Document N: Course and Program Development:

IMPACT AND APPROVAL SIGNATURES

See Course and Program Development Policy and Procedures (www.ubalt.edu/provost) for instructions.

SCHOOL:  
- LAW
- MSB
- CAS
- CPA

CONTACT NAME: Greg Walsh  
PHONE: 515-473

DEPARTMENT/DIVISION: Science, Information Arts and Technologies  
DATE PREPARED: 2014

PROPOSED SEMESTER OF IMPLEMENTATION:  
- fall
- spring

TYPE OF ACTION:  
- add (new)
- deactivate
- modify
- other

LEVEL OF ACTION:  
- noncredit
- undergraduate
- graduate
- other

ACTION BEING REQUESTED (select one category, either Course Actions or Program Actions):

- COURSE ACTIONS
  - Original Subject Code/Course Number: COSC 424
  - Original Course Title: Interaction Design for Games

- PROGRAM ACTIONS
  - Original Program Title:

Select one or multiple actions from one of the lists below (review the list of necessary documents and signatures):

- COURSE ACTIONS
  1. Experimental Course
  2. Course Title
  3. Course Credits
  4. Course Number
  5. Course Level
  6. Pre- and Co-Requisite
  7. Course Description
  8. New Course
  9. Deactivate Course
  10. Other

- PROGRAM ACTIONS
  10. Program Requirements
  11a. Undergraduate Specialization (24 credits or fewer)
  11b. Master's Specialization (12 credits or fewer)
  11c. Doctoral Specialization (18 credits or fewer)
  12. Minor (add or delete)
  13. Closed Site Program
  14. Program Suspension
  15. Program Reactivation
  16a. Certificate Program (UG/G) exclusively within existing degree program
  16b. Certificate Program (UG/G) outside of or across degree programs (12 or more credits)
  17. Off-Campus Delivery of Existing Programs
  18a. Undergraduate Concentration (exceeds 24 credits)
  18b. Master's Concentration (exceeds 12 credits)
  18c. Doctoral Concentration (exceeds 18 credits)
  19. Program Title Change
  20. Program Termination
  21. New Degree Program
  22. Other

ADDITIONAL DOCUMENTATION (check all appropriate boxes of documents included; review the list of necessary documents):

- summary proposal (O)
- course definition document (P)
- full five-page MHEC proposal (Q)
- financial tables (MHEC) (R)
- other documents as may be required by MHEC/USM (S)
- other (T)

Summer 2010
### IMPACT REVIEW (review the list of necessary signatures):

<table>
<thead>
<tr>
<th>Impacted Entity</th>
<th>Signature</th>
<th>Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>a. Library</td>
<td></td>
<td></td>
</tr>
<tr>
<td>no impact</td>
<td></td>
<td></td>
</tr>
<tr>
<td>impact statement</td>
<td></td>
<td></td>
</tr>
<tr>
<td>attached</td>
<td></td>
<td></td>
</tr>
<tr>
<td>b. OTS</td>
<td></td>
<td></td>
</tr>
<tr>
<td>no impact</td>
<td></td>
<td></td>
</tr>
<tr>
<td>impact statement</td>
<td></td>
<td></td>
</tr>
<tr>
<td>attached</td>
<td></td>
<td></td>
</tr>
<tr>
<td>c. University Relations</td>
<td></td>
<td></td>
</tr>
<tr>
<td>no impact</td>
<td></td>
<td></td>
</tr>
<tr>
<td>impact statement</td>
<td></td>
<td></td>
</tr>
<tr>
<td>attached</td>
<td></td>
<td></td>
</tr>
<tr>
<td>d. Admissions</td>
<td></td>
<td></td>
</tr>
<tr>
<td>no impact</td>
<td></td>
<td></td>
</tr>
<tr>
<td>impact statement</td>
<td></td>
<td></td>
</tr>
<tr>
<td>attached</td>
<td></td>
<td></td>
</tr>
<tr>
<td>e. Records</td>
<td></td>
<td></td>
</tr>
<tr>
<td>no impact</td>
<td></td>
<td></td>
</tr>
<tr>
<td>impact statement</td>
<td></td>
<td></td>
</tr>
<tr>
<td>attached</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### APPROVAL SEQUENCE (review the list of necessary signatures):

