

Hart eCenter
The Guildhall

* Title IX of the Education Amendments of 1972, 20 U.S.C. §§ 1681-1688.

SMU Guildhall
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Produced by the Office of the Registrar

Southern Methodist University

Dallas TX 75275-0221

2017

<http://www.smu.edu/EnrollmentServices/Bursar/DueDates>

: First day to enroll

Orientation

First day of class

Last day to enroll, add a course, or drop a course without tuition billing while remaining enrolled for the term

Last day to drop a course without academic record (tuition charges apply). Last day to withdraw from the university without academic record (withdrawal refund schedule applies). See Bursar's website for more information.

Labor Day. University closed

Fall Break

point of the term that federal financial aid has been earned if a student officially withdraws from SMU; prior to this date a partial calculated return to federal programs will be required.

Thanksgiving holiday. University closed

Last day to drop a course; Last day to withdraw from the University (with a grade of W)

Reading Days

Final Exams

Faculty Planning Day

December Commencement Convocation/ Degree Conferral

: University closed

First day to enroll

First day of class

Last day to add/drop/enroll

Labor Day Holiday

point of the term that federal financial aid has been earned if a student officially withdraws from SMU; prior to this date a partial calculated return to federal programs will be required.

Last day to drop a course: Last day to withdraw from the University (with a grade of W)

Spring Break

point of the term that federal financial aid has been earned if a student officially withdraws from SMU; prior to this date a partial calculated return to federal programs will be required.

Faculty Planning Day

Guildhall Exhibition

May Commencement Convocation/ Degree Conferrals

Memorial Day. University closed

First day of class

Last day to add/drop/enroll

point of the term that federal financial aid has been earned if a student officially withdraws from SMU; prior to this date a partial calculated return to federal programs will be required.

Independence Day holiday. University closed

Last day to drop a course; Last day to withdraw from the University (with a grade of W)

Final Exams

Faculty Planning Day

Degree Conferrals

To create and impart knowledge that will shape citizens who contribute to their communities and lead their professions in a global society.

Southern Methodist University will create, expand and impart knowledge through teaching, research and service, shaping world changers who contribute to their communities and excel in their professions in a global society. Among its faculty,

The Hart eCenter and SMU Guildhall

The Linda and Mitch Hart eCenter at SMU was founded in 2000 to provide leadership in the development and use of interactive network technologies. The eCenter promotes the creation and dissemination of knowledge about these technologies and their effects on global society through research, education and innovation. The vision for the eCenter

SMU Guildhall offers the following graduate programs:

Interactive Technology

M.I.T.

Digital Game Development

Certificate

SMU Guildhall seeks to admit students with a strong academic background, talent, potential and the passion to become professionals and future leaders in the digital game development industry. Guildhall admission requirements include general admission requirements along with a portfolio submission specific to the applicant's chosen specialization (art creation, level design, production or software development). The general admission standards for the master's degree meet the admission standards for enrollment in a graduate program at SMU.

Admission requirements for the graduate professional certificate program mirror the requirements for the master's program in the art creation, level design or software development specializations, except for the requirement for a minimum GPA and/or a baccalaureate degree from a regionally accredited institution of higher learning. The graduate professional certificate program is not offered in the production specialization.

Students who have already earned a Certificate in Digital Game Development from the Guildhall may apply for admission with advanced standing into the master's degree program if they meet all the academic requirements for admission to the degree program. Requirements for consideration with advanced standing are

- A four-year baccalaureate or equivalent degree from a regionally accredited college or university.

- A minimum cumulative GPA of 3.000 out of 4.000 (B average) in undergraduate work.

- A minimum cumulative GPA of 3.000 out of 4.000 in graduate work at the Guildhall.

- A portfolio consisting of examples that showcase the applicant's aptitude and preparation in his/her intended field, as well as satisfactory completion of an assignment specific to the applicant's chosen area of specialization.

- An essay describing the applicant's motivation in obtaining an M.I.T. degree, areas of interest and the ways the he or she will contribute to the M.I.T. program.

- A resume.

- At least two letters of recommendation from Guildhall professors.

Applicants who do not meet the minimum requirement in their undergraduate work may be considered on the basis of other factors, including GRE graduate school entry exam scores, strong employment history, publications and other academic experience. In particular, transcripts indicating successful completion of graduate-level courses in other areas of study may be taken into consideration if the applicant's undergraduate GPA is below 3.000.

Students with a Guildhall certificate are considered to have satisfied residency requirements and may therefore complete their master's degree work away from the campus. However, students should expect to be physically present on campus whenever it is deemed important by the student's advisory committee, including during the initial meeting to approve the student's proposal and the final defense. Thesis requirements must be completed within three years of the date that certificate requirements are completed.

The specialized cohort nature of the Guildhall program precludes admission with advanced standing from other graduate programs. Students admitted with advanced standing into the master's degree program take the following courses:

HGME 6170, HGME 6171, HGME 6172 - Master's Thesis I, II, III: Post Certificate.

For students requiring a U.S. visa, it is mandatory that the following forms be completed and returned with the application to SMU Guildhall:

Programs of Study

SMU Guildhall, through the Linda and Mitch Hart eCenter, offers a Master of Interactive Technology degree with specializations in art creation, level design, production and software development. Additionally, a professional certificate in Digital Game Development with specializations in art creation, level design and software development is offered.

The curriculum is divided into three distinct components emphasizing course-work, team game production and directed focus study/thesis work. The coursework includes game studies, game design, major courses, minor courses and special topics. A minimum of three team game production projects provide students with the experience of working in cross-disciplinary teams of varying sizes to produce playable 2-D and 3

Level Design

HGME 6351 - Level Design I (major) (a) 13100000009120612792aWW#BTF99TT10001108802562608Tm0gCGHG)4(MEIG2(5E8Q
HGME 6252 - Level Design II (major)
HGME 6253 - Level Design III (major)
HGME 6254 - Level Design IV (major)
HGME 6255 - Level Design V (major)

Software Development ~~6311~~ HGME 6311

HGME 6311 - Software Development for Games I (major)

HGME 6312 - Software Development for Games II (major)

HGME 6213 - Software Development for Games III (major)

HGME 6214 - Software Development for Games IV (major)

HGME 6121 - Math and Physics I (minor)

HGME 6122 - Programming for Commercial Game Engines I (minor)

HGME 6123 - Math and Physics II (minor)

HGME 6124 - Programming for Commercial Game Engines II (minor)

HGME 6226 -

Production

HGME 6311 -

Production

HGME 6381 - Game Production I (major)
HGME 6284 - Production Communications (minor)
HGME 6593 - Game Production II

Software Development

HGME 6312 - Software Development for Games II (major)
HGME 6123 - Math and Physics II (minor)
HGME 6124 - Programming for Commercial Game Engines II (minor)
HGME 6593 - Game Production II

Semester Total: 10 Credit Hours

Semester 3

Art Creation

HGME 6246 - Directed Focus Study I Art Creation
HGME 6175 - Master's Thesis I
HGME 6105 - Professional Development
HGME 6230 - Special Topics Art Creation
HGME 6294 - Team Game Production III

Level Design

HGME 6266 - Directed Focus Study I Level Design
HGME 6175 - Master's Thesis I

HGME 6106 - Professional Development
HGME 6210 - Special Topics Software Development
HGME 6294 - Team Game Production III

Semester Total: 8 Credit Hours

Semester 4

Art Creation

HGME 6233 - Art Creation III (major)
HGME 6176 - Master's Thesis II
HGME 6595 - Game Production IV

Level Design

HGME 6253 - Level Design III (major)
HGME 6176 - Master's Thesis II
HGME 6595 - Game Production IV

Production

HGME 6282 - Game Production II (major)
HGME 6176 - Master's Thesis II
HGME 6595 - Game Production IV

Software Development

HGME 6213 - Software Development for Games III (major)
HGME 6176 - Master's Thesis II
HGME 6595 - Game Production IV

Semester Total: 8 Credit Hours

Semester 5

Art Creation

HGME 6234 - Art Creation IV (major)
HGME 6248 - Directed Focus Study II Art Creation
HGME 6177 - Master's Thesis III
HGME 6100 - Special Topics: Social Sciences

Level Design

HGME 6254 - Level Design IV (major)
HGME 6268 - Directed Focus Study II Level Design
HGME 6177 - Master's Thesis III
HGME 6100 - Special Topics: Social Sciences

Production

HGME 6288 - Directed Focus Study II Production
HGME 6285 - Production Leadership (minor)
HGME 6177 - Master's Thesis III
HGME 6100 - Special Topics: Social Sciences

Software Development

HGME 6214 - Software Development for Games IV (major)
HGME 6228 - Directed Focus Study II Software Development
HGME 6177 - Master's Thesis III
HGME 6100 - Special Topics: Social Sciences

Semester Total: 6 Credit Hours

Total: 42 Credit Hours

Digital Game Development Certificate

Students in the professional certificate program must complete 39 credit hours in five consecutive semesters.

