2010) This course exposes students in the art creation specialization to advanced topics important for their professional development, including advanced texturing, modeling and color theory, scripting for artists, and theories of spatiality in art. Additional topics are defined by experts in game art creation based on advances in the field. *Prerequisite:* HGAM 6334.

HGAM 6236. Art Creation VI. (course number modified spring 2011) Students work under the direction of the faculty to develop an individual area of specialization and produce content for their professional portfolio. *Prerequisite:* HGAM 6235.

HGAM 6241. Drawing I. This course focuses on the development of fundamental drawing skills, emphasizing observational skills and conceptual development. Students primarily draw from life and from objects, supplemented by outside assignments. Emphasis is placed on use of materials and also on the analysis of form and the concepts of light, space, and surface. *Prerequisites:* Admission to The Guildhall and art portfolio.

HGAM 6242. Drawing II. This intermediate-level drawing course is designed to increase students' command of drawing techniques. Emphasis is placed on analysis of form and critical perspective. *Prerequisite:* HGAM 6241.

HGAM 6243. Drawing III. This advanced-level course focuses on further development of art skills, primarily through drawing, but also through developments in a range of media. *Prerequisite:* HGAM 6242.

HGAM 6244. Advanced Digital Art. (course added fall 2010) This seminar advances the digital media as it applies to the game industry and develops the texture skills that encompass digital painting and advanced techniques. *Prerequisite:* HGAM 6243.

HGAM 6250. Special Topics in Level Design.

HGAM 6255. Level Design V. (course number modified fall 2010) This course exposes students in the level design specialization to advanced topics important for their professional development, including aesthetics in level design, dramatic lighting, psychology of level design, gameplay principles, set design, and advanced uses of sound. Additional topics are defined by level design experts based on advances in the field. *Prerequisite:* HGAM 6354.

HGAM 6256. Level Design VI. (course number modified spring 2010) This course exposes students in the level design specialization to advanced topics important for their professional development, including advanced architecture, artificial intelligence for memorable moments, scripting for interactivity, texturing, and portfolio development. Additional topics are defined by level design experts based on advances in the field. *Prerequisite:* HGAM 6255.

HGAM 6261. Art for Level Design I. This course provides a foundation in game art for level design, with an emphasis on conceptual and environmental drawing and sketching techniques for game art. Other topics include texturing, history of western art and architecture, technical art for 2D games, basic storyboarding, 2D iconography, and color theory. *Prerequisite:* HGAM 6262.

HGAM 6262. Programming for Level Design I. This course provides a foundation in game programming for level design, with an emphasis on logic, introduction to scripting languages, and technical aspects of asset integration into a game. *Prerequisite:* Admission to The Guildhall's level design program.

HGAM 6263. Minor Specialization in Level Design (Programming for Level Design II). Students learn more advanced use of 3D Studio Max software to create, unwrap, and texture models. They learn to take these models and import them into game industry editing tools. Finally, they learn to use the UnrealScript programming/scripting language to create new game functionality for their custom art assets. *Prerequisite:* HGAM 6261.

HGAM 6264. Art and Programming for Level Design. (course added fall 2010) This course provides a foundation in game programming for level design, with an emphasis on logic, introduction to scripting languages, and technical aspects of asset integration into a game. *Prerequisite:* HGAM 6263.

HGAM 6276. Master's Thesis III. (course name modified spring 2011; formerly Master's Project) This is the third course in a sequence of four. Students continue research on their thesis topic under the oversight of the thesis supervisor. The grading basis of this course is credit/no credit. This course can be retaken to receive credit. *Prerequisite:* HGAM 6176.

HGAM 6277. Master's Thesis IV. (course name modified spring 2011; formerly Master's Project) This is the fourth course in a sequence of four. Students must successfully defend their thesis to the committee and submit approved document. The grading basis of this course is credit/no credit. Credit is received after the successful defense and approved document is received. *Prerequisite:* HGAM 6276.

HGAM 6292. Team Game Production I. This course provides a foundation in the game development process, including planning, pipelines and documentation for game projects, game technology, artificial intelligence and user interface design, and game testing. Students apply game design and development skills to create a 2D game demo as part of a small project team. *Prerequisite:* HGAM 6200.

HGAM 6293. Team Game Production II. This course provides additional depth on game development processes and principles, including project and asset management, planning and documentation for larger-scale projects, team dynamics, and usability analysis. Students apply intermediate game design principles and practices to create a 3D game demo as part of a mid-sized project team. *Prerequisite:* HGAM 6292.

