

This template is to be used for proposed disestablishments included on the Academic Plan and for which the unit has received specific written approval from the Provost's office to proceed with internal proposal development and review. This proposal template should be completed and submitted by the Dean's Office to the University Provost's Office [[mailto: curriculumplanning@asu.edu](mailto:curriculumplanning@asu.edu)]. The disestablishment **may not** be implemented until the Provost's Office notifies the academic unit that the disestablishment proposal has completed the approval process.

UNIT AND PROGRAM INFORMATION

College/School/Institute: College of Technology and Innovation
Department/Division/School: Tech Entrepreneurship & Innovation Mgmt
Name program to be disestablished: Gaming Concentration of the BS in Graphic Information Technology

Proposal Contact

Name: Scott Danielson **Title:** Associate Dean
Phone number: 7-1185 **Email:** sdanielson@asu.edu

| |
|-------------------------|
| DEAN APPROVAL(S) |
|-------------------------|

This proposal has been approved by all necessary unit and College/School levels of review. I recommend implementation of the proposed organizational change.

College/School/Division Dean name: See email approval

Signature _____ **Date:** / /20

College/School/Division Dean name:
(if more than one college involved)

Signature _____ **Date:** / /20

Note: An electronic signature, an email from the dean or dean's designee, or a PDF of the signed signature page is acceptable.

Implementation information: Degree Search is our official record of the academic catalog. Therefore, all academic programs which are active and have students enrolled are required to be listed on Degree Search. Upon request by the Dean's Office, an academic program can be removed from the undergraduate or graduate application; however, the program will remain in degree search with the notation "This program is no longer accepting applications," until the approved effective date of the disestablishment.

**PROPOSAL TO DISESTABLISH AN ACADEMIC PROGRAM
(Degree, concentration, certificate, minor)**

| | | |
|--|---|-----------------------------------|
| Name of program to be disestablished: Gaming Concentration of the BS in Graphic Information Technology | | |
| Plan code(s) for the program: <i>If a degree program is being disestablished that has multiple concentrations, list all plan codes impacted.</i> TSGITGBS | | |
| Requested effective catalog year for the disestablishment: 2014-15 | | |
| Program Type | Degree Level | |
| <input type="checkbox"/> Degree/major Degree type (e.g., BA, MBA, PhD): | <input type="checkbox"/> Undergraduate | <input type="checkbox"/> Graduate |
| <input checked="" type="checkbox"/> Concentration for an existing degree program Degree and major: BS in Graphic Information Technology | <input checked="" type="checkbox"/> Undergraduate | <input type="checkbox"/> Graduate |
| <input type="checkbox"/> Minor | | |
| <input type="checkbox"/> Certificate program | <input type="checkbox"/> Undergraduate | <input type="checkbox"/> Graduate |

Briefly describe the rationale for disestablishment:

This concentration has attracted few students, with a total of 25 enrolled in Fall 13. While an exposure to the graphical art side of gaming is expected to continue, the content area will not be at a concentration level. The GIT degree is being focused on core content areas and gaming is not one of these areas. There are also two gaming certificates available at ASU. One, the Fulton School of Engineering's Computer Gaming Certificate is open to all students at the University. The BA in Business (Technology) has the gaming courses being removed.

Impact on other existing programs:

May include availability of course content for students in other majors who may need it; other.

Minimal impact on other programs is expected. Gaming thrusts located in the MLFTC and the FSE all provide their own gaming content and do not use the GIT coverage. Also, the CPI courses (CPI 111 and 211) provide content for any programs that may have looked for the content via the GIT program. Also, non-gaming specific courses in the concentration will continue to be taught.

Impact on current students:

Estimate number of students still enrolled; anticipated date of last graduates; arrangements for continuing students and students in articulated transfer pathways (e.g., MAPP, TAG).

There are approximately 25 students currently in the concentration. About half of them are freshmen. We expect continuing students to complete the program by spring 2017. As per policy, the major map will be taught for these students, although some course substitutions will be used to take advantage of courses in other units.

Additional information:

Provide any relevant information not required above that will assist in evaluating the proposal.

From: [Mitzi Montoya](#)
To: [Scott Danielson](#)
Cc: [Douglas Green](#); [Randall Gibb](#)
Subject: Re: CTI Proposal to Disestablish BS in GIT Gaming Concentration
Date: Wednesday, November 06, 2013 7:16:14 PM

Approved.

Mitzi M. Montoya
Arizona State University
Sent from my DROID

Scott Danielson <Scott.Danielson@asu.edu> wrote:

Dean Montoya,

I am asking for your approval on the attached disestablishment proposal from the CTI for the BS in GIT Gaming Concentration. Your approval is needed before I can send the proposal forward to the Provost's office.

Your approval indicates that the proposal has been approved by all necessary unit and College/School levels of review and that you recommend implementation of the proposed disestablishment of this degree program concentration.

Thank you.

Scott Danielson, Ph.D., P.E.
Associate Dean for Academic Programs
College of Technology and Innovation
Arizona State University
480-727-1185