Requirements for the Certificate

Core Courses

HGME 6100 - Special Topics: Social Sciences
HGME 6592 - Team Game Production I
HGME 6593 - Game Production II

Specializations

Art Creation

HGME 6331 - Art Creation I (major)
HGME 6332 - Art Creation II (major)
HGME 6233 - Art Creation III (major)
HGME 6234 - Art Creation IV (major)
HGME 6141 - 2D Art for Games (minor)
HGME 6142 - 3D Character Art I (minor)
HGME 6143 - 2D Art for Games II (minor)
HGME 6144 - 3D Character Art II (minor)
HGME 6246 - Directed Focus Study I Art Creation
HGME 6248 - Directed Focus Study II Art Creation
HGME 6106 - Professional Development
HGME 6230 - Special Topics Art Creation

Level Design

HGME 6351 - Level Design I (major)
HGME 6352 - Level Design II (major)
HGME 6253 - Level Design III (major)
HGME 6254 - Level Design IV (major)
HGME 6161 - Scripting for Level Design I (minor)
HGME 6162 - Art for Level Design I (minor)
HGME 6163 - Art and Scripting for Level Design II (minor)
HGME 6164 - Multiplayer (minor)
HGME 6266 - Directed Focus Study I Level Design
HGME 6268 - Directed Focus Study II Level Design
HGME 6106 - Professional Development
HGME 6250 - Special Topics Level Design

Software Development

HGME 6311 -

HGME 6106 - Professional Development
HGME 6210 - Special Topics Software Development

Total: 21 Credit Hours

Total: 39 Credit Hours

Professional Certificate

Semester 1

Art Creation

HGME 6331 - Art Creation I (major)
HGME 6141 - 2D Art for Games (minor)
HGME 6142 - 3D Character Art I (minor)
HGME 6592 - Team Game Production I

Level Design

HGME 6351 - Level Design I (major)
HGME 6161 - Scripting for Level Design I (minor)
HGME 6162 - Art for Level Design I (minor)
HGME 6592 - Team Game Production I

Software Development

HGME 6311 - Software Development for Games I (major)
HGME 6121 - Math and Physics I (minor)
HGME 6122 - Programming for Commercial Game Engines I (minor)
HGME 6592 - Team Game Production I

Semester Total: 10 Credit Hours

Semester 2

Art Creation

HGME 6332 - Art Creation II (major)
HGME 6143 - 2D Art for Games II (minor)
HGME 6144 - 3D Character Art II (minor)
HGME 6593 - Game Production II

Semester 4

Art Creation

HGME 6233 - Art Creation III (major)

HGME 6595 - Game Production IV

Level Design

HGME 6253 - Level Design III (major)

HGME 6595 - Game Production IV

Software Development

HGME 6213 - Software Development for Games III (major)

HGME 6595 - Game Production IV

Semester Total: 7 Credit Hours

Semester 5

Art Creation

HGME 6234 - Art Creation IV (major)

HGME 6248 - Directed Focus Study II Art Creation

HGME 6100 - Special Topics: Social Sciences

Level Design

HGME 6254 - Level Design IV (major)

HGME 6268 - Directed Focus Study II Level Design

HGME 6100 - Special Topics: Social Sciences

Software Development

HGME 6214 - Software Development for Games IV (major)

HGME 6228 - Directed Focus Study II Software Development

HGME 6100 - Special Topics: Social Sciences

Semester Total: 5 Credit Hours

Total: 39 Credit Hours

Computer Science/Guildhall, B.S./M.I.T.

The SMU Guildhall offers a collaborative program with the Lyle School of Engineering. Through this collaborative program,

HGME 5592 - Team Game Production I

Level Design Specialization

HGME 5051 - Level Design I Lab

HGME 5161 - Scripting for Level Design I

HGME 5162 - Art for Level Design I

HGME 5351 - Level Design I

HGME 5592 - Team Game Production I

Special Programs and Services

Career Development

SMU Guildhall provides its students with the resources and professional environment they need to achieve their career goals. While attending the program, students receive class instruction from industry-experienced faculty on the preparation of résumés and cover letters, interview techniques, online portfolio creation, and negotiation.

The Guildhall further enhances a student's career outlook by hosting a career event prior to graduation. Studios are invited to attend and conduct interviews with graduating students. Portfolio review sessions are scheduled throughout the year for industry experts to meet with students and provide feedback sessions on the student's online portfolio. Graduating students

Digital Game Design

HGME courses at the 5000 level are for the B.S. in computer science/Guildhall M.I.T. and the B.F.A./Guildhall M.I.T. programs, and HGME courses at the 6000 level are for the M.I.T. and the professional Certificate in Digital Game Development programs.

HGME 5000 - Introduction to Master's Writing

Credits: 0

Introduces students to academic and professional communication, including a variety of writing and speaking tasks, and the observation and practice of rhetorical strategies, discourse conventions, and ethical standards associated with workplace culture. This supplemental course is offered based on faculty availability and enrollment.

HGME 5011 - Software Development I Lab

Credits: 0

This supplemental lab is offered upon availability to support the software development course(s).

HGME 5031 - Art Creation I Lab

Credits: 0

This supplemental lab is offered upon availability to support the art creation course(s).

HGME 5051 - Level Design I Lab

Credits: 0

This supplemental lab is offered upon availability to support the level design course(s).

HGME 5121 - Math and Physics I

Credits: 1

Provides a foundation in the mathematical concepts and techniques used in real-time 2D and 3D game programming, including applications in game physics, rendering, and gameplay. Covers position and displacement vectors, affine matrix transformations, numerical integration, geometric primitives and queries, collision detection and response, interpolation and easing, curves and splines, local and world spaces, and scene graph hierarchies.

HGME 5142 - 3D Character Art I

Credits: 1

Provides a foundation in digital art, developing the core technical knowledge for creating 3D characters, biped and quadruped character rigs, and 3D game animations. Emphasis is placed on analysis of form and critical perspective along with organic systems such as foliage, fur, and animation.

HGME 5161 - Scripting for Level Design I

Credits: 1

Provides a foundation in game programming for level design, with an emphasis on structuring logic, using scripting languages to design, produce, and test scripts, and the technical aspects of integrating assets into a digital game engine.

HGME 5162 - Art for Level Design I

numerical integration, geometric primitives and queries, collision detection and response, interpolation and easing, curves and splines, local and world spaces, and scene graph hierarchies.

HGME 6122 - Programming for Commercial Game Engines I

Credits: 1

Provides an introduction to programming in a commercial game engine.

HGME 6123 - Math and Physics II

Credits: 1

This course provides additional depth on the theory and practice of mathematics and physics for 3D games and graphics, including mathematical and physics-based modeling using ordinary differential equations and numerical methods, dynamics, collision detection and response in 3D, and introduction into rigid body dynamics. Prerequisite: HGME 6121/HGME 5121.

HGME 6124 - Programming for Commercial Game Engines II

Credits: 1

Provides further in-depth techniques for programming in a commercial game engine. Prerequisite: HGME 6122/HGME 5122.

HGME 6141 - 2D Art for Games

Credits: 1

Provides a foundation in digital art, developing the core technical skills for digital drawing, painting, and image manipulat

HGME 6161 - Scripting for Level Design I

Credits: 1

Provides a foundation in game programming for level design, with an emphasis on structuring logic, using scripting languages to design, produce, and test scripts, and the technical aspects of integrating assets into a digital game engine.

HGME 6162 - Art for Level Design I

Credits: 1

Provides an understanding of the art pipeline for asset production in games, focusing on using 2D and 3D digital art creation tools to produce assets and integrating them into a digital game engine.

HGME 6163 - Art and Scripting for Level Design II

Credits: 1

Students produce 2D and 3D digital art, as well as design, integrate, and test scripts in a commercial game engine. Prerequisites: HGME 6161 and HGME 6162.

HGME 6164 - Multiplayer

Credits: 1

Provides advanced instruction in deconstructing, designing, testing, and constructing levels for 3D multiplayer games. Prerequisite: HGME 6351.