HGAM 6294. Team Game Production III. This course provides further depth on game development processes and principles, including project leadership, prototyping techniques, and development issues for various styles of games. Students apply advanced game design principles and practices to create a game demo as part of a large project team. *Prerequisite:* HGAM 6293.

HGAM 6296. Team Game Production IV. This course provides further depth on game development processes and principles, including best practices in game production and presentation of game demos. Students apply advanced game production principles and practices to complete a game demo project as part of a large project team. *Prerequisite*: HGAM 6294.

HGAM 6297. Team Game Production V. This course provides students in all areas of specialization a foundation in the theory and practice of game development production, with an emphasis on the capstone 3D engine game demo project. Students participate in lecture/discussion, and individual/small group assignments to learn professional practices of game development. *Prerequisite:* HGAM 6296.

HGAM 6311. Software Development I. This course provides a foundation in game programming for basic 2D game development, including game coding, scripting, game engine design, data structures, input, working with graphics and sound assets, basic artificial intelligence, tool development, and the technical aspects of game testing. *Prerequisites:* Admission to The Guildhall.

HGAM 6312. Software Development II. This course introduces concepts related to 3D game development, including game coding and scripting, 3D game engine design, advanced data structures, advanced techniques for working with graphics and sound assets, advanced artificial intelligence and rule building, and game mechanics. *Prerequisite:* HGAM 6311.

HGAM 6313. Software Development III. This course provides additional depth in programming for 3D game development, including 3D game coding and scripting, working with 3D graphics, artificial intelligence and rule-building, interface design, tool development, technical aspects of game testing and quality assurance, and game engine architecture. *Prerequisite:* HGAM 6312.

HGAM 6314. Software Development IV. This course provides additional depth on game programming for 3D game development, including game coding and scripting, advanced 3D graphics, working with sound, advanced 3D artificial intelligence, interface design, and networking protocols. *Prerequisite:* HGAM 6313.

HGAM 6328, 6348, 6368. Directed Focus Study II. (course number modified spring 2011) Students work under the direction of the faculty to develop an individual area of specialization and produce content for their professional portfolio. *Prerequisite:* HGAM 6226 or 6246 or 6266.

HGAM 6329, 6349, 6369. Directed Focus Study III. (course modified spring 2011) Students work under the direction of the faculty to develop an individual area of specialization and produce content for their professional portfolio. *Prerequisite:* HGAM 6328 or 6348 or 6388.

HGAM 6331. Art Creation I. This course provides a foundation in the tools, techniques, and production methods for creating 2D game art, including modeling, texturing, and animating. *Prerequisites*: Admission to The Guildhall and an art portfolio.

HGAM 6332. Art Creation II. This course applies the principles learned in 2D art production to the process of creating 3D game art. Emphasis is placed on modeling, rigging, texturing, wrapping, and preparing models for animation. *Prerequisite*: HGAM 6331.

HGAM 6333. Art Creation III. This course provides additional depth on art creation for 3D games, including the development of intermediate-level proficiency for creating 3D art, modeling, texturing, and animating for games. *Prerequisite*: HGAM 6332.

HGAM 6334. Art Creation IV. This course provides additional depth on art creation for 3D games, including the development of advanced proficiency for motion capture and cinematics. *Prerequisite:* HGAM 6333.

HGAM 6351. Level Design I. This course provides a foundation in level design and editing for 2D games, including genre analysis, game styles and limitations, audience and game analysis, gameplay principles, character artificial intelligence and scripting, and basic art and architecture for games. Students also develop fundamental-level editing skills for 2D games. The course integrates theories and principles from a variety of disciplines to develop the fundamental proficiency for a level designer. *Prerequisite:* Admission to The Guildhall.

HGAM 6352. Level Design II. This course provides a foundation in level design for 3D games, including basic 3D gameplay, story and scene development for 3D games, basic 3D character artificial intelligence and scripting, 3D texturing, 3D lighting, using sound, and play testing for basic 3D games. Students also develop basic-level editing skills for 3D games. *Prerequisite:* HGAM 6351.

HGAM 6353. Level Design III. This course provides additional depth on level design for 3D games, including advanced 3D gameplay, classic architecture for 3D games, advanced 3D lighting, 3D character artificial intelligence and scripting, minimalism, optimization, inspiration, and immersion for 3D games. Students also develop intermediate-level editing skills for 3D games. *Prerequisite:* HGAM 6352.

HGAM 6354. Level Design IV. This course provides additional depth on level design for 3D games, including advanced classic architecture for 3D games, the science of seeing, play strategies, player interaction, terrain, and line-of-sight determination for 3D games. Students also develop advanced-level editing skills for 3D games. *Prerequisite:* HGAM 6353.

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