

**MEMORANDUM**

Date: April 16, 2026

To: Catherine Brooks, Interim Dean, College of Information Science  
Michael McKisson, Associate Dean of Undergraduate Academic Affairs, College of Information Science  
Nicole Kontak, Assistant Dean of Curricular and Academic Affairs, College of Information Science

From: Greg L. Heileman, Vice Provost, Academic Affairs

Re: Notification of Program Name Change

This memorandum serves as formal notification and official record for approval of the name change from the Bachelor of Science in Game Design and Development to Bachelor of Science in Game Development within the College of Information Science. This change is effective Fall 2026.

By copy of this memo, I am requesting that appropriate changes be made to systems, records, and publications to reflect the new name of the program.

cc: Patricia Prelock, Provost and Chief Academic Officer  
Caleb Simmons, Vice Provost, Arizona Online  
Gary Packard, Interim Senior Vice Provost, Online Initiatives  
Frank Dooley, Special Advisor, Online Initiatives  
Illya Riske, Executive Director, Business and Finance  
Amanda Gluski, Associate Registrar, Office of the Registrar  
Academic Programs & Organizations Notifications Distribution List



The following changes have been made in UAccess.

Effective Date: 08/01/2026

Plan Code: GDDBS / GDDBS2

**Description: Game Development**

**Diploma Description: Game Development**

**Transcript Description: Major in Game Development**

Effective Term: Fall 2026 (2264)

Effective Date: 08/01/2026

Plan Code: GDDMINU

**Description: Game Development**

**Transcript Description: Minor in Game Development**

Effective Term: Fall 2026 (2264)