

**OFFICE OF ACADEMIC AFFAIRS**  
**COURSE APPROVAL FORM**  
**COURSE CHANGE**



College: Science Prefix/Subject Code: CS Course Number: 330

Course Title: Artfcl Intel & Game Dev Credit Hours: 3 Cross Listed: \_\_\_\_\_

**Nature of Change:**

*(Check all that apply)*

Effective Date: January 2, 2017

Add to Charger Foundations

Course Title Change

Old Title:

New Title:

Course Number Change Old Number: \_\_\_\_\_ New Number: \_\_\_\_\_

Course Description Change

Old Description:

New Description:

Course Requisite Change

Old Requisite:

New Requisite:

Course Restriction Change

Old Restriction:

New Restriction:

Fee Change

Old Fee: \_\_\_\_\_

New Fee: \_\_\_\_\_

Move to Inactive

Return to Active

Delete

**Justification of Change:**

Originally intended to ensure that students in the Entertainment Computing Concentration take CS 143 early in the program. Many computer science students do not take CS 143 but would like to take CS 330. The content of CS 143 is not required to be successful in CS 330.

Department Chair: H.S. Ranganath Grad. Council: \_\_\_\_\_

College Dean: Emmanuel A. W. [Signature] Graduate Dean: \_\_\_\_\_

College Curriculum Committee: Emmanuel A. W. [Signature] \_\_\_\_\_

Undergrad Curriculum Cmte: \_\_\_\_\_ Provost: \_\_\_\_\_

Charger Foundations Cmte: \_\_\_\_\_

**Acknowledgements from other units:**

Department Chair: \_\_\_\_\_ College Dean: \_\_\_\_\_