<table>
<thead>
<tr>
<th>Approval Level</th>
<th>Signature</th>
<th>Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>A. Department/Division (Chair)</td>
<td>Deborah K</td>
<td>12-9-14</td>
</tr>
<tr>
<td>B. General Education (for No. 7, 8)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>C. Final Faculty Review Body Within Each School (Chair)</td>
<td></td>
<td>11/19/14</td>
</tr>
<tr>
<td>D. Dean</td>
<td></td>
<td>12/14/14</td>
</tr>
<tr>
<td>E. University Faculty Senate (Chair)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>F. University Council (Chair)¹</td>
<td></td>
<td></td>
</tr>
<tr>
<td>G. Provost and Senior Vice President for Academic Affairs</td>
<td></td>
<td>4-1-15</td>
</tr>
<tr>
<td>H. President</td>
<td></td>
<td></td>
</tr>
<tr>
<td>I. Board of Regents (notification only)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>J. Board of Regents (approval)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>K. MHEC (notification only)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>L. MHEC (approval)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>M. Middle States Association notification</td>
<td>Required only if the University's mission is changed by the action</td>
<td></td>
</tr>
</tbody>
</table>

¹ University Council review (for recommendation to the president or back to the provost) shall be limited to curricular or academic policy issues that may potentially affect the University's mission and strategic planning, or have a significant impact on the generation or allocation of its financial resources.
Document O: Course and Program Development: SUMMARY PROPOSAL

See Course and Program Development Policy and Procedures (www.ubalt.edu/provost) for instructions.

SCHOOL:  ○ LAW  ○ MSB  ○ CAS  ○ CPA

CONTACT NAME: Greg Walsh  PHONE: x5473

DEPARTMENT/DIVISION: Science, Information Arts and Technologies  DATE PREPARED: ____________

PROPOSED SEMESTER OF IMPLEMENTATION:  ○ fall  ○ spring  YEAR: ____________

ACTION BEING REQUESTED (select one category, either Course Actions or Program Actions):

○ COURSE ACTIONS

Original Subject Code/Course Number: cosc424

Original Course Title: Interaction Design for Games

Select one or multiple actions from one of the lists below (review the list of necessary documents and signatures):

1. Experimental Course
2. Course Title
3. Course Credits
4. Course Number
5. Course Level
6. Pre- and Co-Requisite
7. Course Description
8. New Course
9. Deactivate Course
10. Program Requirements
11a. Undergraduate Specialization (24 credits or fewer)
11b. Master's Specialization (12 credits or fewer)
11c. Doctoral Specialization (18 credits or fewer)
12. Minor (add or delete)
13. Closed Site Program
14. Program Suspension
15. Program Reactivation
16a. Certificate Program (UG/G) exclusively within existing degree program
16b. Certificate Program (UG/G) outside of or across degree programs (12 or more credits)
17. Off-Campus Delivery of Existing Programs
18a. Undergraduate Concentration (exceeds 24 credits)
18b. Master's Concentration (exceeds 12 credits)
18c. Doctoral Concentration (exceeds 18 credits)
19. Program Title Change
20. Program Termination
21. New Degree Program
22. Other

For changes to existing courses:

OLD TITLE  SUBJECT CODE/COURSE NO.  CREDITS

NEW TITLE  SUBJECT CODE/COURSE NO.  CREDITS
DESCRIBE THE REQUESTED COURSE/PROGRAM ACTION (additional pages may be attached if necessary):

Interaction Design for Games advances a student's knowledge of game software design by examining interaction and interface design concepts as they relate to game design. This course will introduce students to human-computer interaction concepts pertaining to game design through the examination of input devices, on-screen displays, feedback to the user, and usability research. Students will be able to demonstrate their knowledge by generating game interfaces and interaction design by developing and user-testing a prototype game during the semester.

SET FORTH THE RATIONALE FOR THIS PROPOSAL:

There is a theoretical overlap between interaction design/information architecture and simulation and digital entertainment. We propose a course that offers undergraduate students an opportunity to examine the interdisciplinary nature of interaction design for games. Possible projects include both the design and development of unique game-play experiences that require innovative interactions and novel interfaces and involve qualitative and quantitative user-research methods.

