



GRADUATE PROGRAMS
SOUTHERN METHODIST UNIVERSITY
2011–2012

NOTICE OF NONDISCRIMINATION

Southern Methodist University will not discriminate in any employment practice, education program or educational activity on the basis of race, color, religion, national origin, sex, age, disability or veteran status. SMU's commitment to equal opportunity includes nondiscrimination on the basis of sexual orientation. The director of Institutional Access and Equity

BULLETIN OF SOUTHERN METHODIST UNIVERSITY

VOL. II

2011–2012

Southern Methodist University publishes a complete bulletin every two years. The undergraduate catalog and

CONTENTS

ACADEMIC CALENDAR

THE GUILDHALL AT SMU

Fall 2011 Module A

August 15, Monday: First day of classes

September 5, Monday: University holiday – Labor Day

October 6–7, Thursday–Friday: Guildhall final exams

Fall 2011 Module B

October 17, Monday: First day of classes

November 24–25, Thursday–Friday:

GENERAL INFORMATION

THE HART ECENTER AND THE GUILDHALL AT SMU
History and Mission

environment where teams work together to complete projects. The Guildhall at SMU

ACADEMIC ACCREDITATION

Southern Methodist University is accredited by the Commission on Colleges of the Southern Association of Colleges and Schools to award Bachelor's, Master's, professional and doctoral degrees. Contact the Commission on Colleges at 1866 Southern Lane, Decatur, Georgia 30033-4097 or call 404-679-4500 for questions about the accreditation of Southern Methodist University. Note: The commission is

Test score from an internationally recognized English language test, such as the TOEFL or IELTS English proficiency tests, if the applicant is from a country where the predominant language of instruction is not English.

A score of at least 550 (paper test) or 213 (computer test) is required on the TOEFL for admission consideration.

A score of 6.5 or higher is required on the IELTS for admission consideration.

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.

COLLABORATIVE PROGRAMS

The Guildhall at SMU has collaborative programs with the Lyle School's Computer Science and Engineering Department and the Meadows School's Art Division. Under the collaborative programs, students enrolled in the Lyle Computer Science and Engineering Department or the Meadows Art Division can apply to take the first term of the discipline-specific specialization program at The Guildhall during their last term of undergraduate work at SMU. Students must meet with their undergraduate adviser for their specific program requirements. Upon the successful completion of their first term at The Guildhall, along with the successful completion of all other undergraduate requirements to receive the B.S. in computer science or the B.F.A., respectively, students are eligible to apply for admission to the Master of Interactive Technology program at The Guildhall.

Undergraduate students take the following 5000-level courses during their last term of undergraduate coursework and first term of The Guildhall program.

B.S. in Computer Science/Guildhall M.I.T. Program

Software Development Specialization

HGAM 5200

Level Design Specialization

HGAM 5200 Game Design I

HGAM 5201 Game Studies I

HGAM 5202 Game Studies II

HGAM 5261 Art and Scripting I

HGAM 5262 Art and Scripting II

HGAM 5292 Team Game Production I

FINANCIAL INFORMATION

The catalog supplement *Bursar's Financial Information: Southern Methodist University* is issued each academic year. It provides the general authority and reference for SMU financial regulations and obligations, as well as detailed information concerning tuition, fees and living expenses. The supplement can be accessed online at smu.edu/bursar/financialinformation.asp. More information is available through the Division of Enrollment Services (phone: 214-768-3417).

Students registering in Continuing Student Enrollment must ensure that payment is received in the Division of Enrollment Services by the due date (published on the

the Registrar's Office. Discontinuance of class attendance or notification to the instructors of intention to withdraw does not constitute an official withdrawal.

Reduction of tuition and fees is based on the schedule listed in the *Bursar's Financial Information: Southern Methodist University supplement* and is determined by the effective date of the withdrawal. The supplement can be accessed online at smu.edu/bursar/financialinformation.asp. More information is available through the Division of Enrollment Services (phone: 214-768-3417).

