



**SOUTH DAKOTA BOARD OF REGENTS
ACADEMIC AFFAIRS FORMS**

**Institutional Program Review
Report to the Board of Regents**

Use this form to submit a program review report to the system Chief Academic Officer. Complete this form for all units/programs undergoing an accreditation review, nationally recognized review process, or institutional program review. The report is due 30 days following receipt of the external and internal review reports.

UNIVERSITY:	DSU
DEPARTMENT OR SCHOOL:	College of Arts and Sciences and Beacom College of Computer & Cyber Sciences
PROGRAM REVIEWED:	B.S. Computer Game Design
DATE OF REVIEW:	12/9/2016
TYPE OF REVIEW:	Institutional Program Review

University Approval

To the Board of Regents and the Executive Director: I certify that I have read this report, that I believe it to be accurate, and that it has been evaluated and approved as provided by university policy.

President of the University

10/26/2017

Date

1. Identify the program reviewers and any external accrediting body:

Mr. Geoffrey Long, USC, World Building Media Lab
(Mr. Long was previously with Microsoft, and prior to that with MIT.)

There is no accrediting body.

2. Items A & B should address the following issues: mission centrality, program quality, cost, program productivity, plans for the future, and assessment of progress.

"The Computer Game Design program at Dakota State is accomplishing remarkable things and it clearly has the potential to develop into an industry-leading, world-class program bringing new students and prestige to the university. "

2(A). Describe the strengths and weaknesses identified by the reviewers

Strengths:

- The program serves a large and fast growing industry. (The fastest growing media and larger than the movie industry.)

- The program is directly aligned with DSU’s mission.
- The program is complementary to other programs (computer science, audio production, production animation).
- “the program in its current form is doing fantastic work”
- The program “has the potential to develop into an industry-leading, world-class program”.
- South Dakota is a “compelling place for game studio startups”.
- The program has grown from zero students in 2008 to over 100 active on-campus students and 43 graduates by Fall 2016.
- The new Beacom Institute of Technology Game Lab suite provides space for the current size of the program.
- The program accomplishments have been accomplished with minimal faculty and other resources.
- Cooperating with the assessment office, the program has emphasized soft skills such as teamwork and has been developing more objective assessments of these skills.

Weaknesses:

- Program is straining its resources. Core faculty risk burnout.
- Need greater diversity in student body, particularly improving gender imbalance.
- Students need greater and easier access to most current technology.
- The program needs increased contact with the rest of the industry – more travel support for students and faculty, as well as more visitors.
- Mismatch between organization function and structure. Dr. Graham has been the program leader without any official role.

2(B). Briefly summarize the review recommendations

- Complete formation of an industry advisory board.
- Make Dr. Graham the coordinator/director of the program
- Hire additional core computer game design faculty.
- Provide part-time dedicated administrative assistant
- Hire female faculty as core computer game design faculty
- Provide scholarships for female students and recruit heavily.
- Provide more, dedicated physical space for program.
- Explore broader applications for CGD, including entrepreneurial opportunities, game-based learning, and “What If” scenarios for business.
- Some specific curriculum recommendations.
- Improve website and online presence of program, specifically publishing student games online.

2(C). Indicate the present and continuous actions to be taken by the college or department to address the issues raised by the review. What outcomes are anticipated as a result of these actions?

- New Game Lab Suite in the Beacom Institute of Technology has addressed the space needs.

- CGD faculty has completed the recommended curriculum modifications, which are now part of the 2017-2018 catalog.
- CGD faculty have agreement from three industry experts to serve as members of the advisory board.
- CGD student games have been published on Google Play, Steam, and itch.io.
- Faculty have worked with students to facilitate travel to industry events such as the Game Developers Conference and the East Coast Game Conference.
- Faculty continue to bring outstanding speakers to participate in the annual workshop on Integrated Design in Games (IDiG) held each fall.
- Discussions have been initiated with BIS faculty regarding entrepreneurship and with Beacom College faculty regarding camps and other activities which might increase gender diversity.