HGME 6170 - Master's Thesis I Post Certificate

Credits: 1

Students choose their thesis topics and prepare to submit their thesis proposals under the oversight of the faculty advisor. A student must receive a grade of B- or better to enroll in HGME 6171. Students may retake HGME 6170.

HGME 6171 - Master's Thesis II Post Certificate

Credits: 1

Students must successfully submit their proposals to the advisory committee and make substantial progress on thesis artifact(s). Graded credit/no credit. Prerequisite: HGME 6175 or HGME 6170. Students may retake HGME 6171 to receive credit.

HGME 6172 - Master's Thesis III Post Certificate

Credits: 1

Students must successfully defend the t-3(s:cof1 0 0 1 72 201.86 Tm0 g0 G[Student)-3(s m)4(ust suc)-2(ce)-4.h12 792 reW*nBT/F1 22 268)JTgres61

HGME 6233 - Art Creation III

Credits: 2

Provides advanced techniques using strategic asset planning and modular construction methodology. Prerequisites: HGME 6332 and HGME 6246.

HGME 6234 - Art Creation IV

Credits: 2

Provides advanced workflows in the tools, techniques, and production methods for creating 3D game art, and displaying mastery of current technology. Prerequisite: HGME 6233.

HGME 6246 - Directed Focus Study I Art Creation

Credits: 2

This seminar series exposes students in the art creation specialization to advanced topics critical to their skill advancement, while providing guided focus on specialized abilities in their field. Prerequisite: HGME 6332.

HGME 6248 - Directed Focus Study II Art Creation

Credits: 2

Provides mentoring and quality control oversight in the construction of a mastery-level individual project demonstrating an art creation topic. Prerequisite: HGME 6246.

HGME 6250 - Special Topics Level Design

Credits: 2

HGME 6268 - DirectcheFocus Study II Level Design

production, in order to create a game using digital tools as part of large project teams. Students learn through analysis, game deconstruction, and experimentation, while designing, prototyping, constructing, and testing their capstone game projects.
Prerequisite: HGME 6593.

HGME 6311 - Software Development for Games I

Credits: 3

This course provides a foundation in

emphasis on story development, community development and social dynamics in games, multiplayer issues, game balance, games as systems and cultural rhetoric, and academic research in games. Students participate in lecture/discussion, case study, and individual/small group assignments.

HGAM 5221 - Mathematical Methods For Game Physics I

Credits: 2

Introduces the fundamental concepts of linear algebra with application to real-time 3D games and rendering. Covers vectors, vector spaces, matrix math, linear transformations, geometric primitives and queries, and easing. Prerequisite: Admission to SMU Guildhall/Permission to enroll in courses at SMU Guildhall.

HGAM 5222 - Mathematical Methods For Game Physics II

Credits: 2

Introduces the fundamental concepts of linear algebra with application to real-time 3D games and rendering. Covers vectors, vector spaces, matrix math, linear transformations, geometric primitives and queries, and easing. Prerequisite: Admission to SMU Guildhall/Permission to enroll in courses at SMU Guildhall.

HGAM 5241 - Drawing I

Credits: 2

Focuses on the development of fundamental drawing and texturing skills, emphasizing conceptual development through the final multi-layer material creation. The primary goal is to develop technical ability for digital drawing, painting, and image manipulation that encompasses composition, perspective, proportions, and 2-D animation.

HGAM 5242 - Drawing II

Credits: 2

This intermediate-level drawing course is designed to increase the student's command of drawing and texture creation technique. Emphasis is placed on analysis of form and realistic representation of material attributes. Prerequisite: HGAM 5241.

HGAM 5261 - Art and Scripting I

Credits: 2

Students learn various supporting tools and skills useful for Level Designers. Topics may include 2D and 3D digital art, programming/scripting, and additional topics designed to supplement level design in other courses. Prerequisite: Permission to enroll in courses at SMU Guildhall.

HGAM 5262 - Art and Scripting II

Credits: 2

Students learn various supporting tools and skills useful for Level Designers. Topics may include 2D and 3D digital art, programming/scripting, and additional topics designed to supplement level design in other courses. Prerequisite: HGAM 5261.

HGAM 5292 - Team Game Production I

Credits: 2

Provides a foundation in the game development process, including planning, pipelines, game technology, and user research testing. Students apply game design and development skills to create a 2D game demo as part of small project teams. Prerequisite: HGAM 5200.

HGAM 5311 - Software Development I

Credits: 3

Provides a foundation in game programming for basic 2D game development, including game programming, game engine architecture, data structures, input, working with graphics and sound assets, and basic AI. Students work to develop a basic 2D game engine within this course. Prerequisite: Admission to SMU Guildhall/Permission to enroll in courses at SMU Guildhall.

HGAM 5312 - Software Development II

Credits: 3

Introduces concepts related to 3D game development, including 3D game engine design, data structures for 3D game development, and 3D graphics. Prerequisite: HGAM 6311 or HGAM 5311.

HGAM 5331 - Art Creation I

Credits: 3

Provides a foundation in the tools, techniques, and production methods for creating 3-D game art, including modeling, texturing, and basic game engine integration. Prerequisite: Permission to enroll in Guildhall courses.

HGAM 5332 - Art Creation II

Credits: 3

Applies the 3-D art production principles learned in HGAM 5331 to the process of creating intermediate-level 3-D game art. Emphasis is placed on modeling, texturing, unwrapping, and preparing models for games. Prerequisite: HGAM 5331.

HGAM 5351 - Level Design I

Credits: 3

Students learn foundational aspects of level design, through discussion, game deconstruction, and practical application, using a digital game creation tool. Prerequisite: Permission to enroll in courses at SMU Guildhall.

HGAM 5352 - Level Design II

Credits: 3

Students build upon the foundation provided in Level Design I, focusing on more advanced design techniques and applying their skills to more complex projects using a digital game creation tool. Prerequisite: HGAM 5351.

HGAM 6005 - Internship

Credits: 0

Full-time course which allows student to integrate classroom study with on-the-job experience either in an external or internal environment.

HGAM 6100 - Special Topics: Social Sciences (Ethics)

Credits: 1

Introduces the study of ethics in its application to game developers. Students seek to integrate the business, technical, and artistic aspects of game development with the broader ethical implications for life and society. Questions of quality of life, virtue, vice, and moral behavior are addressed in the context of practical scenarios and case studies taken from the game industry.

HGAM 6104 - Game Studies III

Credits: 1

Provides students in all areas of specialization additional depth on the theory and practice of interactive technology development and professions. Prerequisite: HGAM 6202.

HGAM 6106 - Professional Development I

Credits: 1

Students work under the direction of the faculty and career services to highlight individual areas of specialization, produce content for their professional digital portfolios, and prepare assets to support career evolution. Prerequisite: HGAM 6104.

HGAM 6107 - Professional Development II

Credits: 1

Students in this course continue to develop their career management skills, digital portfolios, and specialization critical content under the guidance of faculty and career services. Prerequisite: HGAM 6106.

HGAM 6161 - Art for Level Design I

Credits: 1

This course provides a foundation in game art for level design, with an emphasis on conceptual and environmental drawing and sketching techniques for game art. Other topics include texturing, history of western art & architecture, technical art for 2D games, basic storyboarding, 2D iconography, and color theory.

HGAM 6175 - Master's Thesis I

Credits: 1

Students choose their thesis topics, and prepare and submit their thesis proposals, under the oversight of the faculty advisor. A student must receive a grade of B- or better to enroll in HGAM 6176. Prerequisite: Admittance to the master's program.

HGAM 6176 - Master's Thesis II

Credits: 1

Students must successfully prepare and submit their thesis proposals to the faculty advisor as well as complete any IRB requirements. Graded credit/no credit. With the approval the of faculty advisor, this course can be retaken to receive credit. Prerequisite: B- or better in HGAM 6175.

HGAM 6178 - Master's Thesis I Postcertificate

Credits: 1

HGAM 6200 - Game Design I

Credits: 2

Examines the fundamentals of video game design and teamwork, and provides a foundational framework and language for game design discussion. Heavily participation-based course where students explore video game design by analyzing and deconstructing existing games, exploring alternate sources of game design, discussing current trends in video game design, and participating in team-based class workshops. Prerequisite: Entrance into the Guildhall.

HGAM 6201 - Game Studies I

Credits: 2

This course introduces the theory and practice of game development, with emphasis on digital games. The course includes a historical perspective and evaluative methods.