This course also echoes the University of Baltimore's student learning goals of enhancing professional competency. Given the rising interest in games and simulations as tools for work and learning, the hands-on experiences of students with these types of projects will also give them valuable workplace experience in both the game industry as well as the general IT field. This course also address the goal of gathering and evaluating information using scientific, quantitative, humanistic, and aesthetic methods because these projects will directly connect the design phase of games with usability tests with actual players.
1. DATE PREPARED

04/13/14

2. PREPARED BY

Greg Walsh

3. DEPARTMENT/DIVISION

Division of Science, Information Arts and Technologies

4. COURSE NUMBER(S) with SUBJECT CODE(S)

COSC 424

5. COURSE TITLE

Interaction Design for Games

6. CREDIT HOURS

3.0

7. CATALOG DESCRIPTION

Advances a student’s knowledge of game software design by examining interaction and interface design concepts as they relate to game design. Introduces students to human-computer interaction concepts pertaining to game design through the examination of input devices, on-screen displays, feedback to the user, and usability research. Students demonstrate their knowledge by generating game interfaces and interaction design that involves developing and user-testing a prototype game during the semester. Lab Fee Required. prerequisite: COSC 324

8. PREREQUISITES

COSC 324

9. COURSE PURPOSE (how the course is to be used in the curriculum; e.g., required for the major, elective, etc.)

Elective for undergrads.

10. GENERAL EDUCATION AREA (if applicable; e.g., social sciences, humanities, mathematics, etc.)

n/a

11. COURSE TYPE/COMPONENT (clinical, continuance, discussion, field studies, independent study, laboratory, lecture, practicum, research, seminar, supervision, thesis research, tutorial or workshop; this must match PeopleSoft 9.0 coding, so check with your dean’s office if you are unsure of the correct entry)

Summer 2010
12. FACULTY QUALIFIED TO TEACH COURSE

Bridget Blodgett, Anastasia Salter, Greg Walsh

13. CONTENT OUTLINE

- Historical and Theoretical Perspectives
  - The history of interactions in games
  - The history of interfaces in and to games
  - The Mechanics/Dynamics/Aesthetic model
  - Usability defined

- What Makes a Game Fun
  - Flow
  - Graphics
  - Sound
  - Environments

- Understanding the Player
  - Introduction to Cognitive Science
  - Participatory Design
  - Fan Games

- Interfacing with Games
  - Controls for Computer Games
  - Game System Controls
  - Mobile Opportunities and Limitations

- In-game information Visualization
  - Heads-up Displays
  - Maps
  - Situational and Tactical Information

- Game Types and Appropriate Interaction Design
  - Genres
  - Player Expectations from Genre Games

- Interaction Design for Game Dynamics
  - Basic Building Blocks of Mechanics
  - Varying interactions through combining mechanics

- User Research
  - Usability Testing Video Games
  - Eye Tracking
  - Interviews and Surveys

14. LEARNING GOALS

Upon completion of this course, students will be able to:
- Explain current game interfaces in relation to historical technology
- Develop a video game design document that details in-game interactions and interfaces
- Build a video game prototype that utilizes best practices for its interfaces
- Evaluate a video game through quantitative and qualitative research methods.

15. ASSESSMENT STRATEGIES

Assessment will include class exercises and group and/or individual game design projects:

Paper that synthesizes historical interfaces (addresses goal 1)
Design, develop, and document a game (addresses goals 2 & 3)
Evaluate an existing video game using quantitative methods (addresses goal 4)
Evaluate a student-built game using qualitative methods (addresses goal 4)

16. SUGGESTED TEXT(S) and MATERIALS (e.g. textbooks, equipment, software, etc., that students must purchase)


17. SPECIAL GRADING OPTIONS (if applicable)

N/A

18. SUGGESTED CLASS SIZE

24 UB Midtown

19. LAB FEES (if applicable)

There is a Lab fee of $45 required. The lab fee goes to support the computer equipment and software (Adobe graphics programs, game development software, subscription for students to have access to all Microsoft software, etc.) in the SIAT labs.

Summer 2010