NOTE: For students receiving financial aid (scholarships, grants or loans), when the withdrawal date qualifies for reduction of tuition and fees charges, the refund typically will be used to repay the student aid programs first and go to the student/family last. Further, government regulations may require that SMU return aid funds whether or not the University must reduce its tuition and fees (based on the *Bursar's Financial Information: Southern Methodist University supplement*); hence, a student whose account was paid in full prior to withdrawal may owe a significant amount at withdrawal due to the required return of student aid. Therefore, students who receive any financial aid should discuss, prior to withdrawal, the financial implications of the withdrawal with staff of the Division of Enrollment Services.

Medical withdrawals provide a daily pro rata refund of tuition and fees, and have conditions that must be met prior to re-enrollment at SMU. Medical withdrawals must be authorized by the medical director, psychiatric director, counseling and testing director, or vice president for student affairs.

Withdrawing students living in SMU housing must check out of residence halls through the Department of Residence Life and Student Housing per established procedures.

GRADUATE AND PROFESSIONAL STUDENT AID

University grants, scholarships, fellowships and assistantships are awarded in the school or department in which the graduate student will enroll. Departments that offer the M.A., M.S. or Ph.D. degrees offer a significant number of tuition scholarships and teaching or research assistantships each year. For information, students should contact the department.

Grants and loans for Texas residents, private and federal loans, and employment

ACADEMIC RECORDS, GENERAL AND ENROLLMENT STANDARDS

Enrollment in the University is a declaration of acceptance of all University rules and regulations. A complete listing is available online at

GPA of 2.700 or better with no grade less than a C- (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.

Team Game Production Grade Policy

To graduate from The Guildhall, a student must demonstrate the ability to successfully

Withdrawal From the Program

The student must contact the academic director of The 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.

Re-entry and Readmission of Former Students

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 addressed to the Office of the Executive Director and 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 module 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 The Guildhall program, students who are dismissed for failure (earning a grade below *C-*) in a course may only be readmitted to join a later cohort group.

Guildhall GPA and Credit Requirements

Candidates must complete all courses in their program of study and earn all term hours of credit with a cumulative GPA of 3.000 or better in the Master's degree program, or 2.700 in the certificate program. Due to the specialized cohort nature of The Guildhall program, all credit hours must be earned at The Guildhall.

Statute of Limitations for Thesis Completion

The maximum length of time for thesis completion in The Guildhall graduate degree program is three calendar years from the date of completion of the program course requirements. All thesis requirements must be completed in this time period. In computing the period, any time during which the candidate was in active U.S. military service shall be excluded. Appeals will be considered for other extenuating circumstances.

Transfer of a Current Guildhall Student From Certificate to Master's Degree Program

Students who are admitted to The Guildhall Professional Certificate in Digital Game Development program and meet all the criteria for the Master in Interactive Technology degree program may apply to transfer to the Master's degree program if they meet all the requirements for admission to the Master's degree and have made good progress within the program with a minimum cumulative GPA of 3.000. Graduate courses successfully completed in the certificate series may be applied toward the Master's degree as applicable. In addition, students who are admitted into the Master's degree will also need to satisfy all of the requirements for the Master's degree.

Intellectual Property

All intellectual property (computer programs, art, design, stories, plots, devices, inventions or productions) created by the student as part of the academic requirements and using the resources of the program will remain the sole property of The Guildhall. The Guildhall will grant to each student the reasonable use of the intellectual property developed as a student for use in his or her professional portfolio.

Instructions for requesting a transcript to be mailed or picked up on campus are available through the “Transcript Requests” link at www.smu.edu/registrar. A student may request his or her official transcript through Access.SMU Student Center. Requests are processed

appeared. Petitions submitted later than six months after the discrepancy may not be considered. **Note:** Students at The Guildhall cannot drop courses; they must take the courses in that module to be enrolled.

Withdrawal From the University

Note: *Students receiving financial aid should refer to the Financial Information section of this catalog.*

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, obtain approval from the academic director and submit the form to the Division of Enrollment Services, University Registrar. The effective date of the withdrawal is the date on which the Student Petition

1. **Classroom recitation and participation are restricted; availability of course handouts, tests and other materials is restricted; no grade is assigned and no credit is recorded; no laboratory privileges are included.**
2. **The student's name does not appear on class rosters or grade rosters.**
3. **Regular admission and enrollment procedures are not conducted for auditors.**
4. **The audit fee is nonrefundable.**