HGAM 6202 - Game Studies II

HGAM 6216 - Software Development VI

Credits: 2

Exposes students in the software development specialization to network programming and related challenges in game development. Students write a fully networked game using client-server architecture. Prerequisite: HGAM 6215.

HGAM 6221 - Mathematical Methods for Game Physics I

Credits: 2

Introduces the fundamental concepts of linear algebra with application to real-time 3D games and rendering. Covers vectors, vector spaces, matrix math, linear transformations, geometric primitives and queries, and easing. Prerequisite: Admission to SMU Guildhall/Permission to enroll in courses at SMU Guildhall.

HGAM 6222 - Mathematical Methods for Game Physics II

Credits: 2

Covers topics related to the theory and practice of mathematics and physics for 3-D games, with emphasis on mathematical modeling and numerical methods. Topics include hierarchical scene graph-based rendering, interpolation techniques with splines, complex numbers and quaternions, and numerical methods for solving ordinary differential equations. Prerequisite: HGAM 6221.

HGAM 6223 - Mathematical Methods for Game Physics III

Credits: 2

Provides additional depth on the theory and practice of mathematics and physics for 3D games, including mathematical and physics-based modeling using ordinary differential equations, particle systems, and collision detection and response. Introduces rigid body dynamics. Prerequisite: HGAM 6222.

HGAM 6224 - Advanced Engine Systems

Credits: 2

Exposes students in the software development specialization to advanced topics important to their professional development. Students write a hardware-accelerated 3D character animation pipeline. Prerequisite: HGAM 6223.

HGAM 6226 - Directed Focus Study for Software Development I

Credits: 2

Students work under the direction of the faculty to develop an individual area of specialization and produce content for their professional portfolio. Prerequisites: HGAM 6313, HGAM 6223.

HGAM 6230 - Special Topics in Art Creation

Credits: 2

This seminar series provides depth in the tools, techniques, and production for creating 3-D game art for next-generation development.

HGAM 6235 - Art Creation V

Credits: 2

Exposes students in the art creation specialization to advanced topics important for their professional development, including;

advanced texturing, modular construction, complex substance shaders and theories of environment lighting. Additional topics are defined by experts in game art creation based on advances in the field. Prerequisite: HGAM 6334.

HGAM 6236 - Art Creation VI

Credits: 2

Students work under the direction of the faculty to develop a series of projects focusing on professional practice. Prerequisite: HGAM 6235.

HGAM 6241 - Drawing I

Credits: 2

Focuses on the development of fundamental drawing and texturing skills, emphasizing conceptual development through the final multi-layer material creation. The primary goal is to develop technical ability for digital drawing, painting, and image manipulation that encompasses composition, perspective, proportions, and 2-D animation.

HGAM 6242 - Drawing II

Credits: 2

This intermediate-level drawing course is designed to increase the student's command of drawing and texture creation technique. Emphasis is placed on analysis of form and realistic representation of material attributes. Prerequisite: HGAM 6241.

HGAM 6243 - Drawing III

Credits: 2

This advanced-level course focuses on further development of art skills, primarily through concept art, but also through advanced texture and material techniques. Prerequisite: HGAM 6242.

HGAM 6244 - Advanced Digital Art

Credits: 2

This seminar advances the digital media as it applies to the game industry and develops the skills that encompass digital art creation and advanced techniques. Prerequisite: HGAM 6243.

HGAM 6246 - Directed Focus Study for Art Creation I

Credits: 2

Students work under the direction of the faculty to develop an individual area of specialization and produce content for their professional portfolio. Prerequisite: HGAM 6333.

HGAM 6250 - Special Topics in Level Design

Credits: 2

This course exposes students in the level design specialization to advanced topics important for their professional development.

HGAM 6255 - Level Design V

Credits: 2

Students explore advanced topics and techniques in Level Design. Students demonstrate their skills in complex design projects

HGAM 6277 - Master's Thesis IV

Credits: 2

Fourth course in a four-course sequence. Student must successfully defend the thesis to the defense committee and submit

HGAM 6285 - Production Minor II

Credits: 2

Provides a foundation in communication skills for leading creative teams on digital development projects, including written communications and presentation skills. Students participate in lecture and/or discussion and in individual and/or small-group assignments.

HGAM 6286 - Directed Focus Study I (Game Production Experience I)

Credits: 2

Complements HGAM 6281, HGAM 6282, and HGAM 6283 by providing practical experience in the production of games using creative, cross-

HGAM 6332 - Art Creation II

Credits: 3

Applies the 3-D art production principles learned in HGAM 6331 to the process of creating intermediate-level 3-D game art. Emphasis is placed on modeling, texturing, unwrapping, and preparing models for games. Prerequisite: HGAM 6331.

HGAM 6333 - Art Creation III

Credits: 3

Provides additional depth on art creation for 3-D games, including the development of professional-level proficiency for creating 3-D art, modeling, and texturing for games. Prerequisite: HGAM 6332.

HGAM 6334 - Art Creation IV

Credits: 3

This seminar series provides additional depth in the tools, techniques, and production methods for creating 3-D game art for next-generation development cycles. Prerequisite: HGAM 6333.

HGAM 6348 - Directed Focus Study for Art Creation II

Credits: 3

Students work under the direction of the faculty to develop an individual area of specialization and produce content for their professional portfolio. Prerequisite: HGAM 6246.

the collection of any amount not paid when due. Matriculation in the University constitutes an agreement by the student to comply with all University rules, regulations and policies.

Arrangements for financial assistance from SMU must be made in advance of registration and in accordance with the

should be addressed to the Division of Enrollment Services, Southern Methodist University, PO Box 750181, Dallas TX 75275-0181; phone 214-768-2799.

University grants, scholarships, fellowships and assistantships are awarded in the school or department in which the graduate student will enroll. Schools and departments that offer master's or Ph.D. degrees offer a significant number of tuition scholarships and teaching or research assistantships each year. For more information, students should contact the appropriate school or department.

Grants and loans for Texas residents, private and federal loans, and employment programs may be available by filing the Free Application for Federal Student Aid. The FAFSA may be completed online at www.fafsa.gov. The SMU Title IV school code number is 003613.

More information is available online at www.smu.edu/financial_aid.

The standards herein are applicable to all students at the University and constitute the basic authority and reference for matters pertaining to University academic regulations and records management. Enrollment in the University is a declaration of acceptance of all University rules and regulations. A complete University Policy Manual is available at www.smu.edu/policy. Additional information regarding rules and regulations of the University can be found in this catalog. Undergraduate students must follow the University-wide requirements that are in effect for the academic year of matriculation to SMU. The applicable requirements of majors and minors are those in effect during the academic year of matriculation to SMU or those of a subsequent academic year. Students may not follow a catalog for an academic year in effect prior to their matriculation term. Students who are not enrolled for three or more years will return to SMU under

A transcript is an official document of the permanent academic record maintained by the University Registrar's Office. The permanent academic record includes all SMU courses attempted, all grades assigned, degrees received and a summary of transfer hours accepted. Offici

Insufficient or improper information given by the student on any admission or enrollment form – or academic deficiencies, disciplinary actions and financial obligations to the University – can constitute cause for the student to be determined ineligible to enroll or to be administratively withdrawn.

Official college transcripts are required for all college-level work attempted, regardless of transferability. Military transcripts are also required for students receiving VA benefits; more information is available at www.smu.edu/registrar ("Veterans Affairs" link). Students are responsible for making sure a transcript of all transfer work attempted is sent to the University Registrar's Office immediately following completion of the work. Due to the specialized cohort nature of SMU Guildhall programs, all credit hours must be earned at the Guildhall. Additional information is found in the Hart eCenter Graduate Program Policies and Procedures section of this catalog.

Students in Guildhall programs apply for admission into one of four areas of specialization. Additional information about required specialization courses can be found in the Hart eCenter Graduate Programs Policies and Procedures section of this catalog.

Each fall, spring and summer term has an enrollment period during which the formal process of enrollment in the University is completed. Prior to each enrollment period, the Student Services Office will publish enrollment instructions.

Each student is personally responsible for complying with enrollment procedures and for ensuring the accuracy of his or her enrollment. Students are expected to confirm the accuracy of their enrollment each term. Students who discover a discrepancy in their enrollment records after the close of enrollment for the term should immediately complete a Petition for Enrollment Policy Exception. Petitions are to be submitted to the appropriate records office within six months of the term in which the discrepancy appeared; contact information for submitting a Petition for Enrollment Policy Exception can be viewed on the University Registrar's Office website at www.smu.edu/EnrollmentServices/Registrar/Enrollment/EnrollmentPolicyException. Petitions submitted later than six months after the discrepancy may not be considered.

