



# News Release

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## **Computer Game Design Major Considered at DSU**

PIERRE, S.D. – The South Dakota Board of Regents has given Dakota State University the go-ahead to begin planning for a new major in computer game design at the Madison campus.

“Computer gaming is a high-growth industry across the country, with a growing demand for employees who have technical, narrative, and artistic skills,” said Dakota State President Douglas Knowlton. Knowlton said the new degree would draw from many academic disciplines, and combine coursework in art, music, English, digital media, and computer programming. He said this major is a perfect fit with Dakota State University’s high-tech mission of providing instruction in computer information systems and computer management.

The new degree would prepare students for a variety of careers, including new opportunities right here in South Dakota. In addition to the entertainment field, computer gaming applications are used for training in business, government, and education. “Students can utilize their job skills in a variety of positions in and near South Dakota, as the industry continues to grow into such areas as business, education, and web design and production,” Knowlton said.

Dakota State officials will prepare a plan for the new degree and bring specifics back to the regents later. If approved, this would be the first degree of its kind in the South Dakota public university system. No new state resources would be requested to develop or implement the program, regents’ officials said.