



**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.

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