Students at SMU Guildhall cannot drop individual courses; they must take all of the required courses in their specialization each term to be enrolled.

Policies on refunds for withdrawal from the University are found in the Financial Information section of this catalog and in the _____, which can be accessed online at www.smu.edu/bursar ("Policies and Forms" link). No refunds are made without an official withdrawal.

Students should be aware of the difference between a and a and remember that they have different deadlines and separate financial policies. The deadlines for each are posted each term on the Official University Calendar at www.smu.edu/registrar. A occurs when a student removes one or more courses from his or her schedule and remains enrolled in at least one credit hour for the term. A occurs when removing the course or courses will result in the student being enrolled in hours for the term.

If a student removes all courses from his or her schedule , the transaction is considered a and does not result in financial penalty or impact the student's transcript.

A student who wishes to withdraw (resign) from the University before the end of a term or session must initiate a Student Petition for Withdrawal form and secure approval from his/her school's records office. The records office will then submit the form to the Office of the University Registrar. The effective date of the withdrawal is the date on which the Student Petition for Withdrawal is processed in the University Registrar's Office. Discontinuance of class attendance or notification to the instructors of intention to withdraw does not constitute an official withdrawal.

The enrollment of students who withdraw on or before the tenth class day of the fall or spring semester as listed on the Official University Calendar will be canceled. Courses and grades are not recorded for canceled enrollments; however, the student will owe a portion of his/her tuition and fees. Additional information is available in the , which can be accessed online at www.smu.edu/bursar ("Policies and Forms" link). A student who withdraws after the tenth class day of the fall or spring semester will receive the grade of in each course in which he or she enrolled.

Medical withdrawals and mandatory administrative withdrawals allow a prorated refund of tuition and fees and have conditions that must be met prior to re-enrollment at SMU. Medical withdrawals can only be authorized by a licensed physician or psychologist counselor in the Dr. Bob Smith Health Center. Mandatory administrative withdrawals can be authorized only by the vice president for student affairs. As a matter of University policy, and in compliance with federal regulations, retroactive medical withdrawals cannot be granted. The last day for a medical withdrawal is the last day of class .

for nonattendance after a certain number of absences. All reasons for absence should be submitted at once to the instructor.

The satisfactory explanation of absence may release a student from disciplinary action but does not relieve a student from responsibility for the work of the course during his or her absence. A student who misses an announced test, examination or laboratory period in a regular course of study and has the permission of the instructor may be given an opportunity to make up the work at the instructor's convenience. The instructor determines in all instances the extent to which absences and tardiness affect each student's grade.

Students may be dropped by a course instructor or academic dean for nonattendance or tardiness with a grade of **F** until the calendar deadline to drop. After the deadline, students must remain enrolled in the course.

Students may also be dropped by a course instructor for inappropriate classroom behavior. The instructor must submit the request by the University deadline to drop. After the deadline, the student must remain enrolled in the class and receive a final grade of **F**.

A student who has a passing grade in a course at the time of the final examination, but who misses the examination and satisfies the dean that the absence was unavoidable, may secure from the director permission to take the examination at a time convenient for the instructor.

The Dr. Bob Smith Health Center does not provide documentation for granting excused absences from class. If students are absent for illness, they should talk to their professors about how they might catch up with the material missed. If students are seriously ill and require hospitalization or an extended absence, students should talk to their professors and the Office of Student Life to decide how to deal with the interruption in their studies. To facilitate communication with their professors about their absence, students may submit the Absence from Class Form available at www.smu.edu/healthcenter.

Each SMU course has a four-digit course number. The first number indicates the general level of the course.

1000-1999	First-year
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2000-	
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The second digit specifies the number of credit hours; exceptions are noted below.

0	0, .5 or 10-15
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1	1 or 1.5
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The third and fourth digits are used to make the course number unique within the department.

A student's grades are available to him or her through my.SMU Student Center.

The grade of a student in any course is determined by the instructor of the course. The following grades are authorized for recording on the student's official graduate academic record maintained by the University Registrar's Office. Any grade lower than - is not passing. The cumulative nature of the material and the integrity of the cohort system require that students who fail any course (i.e., receive a grade lower than a -) will be suspended from the program. Additional information is found in the Hart eCenter Graduate Programs Policies and Procedures section of this catalog.

A	Excellent Scholarship	4.000
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A-	Excellent Scholarship	3.700
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B+		
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I Incomplete *



X No Grade Received in Registrar's Office *



The maximum period of time allowed to clear the Incomplete is until the end of the next term. If the Incomplete grade is not cleared by the date set by the instructor or by the end of the next term, the grade of I will be changed to the grade provided by the instructor at the time the Incomplete was a

Failure to meet established minimum acceptable standards of academic or disciplinary performance can result in probation, suspension or dismissal. Information regarding disciplinary action can be found under Code of Conduct in the Student Affairs section of this catalog. Graduate students must maintain a cumulative GPA of 3.000 in the master's degree program or a cumulative GPA of 2.700 in the professional certificate program. If in any term the student falls below this cumulative GPA, the student will be placed on probation for one regular term. If at the end of the term of probation the cumulative GPA is not up to 3.000 in the master's degree program or a cumulative GPA of 2.700 in the professional certificate program, the student may be removed from the program at the discretion of the director's office or records office.

Additional information on academic progress, academic probation and academic suspension is found in the Hart eCenter Graduate Programs Policies and Procedures section of this catalog.

Academic probation is a serious warning that the student is not making satisfactory academic progress. A student on academic probation is still eligible to enroll and is considered in good standing for enrolling in classes and for certification purposes. Academic probation is not noted on the permanent academic record; however, a student on academic probation may be subject to certain conditions during the period of probation and will be subject to academic suspension if he or she does not clear academic probation. SMU Guildhall students on academic probation are not permitted to serve in any student leadership position of any organization representing the Guildhall or SMU.

Academic suspension is an involuntary separation of the student from SMU. Academic suspension is for at least one regular term. The term of suspension might be for a longer period depending on the policy of the school of record or the terms of the individual student's suspension. Students suspended from one school are suspended from the University.

The status of academic suspension is recorded on a student's permanent academic record. While on academic suspension, a student is not in good academic standing for certification purposes and is not eligible to enroll at SMU. Students who have served their suspension and who are eligible to return may not enroll for any intersession terms without permission from their school of record.

Credits earned at another college or university during a term of suspension may not be applied toward an SMU degree. A grade point deficiency must be made up through enrollment at SMU.

A student who has been on academic suspension once may petition the director of the program for reinstatement to SMU. If the petition and subsequent review by the Admissions Committee is approved and the student is reinstated, the student may enroll in classes, and he or she is considered in good academic standing for purposes of certification. A student who is reinstated remains on academic probation until the conditions of academic probation are satisfied.

A second suspension results in an academic dismissal from the University. Academic dismissal is final, with no

Petitions and/or requests for waivers concerning University requirements, graduation requirements and the evaluation of transfer work should be submitted to the student's school of record office.

Due to the specialized cohort nature of SMU Guildhall programs, all credit hours must be earned at the Guildhall. Additional information is found in the Hart eCenter Graduate Program Policies and Procedures section of this catalog. Graduation Policies

Students must file an Application for Candidacy to Graduate with their school's records office no later than the last day of the first week of the term in which they will complete all degree requirements. Applications are filed through my.SMU Self-Service Student Center by the deadline date on the Official University Calendar.

Students who file an application after the published deadline may be required to pay a nonrefundable late fee. Late applications may be denied after the start of the next term, and the Application for Candidacy to Graduate applied to the next conferral date. Students taking coursework at another institution and transferring the course(s) back to SMU are responsible for ensuring that the University Registrar's Office receives their official transcript in order for their degree to be conferred for the anticipated graduation term.

SMU has three degree conferral periods for most programs: fall (December), spring (May) and summer (August). In addition, students who complete their degree requirements during a Jan Term (January), May term or August term will have their degrees conferred at the conclusion of the intersessions.

Before approving a graduate student for degree conferral, Guildhall faculty will consider any documented judicial or disciplinary complaints on record and audit the student's academic standing.

An All-University Commencement Convocation is held in May for students enrolled and on schedule to complete degree requirements during the spring term. Students enrolled and on schedule to complete all degree requirements during the following summer session may also participate in the University Commencement Convocation, although their degrees will not be conferred until August. Students may also participate in departmental or school ceremonies according to the policies of the departments or schools.