<i>Grades</i>	<i>Description</i>	<i>Grade Points per Term Hour</i>
A	Excellent Scholarship	4.000
A-	Excellent Scholarship	3.700
B+	Good Scholarship	3.300
B	Good Scholarship	3.000
B-	Good Scholarship	2.700
C+	Fairod Sr2 4 8 1 7 . 7 (h) 8 1 2 . 6 (i 9 8 1 2 . 3	
C e	P 2 (i) 8 1 2 . 5 (a) 8 . 3 (s) 8 1 7 . 3 (s) 8 1 7	

Guildhall students on academic probation are not permitted to serve in any student leadership position of any organization representing The Guildhall or SMU. 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 also be subject to academic suspension if he or she does not clear academic probation.

Academic Suspension

Academic suspension is an involuntary sepa

conclusion of the following conferral term. Graduation fees can be found on the bursar's website at smu.edu/bursar/adminfees.asp.

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

Commencement Participation

An All-University Commencement Convocation is held in May for students on schedule and enrolled to complete degree requirements during the spring term. Students on schedule and enrolled to complete all degree requirements during the following summer term 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 Graduation Ceremony is held each December for students completing degree requirements during the fall term. Students who completed degree requirements during the previous summer term may also participate.

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

To participate in a ceremony, a student must file an Application for Candidacy to Graduate or Intent to Participate Form with his/her academic dean's office.

Statute of Limitations for Degree Plans

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.

RIGHT TO KNOW

Southern Methodist University is pleased to provide information regarding academic programs, enrollment, financial aid, public safety, athletics and services for persons with

- d. The requirements for return of Title IV grant or loan assistance.
 - e. Enrollment status of students participating in SMU study abroad programs, for the purpose of applying for federal financial aid.
4. Student Financials/Bursar: www.smu.edu/srk; www.smu.edu/bursar
University Bursar, Blanton Student Services Building, Room 212
214-768-3417
- a. Tuition and fees.
 - b. Living on campus.
 - c. Optional and course fees.
 - d. Financial policies.
 - e. Administrative fees and deposits.
 - f. Payment options.
 - g. Any refund policy with which the institution is required to comply for the return of unearned tuition and fees or other refundable portions of costs paid to the institution.
5. DASS: www.smu.edu/alec/dass
Disability Accommodations and Success Strategies
Altshuler Learning Enhancement Center
214-768-1470
- a. Description of the process for establishing eligibility for services and documentation guidelines.
 - b. Listings of the various on- and off-campus resources.
 - c. Discussions of transitioning to postsecondary education.
 - d. Tips for faculty on teaching and making accommodations.
6. Athletics: www.smu.edu/srk/athletics
Associate Athletic Director for Student-Athlete Services, 316 Loyd Center
214-768-1650
- a. Athletic program participation rates and financial aid support.
 - b. Graduation or completion rates of student athletes.
 - c. Athletic program operating expenses and revenues.
 - d. Coaching staffs.
7. Campus Police: www.smu.edu/srk; www.smu.edu/pd

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DEGREE REQUIREMENTS

Cohort 14: Begin Spring 2010; Graduate December 2011

Cohort 15: Begin Fall 2010; Graduate May 2012

Cohort 16: Begin Spring 2011; Graduate December 2012

Cohort 17: Begin Fall 2011; Graduate May 2013

Cohort 18: Begin Spring 2012; Graduate December 2013

Professional Certificate

(58 Credit Hours)

(58 Credit Hours)

Students in the professional certificate program must complete 58 term credit hours. As of spring 2010, students complete the program in nine consecutive modules. The fall and spring terms are divided into two modules each. Only one module is offered in the summer term.

Credit Hours

Module 1

Art Creation

Professional Certificate (cont.)

