

## Proposed agenda – March 10, 2026

1. Approval of proposed agenda
2. Approval of minutes from the last meeting (March 3, 2026) – available at <https://ugsc.iit.edu/3-3-2026minutes.html>
3. Timeline for major and minor changes to meet bulletin deadline (**Kathir**)
4. **Voting items from previous meeting**
  - i. Conversion from incubator status to permanent status: [Bachelor of Science in Business and Information Technology](#) (**John Twombly**)
  - ii. Conversion from incubator status to permanent status: [Bachelor of Science in Business and Psychology](#) (**John Twombly**)
  - iii. New program: [Bachelor in Facilities Management](#) ([summary doc](#), [catalog doc](#)) (**James Mann**)
  - iv. Revision of minor: [Minor in biochemistry](#) (**Braja Mandal**)
5. **New or major program changes:**
  - i. Revision of program: [Bachelor of Science in Biomedical engineering](#) (**Promila Dhar**)
  - ii. New program: [Bachelor of Science in Cybersecurity and AI](#) (**Jeremy Hajek**)
  - iii. New program: [Bachelor of Science in Business Administration with Artificial Intelligence](#) (**Rich Klein**)
  - iv. Program elimination: [BS \(Bioinformatics\)](#) (**Andy Howard**)
  - v. Program elimination: [BS \(Molecular Biochemistry and Biophysics\)](#) (**Andy Howard**)
  - vi. Program elimination: [BS in Molecular Biochemistry and Biophysics / MS in Molecular Biochemistry and Biophysics](#) (**Andy Howard**)
  - vii. Revision of Program: [BS \(Food Science and Nutrition\)](#) (**Todd Diel**)
  - viii. New program: [Bachelor of Science in Game Design and Experiential Media with Specialization in Technical Game Development](#) (**Carly Kocurek**)
6. **Minor program changes**
  - i. Proposed program name changes to reflect university wide naming convention (**Kathir**)
    - i. “+AI” or “and AI”- change it to “with artificial intelligence”
      1. “BS in Game Design & Experiential Media + AI” to “BS in Game Design & Experiential Media **with Artificial Intelligence**”
      2. “BS in Cybersecurity and AI” to “BS in Cybersecurity **with Artificial Intelligence**”
  - ii. Incubator program proposal: [BS \(Bachelor of Science in Game Design and Experiential Media + AI\)](#) (**Carly Kocurek**)
  - iii. Revision: [Bachelor of Science in Computer and Cybersecurity Engineering](#) ([summary doc](#)) (**Erdal Oruklu**)
  - iv. Revision: [Bachelor of Science in Computer Engineering](#) (**Erdal Oruklu**)
  - v. Revision: [Bachelor of Science in Astrophysics](#) ([summary doc](#)) (**Emily Leiner**)

- vi. Revision: [Astrophysics minor](#) (**Emily Leiner**)
  - vii. Revision: [Bachelor of Science in Physics \(summary doc\)](#) (**Emily Leiner**)
  - viii. Revision: [Bachelor of Science in Engineering Physics](#) (**Emily Leiner**)
  - ix. Revision: [Minor in Sustainability](#) (**Stephen Kleps**)
  - x. Revision: [Minor in Biology](#) (**Andy Howard**)
  - xi. Revision: [Bachelor of Science in Biology](#) (**Andy Howard**)
  - xii. Revision: [Bachelor of Science in Psychology \(summary doc\)](#) (**Nikki Legate**)
  - xiii. Revision: [Bachelor of Science in Computer Science](#) (**Matt Bauer**)
  - xiv. Revision: [Bachelor of Science in Computer and Information Systems](#) (**Matt Bauer**)
7. Other business