An All-University December Commencement Convocation is held each year for students completing degree requirements during the fall term. Students who completed degree requirements during the previous summer session may also participate. Students on schedule and enrolled to complete all degree requirements during the following Jan Term (January) intersession may also participate in the December ceremony, although their degrees will be conferred in January.

A student may participate once in either the All-University Commencement Convocation in May or the All-University December Commencement Convocation for a given degree, but not both.

To participate in a ceremony, a student must apply online and file with their school's records office an Application for Candidacy to Graduate or Intent to Participate Form.

A student who has been readmitted to the University following an absence of more than three years will be expected to meet all current requirements for graduation for the cohort to which the student is readmitted. Exceptions to this policy may be considered by a readmissions committee.

SMU Guildhall programs are highly cross-disciplinary, and they require students from the four specializations of art creation, level design, production and software development to work in teams on several game projects. To ensure the desirable mix of artists, designers, producers and programmers, SMU Guildhall matriculates students in cohorts (student groups) who progress together through the program in a lockstep manner. As a result, the success of the individual student is inextricably connected to the work ethic and commitments of all the students in a given cohort. Therefore, it is the expectation of SMU Guildhall that students participate fully in team projects and be accountable to their team members and cohort peers. Additional information is found under Class Attendance in the Enrollment Policies section of this catalog.

The courses for each cohort are provided to the students approximately six weeks prior to the start of the new term. Guildhall students process their own enrollment transactions from these course selections, including add, drop and swap, on the Web-based my.SMU. Students are responsible for complying with enrollment procedures and for the accuracy and completeness of their enrollment.

SMU Guildhall maintains a selective admissions policy and strict academic standards for continued enrollment. Satisfactory progress toward a degree by a student is defined as successful completion of all required courses for the term. A student admitted to Guildhall programs and allowed to continue enrollment is considered to be making satisfactory progress toward completion of the program provided that the student receives a passing grade (C to A-) in each course for the term.

Additionally, students at SMU Guildhall are required to achieve and maintain a minimum cumulative GPA in their specialization major courses and directed focus study courses by the completion of the third term of the program. This minimum GPA requirement is a 3.000 for students in the master's program and a 2.700 for students in the graduate certificate program.

A master's student must also receive a grade of B- or higher in HGME 6175 - Master's Thesis I in order to remain in the master's program.

The cumulative nature of the material and the integrity of the cohort system require that students who fail any course, i.e., receive a grade of F or I, will be suspended or dismissed from the program.

A student who fails to maintain a cumulative GPA of 3.000 in the master's degree program or a cumulative GPA of 2.700 in the professional certificate program is placed on academic probation and is not considered in good standing.

To graduate from the master's degree program, students must earn a cumulative GPA of 3.000 or higher with no grade less than a - (1.700) applying toward the degree. To graduate from the professional certificate program, a student must earn a cumulative GPA of 2.700 or higher with no grade less than a - (1.700) applying toward the certificate.

The academic performance of all Guildhall students is reviewed at the end of each term. Additional information about academic suspension and probation is found in the Academic Advising and Satisfactory Progress Policies section of this catalog.

To graduate from SMU Guildhall, a student must demonstrate the ability to work successfully in a team environment. The team game production courses are designed to build and evaluate team skills. The grades in TGP courses are structured to measure the student's teamwork ability and measure the quantity and quality of work for both the student and the team.

Each student's teamwork will be evaluated at every major project milestone. All students will be required to complete a survey that ranks all team members in six categories: easy to work with, attitude, attendance, work ethic, quality of work and teamwork. The scores are averaged – with the exception of the student's self-evaluation score – to create a team dynamics grade.

The following are the minimum requirements for the team dynamics grade:

TGP1 – No minimum.

TGP2 – If a student's team dynamic score falls below a 3.0 out of a possible 5.0, the student is placed on probation, and he or she must raise the score to a 3.0 or higher on all subsequent measurements. If a subsequent measurement falls below a 3.0, the student is removed from the team and assigned individual work, with a grade of being the highest possible grade in the course. A student on probation will not be admitted to the next TGP without a successful interview with the course faculty. The probation extends through the end of the current term.

TGP3; TGP4 – A student whose team score falls below a 3.0 out of a possible 5.0 fails the course.

The course instructor has the option of revising a team score that has been arrived at in violation of the SMU code of conduct. The complete SMU Student Code of Conduct is available in the online at www.smu.edu/studentlife.

Students who earn a grade of D or F in any course in SMU Guildhall are suspended or dismissed from the program. Suspended students who are readmitted to the program and who therefore must repeat courses will have both the original grade and the repeated grade (and course) on his or her transcript. Also, both grades will be calculated in the student's cumulative GPA. Additional information is found in the Grade Policies section of this catalog.

Suspension and dismissal are involuntary separations of the student from SMU Guildhall. Suspension is for a set period of time. A student who has been suspended may

The student must contact the director of SMU Guildhall and the SMU Registrar's Office in writing to withdraw from the Guildhall. Additional information is found under Withdrawal From the University in the Enrollment Policies section of this catalog.

Students who wish to re-enter the program after a withdrawal or suspension must submit a petition for consideration for readmission. This petition should be sent to the Office of the Director, and it should address the circumstances for withdrawal or suspension and actions taken during the time away from the program. The petition will be reviewed by the Admissions Committee for a determination of re-entry or whether additional information is necessary to determine the outcome of the petition and, if readmission is possible, the appropriate term of re-entry if approved. Students may re-enter only with another cohort in the appropriate term of study. This deadline for re-entry is extended by any time spent after withdrawal in active U.S. military service.

Due to the cohort nature of SMU Guildhall programs, students who are dismissed for failure (earning a grade below -) in a course may only be readmitted to join a later cohort group.

Candidates must complete all courses in their program of study and earn all credit hours of credit with a cumulative GPA of 3.000 or higher in the master's degree program, or 2.700 in the certificate program. Due to the specialized cohort nature of SMU Guildhall programs, all credit hours must be earned at the Guildhall. Additionally, students at SMU Guildhall are required to achieve and maintain a minimum cumulative GPA in their specialization major courses and directed focus study courses by the completion of the third semester of the program. This minimum GPA requirement is 3.000 for students in the master's program and a 2.700 for students in the graduate certificate program.

Applications to transfer are due at the beginning of the third semester of the program and must include the following requirements for the Master of Interactive Technology in Digital Game Development degree:

- A four-year baccalaureate or equivalent degree from a regionally accredited college or university.
- A minimum cumulative GPA of 3.000 out of 4.000 (average) in undergraduate work.
- A minimum cumulative GPA of 3.000 out of 4.000 in graduate work at SMU Guildhall.
- A portfolio consisting of examples that showcase the applicant's aptitude and preparation in his/her intended field, as well as satisfactory completion of an assignment specific to the applicant's chosen area of specialization.
- An essay describing the applicant's motivation in obtaining an M.I.T. degree, areas of interest and the ways the student will contribute to the M.I.T. program.
- A résumé.
- At least two letters of recommendation from Guildhall faculty.

For students not meeting the minimum requirement in their undergraduate work, other factors may be considered, including the cumulative GPA for work completed at SMU Guildhall, GRE graduate school entry exam scores, strong employment history, publications and other academic experience. In particular, transcripts indicating successful completion of graduate-level courses in other areas may be taken into consideration if the applicant's undergraduate GPA is below 3.000.

A student must be in good standing to request a transfer between specializations.

All intellectual property (computer programs, art, design, stories, plots, devices, inventions, productions, etc.) created by the student as part of the academic requirements and using the resources of the program are required to be assigned by the student to Southern Methodist University and will be the sole property of SMU. SMU will grant to each student the right to retain a copy of the intellectual property developed as a Guildhall student for his or her personal use in support of his or her scholastic endeavors or professional portfolio.