Credit Hours

Module 3
Art Creation

HGAM 6203 Game Design II	2
HGAM 6243 Drawing III	2
HGAM 6293 Team Game Production II	2
HGAM 6333 Art Creation III	3

Level Design

HGAM 6203 Game Design II	2
HGAM 6263 Art and Scripting III	2
HGAM 6293 Team Game Production II	2
HGAM 6353 Level Design III	3

Software Development

HGAM 6203 Game Design II	2
HGAM 6223 Mathematical Methods for Game Physics III	2
HGAM 6293 Team Game Production II	2
HGAM 6313 Software Development III	3

Module Total	9
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Module 4
Art Creation

HGAM 6104 Game Studies III	1
HGAM 6244 Advanced Digital Art	2
HGAM 6294 Team Game Production III	2
HGAM 6334 Art Creation IV	3

Level Design

HGAM 6104 Game Studies III	1
HGAM 6264 Art and Scripting IV	2
HGAM 6294 Team Game Production III	2
HGAM 6354 Level Design IV	3

Software Development

HGAM 6104 Game Studies III	1
HGAM 6224 Advanced Engine Systems	2
HGAM 6294 Team Game Production III	2
HGAM 6314 Software Development IV	3

Module Total	8
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Module 5
Art Creation

HGAM 6205 Game Design III	2
HGAM 6235 Art Creation V	2
HGAM 6246 Directed Focus Study I	2

Level Design

HGAM 6205 Game Design III	2
HGAM 6255 Level Design V	2
HGAM 6266 Directed Focus Study I	2

Professional Certificate (cont.) *Credit Hours*

Module 6

Art Creation

HGAM 6236 Art Creation VI	2
HGAM 6296 Team Game Production IV	2

Level Design

HGAM 6256 Level Design VI	2
HGAM 6296 Team Game Production IV	2

Software Development

HGAM 6216 Software Development VI	2
HGAM 6296 Team Game Production IV	2

Module Total 4

Module 7

Art Creation

HGAM 6106 Professional Development	1
HGAM 6230 Special Topics in Art Creation	2
HGAM 6297 Team Game Production V	2

Level Design

HGAM 6106 Professional Development	1
HGAM 6250 Special Topics in Level Design	2

HGAM 6216

HGAM 6106

HGAM 6216

Module Total 4

Master of Interactive Technology

(64 Credit Hours)

Students in the Master of Interactive Technology degree program must complete 64 term credit hours, which includes six credit hours for a thesis. As of spring 2010, students complete the program in nine consecutive modules. The fall and spring terms are divided into two modules each. Only one module is offered in the summer term. Students in the

*Master of Interactive Technology (cont.)**Credit Hours*

<i>Master of Interactive Technology (cont.)</i>		<i>Credit Hours</i>
Software Development		
HGAM 6202 Game Studies II		2
HGAM 6222 Mathematical Methods for Game Physics II		2
HGAM 6292 Team Game Production I		2
HGAM 6312 Software Development II		3
Module Total		9
Module 3		
<i>Art Creation</i>		
HGAM 6203 Game Design II		2
HGAM 6243 Drawing III		2
HGAM 6293 Team Game Production II		2
HGAM 6333 Art Creation III		3
<i>Level Design</i>		
HGAM 6203 Game Design II		2
HGAM 6263 Art and Scripting III		2
HGAM 6293 Team Game Production II		2
HGAM 6353 Level Design III		3
<i>Production</i>		
HGAM 6203 Game Design II		2
HGAM 6284 Production Minor I		2
HGAM 6293 Team Game Production II		2
One from HGAM 6313, 6333, 6353 Specialty Major		3
<i>Software Development</i>		
HGAM 6203 Game Design II		2
HGAM 6223 Mathematical Methods for Game Physics III		2
HGAM 6293 Team Game Production II		2
HGAM 6313 Software Development III		3
Module Total		9
Module 4		
<i>Art Creation</i>		
HGAM 6104 Game Studies III		1
HGAM 6244 Advanced Digital Art		2
HGAM 6294 Team Game Production III		2
HGAM 6334 Art Creation IV		3
<i>Level Design</i>		
HGAM 6104 Game Studies III		1
HGAM 6264 Art and Scripting IV		2
HGAM 6294 Team Game Production III		2
HGAM 6354 Level Design IV		3
<i>Production</i>		
HGAM 6104 Game Studies III		1
HGAM 6285 Production Minor II		2
HGAM 6294 Team Game Production III		2
HGAM 6381 Game Production I		3
<i>Software Development</i>		
HGAM 6104 Game Studies III		1
HGAM 6224 Advanced Engine Systems		2
HGAM 6294 Team Game Production III		2
HGAM 6314 Software Development IV		3
Module Total		8