By becoming members of SMU Guildhall, students are bound to hold intellectual integrity to the highest standard. Any actions committed by a member of the Guildhall's student body in violation of the SMU Honor Code or Code of Ethics degrades the principles underlying the mission of the University and profoundly affects the integrity and reputation of the degrees to be earned, as well as the reputation of the institution. At the core of the SMU Honor Code is the stipulation that the student will not lie, cheat or steal, or tolerate those who do. Not reporting an honor violation is an honor violation. The complete SMU Honor Code is available in the online [at www.smu.edu/studentlife](http://www.smu.edu/studentlife).

www.smu.edu/libraries

SMU libraries are one of the greatest assets of the University. The SMU libraries comprise the largest private research library in Texas and rank third in the state with over four million volumes. Service to Southern Methodist University students, faculty and staff is the primary goal of all libraries at SMU. The University's library system is divided into a number of different units

1. Central University Libraries
2. Underwood Law Library
3. Bridwell Library
4. Business Library

The University provides laboratories and equipment for courses in accounting, advertising, anthropology, art, biology, chemistry, chemistry, communication studies, creative computation, languages, Earth sciences, film and media studies, journalism, psychology, physics, health and physical education, dance, music, theatre, and statistics, as well as civil, computer, electrical, environmental and mechanical engineering. The University is also home to a number of centers and institutes.

The Meadows Museum, founded by the late philanthropist Algur H. Meadows and located at 5900 Bishop Boulevard, houses one of the finest and most comprehensive collections of Spanish art in the world, as well as selected masterpieces of modern European sculpture, from Rodin and Maillol to David Smith and Claes Oldenburg. The holdings of the museum number more than 3,500 objects including paintings, sculpture, decorative arts and works on paper from the Middle Ages to the present. Artists represented include El Greco, Velázquez, Ribera, Zurbarán, Murillo, Goya, Picasso, Dalí, and Miró. The Meadows Museum hosts a regular program of loan exhibitions each year in its temporary exhibition galleries and sponsors an active program of public lectures, tours, films, concerts and symposia, as well as children's art programs and family days throughout the year. Museum collections are often used by SMU faculty in their courses. The museum membership program includes exhibition previews, tours of private collections and opportunities for travel. Docent tours of the collection are available to school, University and adult groups. The Meadows Museum, in addition to its collection, houses a museum shop and special event rooms. Additional information is available at www.meadowsmuseumdallas.org.

The Office of Information Technology provides computing, information processing, and communications resources to satisfy the needs of faculty, students, and staff. These services include an SMU email account, access to enrollment and financial data online, Internet access, telephone services, Web-based services, technical support, and a variety of software and hardware discounts.

SMU offers high-speed network connections throughout campus. Students can take advantage of both wired and wireless connections throughout all areas of the residence halls. Wireless coverage also extends throughout the campus in most classrooms, libraries, common areas, and several outdoor locations. In addition to on-campus Internet connections, OIT provides off-campus access to resources via a virtual private network connection and access to other research institutions Wi-Fi networks through eduroam.

All students receive an SMU email account, which will remain active after graduation. The email account may be accessed online via Office 365 (office365.smu.edu). Students also have access to a variety of Web-based services such as my.SMU, personal blog space (people.smu.edu), unlimited cloud storage space (smu.edu/box), and the Canvas Learning Management System (smu.edu/canvas). Academic information, including grade history, financial information, and class registration, is available through the my.SMU system.

OIT also provides complimentary on-campus IT support. Located in Fondren Library West, the IT Help Desk provides technical assistance for most computing issues Monday through Thursday from 8 a.m. to 9 p.m., Fridays from 8 a.m. to 6 p.m., Saturdays from 12 p.m. to 5 p.m., and Sundays from 11 a.m. to 8 p.m. during the regular semester. Times will vary for breaks and summer. Phone or in-house support is available for on- and off-campus connectivity issues. The IT Help Desk also offers phone support for the Microsoft Office Suite and other common applications. The OIT website (smu.edu/oit) provides information, step-by-step instructions, and answers to many frequently asked questions. Training On-Demand is also available through LyndaCampus (smu.edu/lynda) for additional software.

Although most students have a personal laptop, SMU provides a number of public computer labs. Typically, the labs contain both Mac and PC workstations and support a variety of applications. Printing is also available through our PaperCut Pay-for-Print System (smu.edu/printing). If needing to purchase a personal copy of the software, discounts on software and computer hardware purchases are available throughout the year. More information can be found on the OIT website at smu.edu/oit.

For additional information on services provided by IT, students should visit www.smu.edu/oit or call the Help Desk (214-768-HELP or 214-768-4357). SMU related technology news and updates are available on Twitter (@smuoit) and the IT Connect blog (blog.smu.edu/itconnect).

All SMU undergraduate students and graduate students enrolled in the Cox School of Business, Dedman College of Humanities and Sciences, Lyle School of Engineering, Meadows School of the Arts, and Simmons School of Education and Inness, Dedman College

Students are required to identify themselves when asked by a properly identified faculty or staff member, or by another student serving as a University staff member. Persons who are not members of the University community and without business on campus may be asked to leave.

Clear disciplinary procedures are an important part of the mission of SMU as an educational institution. The intent of the system of due process at SMU is to be educational and not merely punitive for students. The goal continues to be to produce quality citizens. The purpose of the conduct review process is to encourage personal responsibility.

Depending on the degree of misconduct, a student may be subject to sanctions ranging from an informal warning to expulsion from the University. In addition, a student may be assigned educational sanctions designed to promote personal growth and development. Should a student be asked to leave the University, he or she should do so in an expeditious and peaceful manner. The student should remain off campus until he or she receives written permission from the Office of Student Conduct & Community Standards to return to campus. In the event of such separation, a student is still responsible for University financial obligations.

To ensure fairness and due process for all students in the conduct process, the student is granted an impartial hearing and the right to appeal to the University Conduct Council. A student who is appealing a sanction may remain in school until the decision and penalty are reviewed, unless otherwise determined by the Dean of Student Life, the Vice President for Student Affairs, or their designee. All actions related to the conduct review process are subject to presidential review.

Having voluntarily enrolled as students at Southern Methodist University and assumed a place in the University community, all students are presumed to be knowledgeable of, and have agreed to abide by, the rules and regulations set forth in the Student Code of Conduct, as outlined in the www.smu.edu/StudentAffairs/StudentLife/StudentHandbook, which is available online at www.smu.edu/StudentAffairs/StudentLife/StudentHandbook.

The Department of Residence Life and Student Housing supports the goals of the University by creating residential communities that empower residents to value learning, citizenship and leadership in comfortable, well-maintained

The Career Center also provides opportunities for counseling appointments with a staff member. These longer sessions can help students navigate the more complex issues of career development including, self-understanding, goal creation and career strategies.

Peer Mentors are highly trained student leaders who help fellow students navigate the career development process, including assisting with drop-ins, editing cover letters and resumes, and representing Hegi at campus events.

CDA is a student organization designed to provide career development opportunities on the SMU Campus. CDAs organize events for the SMU community, which inspire engagement in the career development process, develop students' career tools, and provide networking opportunities.

Want to learn more about an industry, company or specific job? Experiential learning is the best way to do so. Below are some easy ways to get connected:

Meet an employer in an informal setting to learn about their career journey.

Connect and develop a relationship with an SMU alum who is in a career you are interested in.

Shadow an SMU alum for the day and learn about their career path and what they do on a daily basis. The SMU Connection program is a partnership with Alumni Relations, which provides students exposure to today's competitive and ever-changing job market.

Have a conversation with an alum and/or employer for an hour to learn out their education and career path.

Our Office cultivates meaningful relationships with organizations and employers who are invested in networking with dynamic, talented and skilled students across SMU's liberal and communication arts communities. Throughout the year, the Career Center hosts 2-4 Career and Internship Fairs, along with a host of Employer Industry Panels, Company Information Sessions and Industry Training and Development Workshops. These events offer students an opportunity to work with employers and alumni and to learn the skills necessary to be successful in the workplace.

The Office of the Dean of Student Life (www.smu.edu/studentlife) educates students and the SMU community by providing purposeful opportunities for learning, growing, clarifying values, and developing decision-making and other skills that promote responsible citizenship and well-being. Located in the Hughes-Trigg Student Center, the office is a resource for students to consult when they need general information and assistance. The dean serves as a primary liaison

implemented by students are considered co-curricular in that they are designed to complement a student's educational experience. These student groups and their committees provide many opportunities for students to become involved as leaders or participants.

Additional information is available online, including organization interests or type, membership requirements, contact information and event calendars. The department can also assist students in forming a new organization

in Hughes-Trigg Student Center, Suite 323, provides coffee, a refrigerator and microwave, printing, meeting and study space, and a relaxed setting for interacting with fellow veterans. The University Registrar's Office certifies veterans each term for their benef

SMU provides a licensed child care center for children ages 1 month to 5 years on a space-available basis. More information is available at www.smu.edu/childcare or from the director of the center at SMU Preschool and Child Care Center, Southern Methodist University, PO Box 215, Dallas TX 75275-0215; phone 214-768-2278.

www.smu.edu/recsports

Dedman Center for Lifetime Sports is a 170,000 square foot facility designed for recreational sports and wellness. The center provides racquetball courts, aerobic studios, an indoor running track, basketball courts, volleyball courts (indoor and outdoor), a climbing wall, a bouldering wall, a 25-meter recreational pool with five lanes, 15,000 square feet of fitness and weight equipment, and a Starbucks in the lobby area. These facilities are open to SMU students, faculty, staff and paying members.

A variety of services and programs are available, including fitness classes, intramural sports, sport clubs, the Outdoor Adventure program, personal training, personal assessments, massage therapy, swimming lessons and camps.

SMU Fitness offers group exercise classes, personal training sessions and massage therapy. Group X exercise classes are offered throughout the day to accommodate a variety of schedules. Different types of cardio, strength and flexibility classes are available. Experienced and knowledgeable trainers offer sessions to train members of the University community, either one-on-one or in groups, to meet their personal fitness goals. Licensed massage therapists offer chair or full-body massages. All SMU Fitness programs have a fee for participation.

Many opportunities for team and individual competition are available through intramural sports such as golf, racquetball, tennis, and dodgeball. The five major sports are flag football, volleyball, basketball, soccer and softball. Leagues provide year-round opportunities to participate in a wide variety of sports and activities. Additional leadership opportunities are available for those interested in officiating or supervising various activities. Teams and individuals register online at www.imleagues.com/smu.

Club sports offer an opportunity for students interested in concentrated training and participation in a sport. These recognized student organizations offer competition with other university/college club teams in baseball, cycling, ice hockey, men's and women's lacrosse, polo, rugby, men's and women's soccer, triathlon, ultimate Frisbee, volleyball, wakeboarding and water polo.

SMU Aquatics features a five-lane, indoor recreational pool and an outdoor, zero-depth entry fountain pool known as "The Falls." Students have opportunities to participate year-round in recreational swimming, sunbathing and water sports such as water basketball, volleyball and polo. Classes offered include water fitness, adult and child

related events. Membership is open to all SMU students by audition, regardless of major, and scholarships based on need and ability are available.

The Mustang Cheerleaders, Mustang Pom Squad and Peruna mascot are integral parts of SMU's spirit tradition and are national award winners, having participated in the NCA/NDA Collegiate National Championships. Along with the Mustang Band, they make SMU's spirit contingent an outstanding one.

SMU is a member of the National Collegiate Athletic Association (Division I-A). Men and women student-athletes compete in basketball, cross-country/track and field (women only), swimming and diving, golf, soccer, tennis, volleyball (women only), crew (women only), equestrian (women only), and football (men only).

www.smu.edu/chaplain

The Office of the Chaplain and Religious Life offers resources of pastoral care and theological reflection that nurture spiritual and vocational development as well as the moral and ethical vision and character of students, faculty and staff. Dr. Stephen W. Rankin is the chaplain and minister to the University community. Chaplain Rankin leads and preaches at Underground, an ecumenically Christian, all-University service of worship, in Hughes-Trigg Theater each Wednesday during the term. Students, faculty and staff are invited to participate in this service through music, scripture readings or other expressions of worship. Other services, including the University Service of Memory, Ash Wednesday Service and

www.smu.edu/cel

The Community Engagement and Leadership Center, a department in the Division of Student Affairs, develops student leaders through educational and transformational experiences that equip them to have a positive impact on social change. CEL advises and supports two student-run service-based organizations, Alternative Breaks and Mustang Heroes, which provide students the opportunity to participate in service trips in Dallas and throughout the United States. CEL also hosts the annual Stampede of Service and MLK Day of Service.

The leadership programs available to students include the Emerging Leaders First-Year Leadership Development Program, the Crain Leadership Summit, the Mustang Intersections Leadership Retreat for Diversity and Social Change, and the Lonestar LeaderShape Institute. CEL also supports student leadership development through the Caswell Leadership Program, a grant opportunity for a group of selected students to develop projects focused on organizational leadership, faith-based leadership, community-based leadership, environmental leadership, fraternity and sorority leadership, or culturally competent leadership.

The Office of Multicultural Student Affairs works collaboratively with the campus community to provide support for

New graduate students should submit the completed application

Southern Methodist University is

mitigating circumstances, which are those that directly prohibit pursuit of a program and which are beyond the student's control.

SMU online/distance education students residing in Wisconsin

concerning reported crimes that occurred on campus, in certain off-campus buildings or property owned or controlled by SMU, and on public property within or immediately adjacent to/accessible from the campus. The report also includes institutional policies concerning campus security, such as policies concerning alcohol and drug use, crime prevention, the reporting of crimes, sexual assault, and other related matters.

8.

Southern Methodist University operates with integrity in all issues and is dedicated to preserving the rights of all members of the University community. Categories for which students may wish to reach out for advice and assistance and/or to submit an appeal or register a complaint are as follows: academics, code of conduct, discrimination, financial issues, honor code and privacy issues. An overview of the roles, responsibilities and procedures for complainants and the University is outlined in each of the areas below.

a. Academic Appeals and Petitions

www.smu.edu/Provost/Pages/Default/PoliciesResources/FacultyResources/Committees

b. Student Code of Conduct

www.smu.edu/StudentAffairs/StudentLife/StudentHandbook/ConductCode

c. Office of Institutional Access and Equity

www.smu.edu/IAE

d. Financial Responsibility and Confidentiality

www.smu.edu/EnrollmentServices/FinancialAndConfidentiality

e. Honor Code

www.smu.edu/StudentAffairs/StudentLife/StudentHandbook/HonorCode

f. Appeal of Grade

www.smu.edu/catalogs

g. Academic Grievance and Appeals Procedures for Students with Disabilities

www.smu.edu/Provost/ALEC/DASS/DisabilityAccommodations/AppealsandGrievances

h. Appeal from financial aid decisions, including financial aid decisions based on lack of satisfactory academic progress

www.smu.edu/catalogs

i. Policy for Non-Renewal of Athletic Aid

www.smumustangs.com/compliance

In addition to the right to use internal University complaint procedures, every student has the right under federal law to use complaint processes provided by the state in which his or her campus is located.

9.

For complaints regarding programs in Texas, students should contact the Texas Higher Education Coordinating Board, Office of General Counsel, PO Box 12788, Austin TX 78711-2788; email: studentcomplaints@theccb.state.tx.us. Additional information about the Texas student complaints process may be found at www.theccb.state.tx.us ("College Readiness and Success" link).

For complaints regarding programs in New Mexico, students should contact the New Mexico Higher Education Department, 2044 Galisteo Street, Suite 4, Santa Fe, NM 87505-2100; telephone 505-476-8400. Additional information about the New Mexico student complaints process may be found online at www.hed.state.nm.us or by contacting private.schools@state.nm.us.

R. Gerald Turner,
Brad E. Cheves,
Steven C. Currall,
Rakish Dahiya
Kenechukwu (K.C.) Mmeje,
Chris Regis,
Harold W. Stanley,
Paul J. Ward,

Marc P. Christensen,

Jennifer M. Collins,

Thomas DiPiero,

Craig C. Hill,

Samuel S. Holland,

Elizabeth Killingsworth, ad interim

Stephanie L. Knight,

Matthew B. Myers,

Dexter Burger,

Rick Hart,

Michael H. Hites,

Mary Jane Johnson,

Samantha Thomas,

Stephanie L. Knight,

Frank Hernandez,

Rebecca Hood,

Kathryn Canterbury,

Craig C. Hill,
Evelyn L. Parker,
Duane Harbin,

James E. Quick,
Shannon Lunt,
Reva Pollack,

Gary Brubaker,
Rene Archambault,
Corey Clark,
Steve Cole,
Mark Nausha,
Elizabeth Stringer,

Gary Brubaker, , M.B.A., SMU
Corey Clark, , Ph.D., Texas (Arlington)
Wendy Despain, , B.S., Drake
Brian Eiserloh, B.A., Taylor
Joel Farrell, , B.F.A., Illinois Institute of Art
Boris Fisher,

Anton Ephanov, , Ph.D., SMU
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Ken Harward, , B.S., Purdue
Phill Johnson, , M.F.A., Texas (Dallas)
Doug Lombardi, , B.A., California State Hayward
Eli Luna, 0 g0 G[yward)]TJETQyh