<i>Master of Interactive Technology (cont.)</i>	<i>Credit Hours</i>
<i>Production</i>	
HGAM 6106 Professional Development	1
HGAM 6176 Master's Thesis II	1
HGAM 6280 Special Topics in Production	2
HGAM 6297 Team Game Production V	2
<i>Software Development</i>	
HGAM 6106 Professional Development	1
HGAM 6176 Master's Thesis II	1
HGAM 6210 Special Topics in Software Development	2
HGAM 6297 Team Game Production V	2
Module Total	6
Module 8	
<i>Art Creation</i>	
HGAM 6100 Special Topics: Social Sciences (Ethics)	1
HGAM 6276 Master's Thesis III	2
HGAM 6348 Directed Focus Study II	3
<i>Level Design</i>	
HGAM 6100 Special Topics: Social Sciences (Ethics)	1
HGAM 6276 Master's Thesis III	2
HGAM 6368 Directed Focus Study II	3
<i>Production</i>	
HGAM 6100 Special Topics: Social Sciences (Ethics)	1
HGAM 6276 Master's Thesis III	2
HGAM 6388 Directed Focus Study II	3
<i>Software Development</i>	
HGAM 6100 Special Topics: Social Sciences (Ethics)	1
HGAM 6276 Master's Thesis III	2
HGAM 6328 Directed Focus Study II	3

SPECIAL PROGRAMS AND SERVICES

CAREER DEVELOPMENT

The Guildhall at SMU 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

COURSES

HGAM 5331. Art Creation I. This course provides a foundation in the tools, techniques, and production methods for creating

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:

HGAM 6230. Special Topics in Art Creation. This seminar series provides depth in the tools, techniques, and production methods for creating 3-D game art for next-generation development.

HGAM 6235. Art Creation V. This course exposes students in the art creation specialization to advanced topics important for their professional development, including advanced texturing, modeling and color theory, scripting for artists, and theories of spatiality in art. Additional topics are defined by experts in game art creation based on advances in the field. *Prerequisite:* HGAM 6334.

HGAM 6236. Art Creation VI. Students work under the direction of the faculty to develop an individual area of specialization and produce content for their professional portfolio. *Prerequisite:* HGAM 6235.

HGAM 6241. Drawing I. This course focuses on the development of fundamental drawing skills, emphasizing observational skills and conceptual development. The primary goal is to develop technical skills for digital drawing, painting, and image manipulation that encompass composition, perspective, proportions, and 2-D animation.

HGAM 6242. Drawing II. This intermediate-level drawing course is designed to increase students' command of drawing techniques. Emphasis is placed on analysis of form and critical perspective. *Prerequisite:* HGAM 6241.

HGAM 6243. Drawing III. This advanced-level course focuses on further development of art skills, primarily through drawing, but also through a range of media. *Prerequisite:* HGAM 6242.

HGAM 6244. Advanced Digital Art. This seminar advances the digital media as it applies to the game industry and develops the texture skills that encompass digital painting and advanced techniques. *Prerequisite:* HGAM 6243.

HGAM 6250. Special Topics in Level Design. This seminar series provides additional depth in the tools, techniques, and production methods for creating level designs.

HGAM 6255. Level Design V. This course exposes students in the level design specialization to advanced topics important for their professional development, including aesthetics in level design, dramatic lighting, psychology of level design, gameplay principles, set design, and advanced uses of sound. Additional topics are defined by level design experts based on advances in the field. *Prerequisite:* HGAM 6354.

HGAM 6256. Level Design VI. This course exposes students in the level design specialization to advanced topics important for their professional development, including advanced architecture, artificial intelligence for memorable moments, scripting for interactivity, texturing, and portfolio development. Additional topics are defined by level design experts based on advances in the field. *Prerequisite:* HGAM 6255.

HGAM 6261. Art and Scripting I. This course provides a foundation in game programming for level design, with an emphasis on logic, introduction to scripting languages, and technical aspects of asset integration into a game. *Prerequisite:* Admission to The Guildhall's level design program.

HGAM 6262. Art and Scripting II. This course provides a working familiarity with the art pipeline for asset production in games, from concept and initial modeling, through unwrapping and texture creation, to the finished asset. The focus is primarily on 3D Studio Max and Photoshop skills. *Prerequisite:* HGAM 6261.

HGAM 6263. Art and Scripting III. Students learn more advanced use of 3-D modeling software to create, unwrap, and texture models, and to import models into game industry editing tools. Students also learn how to use integrated programming/scripting languages to create new game functionality for their custom art assets. *Prerequisite:* HGAM 6262.

HGAM 6264. Art and Scripting IV. This course explores additional programming practices and applications used in level design. Students improve their understanding of scripting logic and become familiar with additional scripting languages commonly used in the video game industry. *Prerequisite:* HGAM 6263.

HGAM 6276. Master's Thesis III. Students continue research on their thesis topic under the oversight of the thesis supervisor. The grading basis is credit/no credit. This course can be retaken for credit. *Prerequisite:* HGAM 6176.

testing for basic 3-D games. Students also develop basic-level editing skills for 3-D games. *Prerequisite:* HGAM 6351.

HGAM 6353. Level Design III. This course provides a foundation in level design for 3-D multiplayer games in the following areas: gameplay for different game types, scene development, artificial intelligence pathing and basic scripting, texturing, lighting, sound use, and play testing. Students also develop basic level editing skills for 3-D games. *Prerequisite:*

UNIVERSITY LIFE AND SERVICES

SMU-IN-PLANO

In the fall of 1997, SMU opened a campus in Plano's Legacy Business Park and expanded its reach into North Texas. The journey of SMU-in-Plano began with a few well-defined goals: 1) to extend SMU's resources to meet the educational needs of residents in rapidly growing Collin County and beyond, 2) to make it more convenient for working professionals to enroll in graduate-level programs necessary to advance their careers, and 3) to collaborate with area businesses by offering

Immunizations are available at the Health Center. Health history forms are available on the Health Center's website. [This paragraph replaced in addendum 11/14/11.]

Health Service Records. All health service records are confidential. A copy of medical records may be released to a physician only with a written release by the student. Records are not made available to parents, SMU administrators, faculty or staff without the student's written consent.

COUNSELING AND TESTING SERVICES

Counseling and Psychiatric Services. CAPS provides psychiatric evaluation, crisis intervention and group/individual/couples psychotherapy for students. All interviews are conducted on a voluntary and confidential basis. There is no charge to students who have paid the University health fee. Students can seek confidential help for concerns such as anxiety, depression, relationship issues, career/life planning, learning disabilities, sexual identity, eating/body image concerns and sexual assault/sexual harassment matters. Any laboratory tests or pharmaceuticals ordered will be charged to the student. For more information regarding scheduling appointments, students should call 214-768-2277 between 8:30 a.m. and 5 p.m., Monday through Friday, or go to www.smu.edu/counseling.

Testing Services. Testing Services offers testing to the Dallas-area community. These services include on-campus administration of national testing programs such as the SAT, LSAT, GRE Subject and PRAXIS. Other testing offered includes CLEP tests and correspondence examinations for other universities. For additional information, students should call the center at 214-768-2269.

Office for Alcohol and Drug Abuse Prevention. This office provides a free and confidential source of help and information to the SMU community on issues related to substance abuse and addiction. Appointments for counseling or assessment can be made between 8:30 a.m. and 5 p.m., Monday through Friday by calling 214-768-4021. More information is available at www.smu.edu/liveresponsibly.

Office of Health Education and Safety (469) 963-4600

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APPENDIX

2011–2012 HART ECENTER CATALOG

Summary of Corrections and Changes

The table below lists corrections and changes to the official *Southern Methodist University 2011–2012 Hart eCenter Graduate Programs Catalog* as found online at smu.edu/catalogs.

Updated November 14, 2011

Section: University Life and Services: Health Services

Paragraph	Summary of Change	Page	Date
Immunizations	Replace the paragraph with the two paragraphs in the addendum.	46–47	11/14/11
	Add Meningitis Vaccination paragraph in the addendum.	Added a note referring readers to the addendum.	

ADDENDUM

SOUTHERN METHODIST UNIVERSITY

2011-2012

UNIVERSITY LIFE AND SERVICES

(HEALTH SERVICES)

Immunizations. All students (undergraduate, graduate, part-time and full-time, to include international and IEP/ESL students) are required to have an SMU