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:  O LAW  O MSB  O CAS  O CPA

CONTACT NAME: Kathleen Austin  PHONE: 410-837-5473

DEPARTMENT/DIVISION: Science, Information Arts & Technologies  DATE PREPARED: 11/18/11

PROPOSED SEMESTER OF IMPLEMENTATION:  fall  spring  YEAR: 2013

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

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

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

**COURSE ACTIONS**

Original Subject Code/Course Number: COSC 250

Original Course Title: Game Scripting

**PROGRAM ACTIONS**

Original Program Title: 

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

<table>
<thead>
<tr>
<th>COURSE ACTIONS</th>
<th>PROGRAM ACTIONS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Experimental Course</td>
<td>10. Program Requirements</td>
</tr>
<tr>
<td>2. Course Title</td>
<td>11a. Undergraduate Specialization (24 credits or fewer)</td>
</tr>
<tr>
<td>3. Course Credits</td>
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</tr>
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<td>4. Course Number</td>
<td>11c. Doctoral Specialization (18 credits or fewer)</td>
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<td>5. Course Level</td>
<td>12. Minor (add or delete)</td>
</tr>
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<td>7. Course Description</td>
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</tr>
</tbody>
</table>

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><strong>a. Library</strong></td>
<td>[ ] no impact [ ] impact statement attached</td>
<td></td>
</tr>
<tr>
<td><strong>b. OTS</strong></td>
<td>[ ] no impact [ ] impact statement attached</td>
<td></td>
</tr>
<tr>
<td><strong>c. University Relations</strong></td>
<td>[ ] no impact [ ] impact statement attached</td>
<td></td>
</tr>
<tr>
<td><strong>d. Admissions</strong></td>
<td>[ ] no impact [ ] impact statement attached</td>
<td></td>
</tr>
<tr>
<td><strong>e. Records</strong></td>
<td>[ ] no impact [ ] impact statement attached</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><strong>A. Department/Division (Chair)</strong></td>
<td>[Signature]</td>
<td>11/30/12</td>
</tr>
<tr>
<td><strong>B. General Education (for No. 7, 8)</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>C. Final Faculty Review Body Within Each School (Chair)</strong></td>
<td>[Signature]</td>
<td>12/4/12</td>
</tr>
<tr>
<td><strong>D. Dean</strong></td>
<td>[Signature]</td>
<td>1/5/13</td>
</tr>
<tr>
<td><strong>E. University Faculty Senate (Chair)</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>**F. University Council (Chair)**¹</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>G. Provost and Senior Vice President for Academic Affairs</strong></td>
<td>[Signature]</td>
<td>4/10/13</td>
</tr>
<tr>
<td><strong>H. President</strong></td>
<td></td>
<td>4/15/13</td>
</tr>
<tr>
<td><strong>I. Board of Regents (notification only)</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>J. Board of Regents (approval)</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>K. MHEC (notification only)</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>L. MHEC (approval)</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>M. Middle States Association notification</strong></td>
<td>Required only if the University's mission is changed by the action</td>
<td></td>
</tr>
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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:** Kathleen Austin  
**PHONE:** 410-837-5473  
**DEPARTMENT/DIVISION:** Science, Information Arts & Technologies  
**DATE PREPARED:** 11/18/11  
**PROPOSED SEMESTER OF IMPLEMENTATION:** [ ] fall [ ] spring  
**YEAR:** 2013

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

- [ ] COURSE ACTIONS
- [ ] PROGRAM ACTIONS

**Original Subject Code/Course Number:** COSC 250  
**Original Course Title:** Game Scripting

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

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For changes to existing courses:

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<tbody>
<tr>
<td>NEW TITLE</td>
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</table>
DESCRIBE THE REQUESTED COURSE/PROGRAM ACTION (additional pages may be attached if necessary):

Add new course: COSC 250 Game Scripting

COSC 250 advances a student's knowledge of game software design by examining advanced functions, variable types, software design tools, and programming concepts. This course will expand upon materials covered in COSC150 while also introducing students to more complex types of data and programming structures. This course will introduce students to the software design process and focus on developing good software design habits, as well as, advanced knowledge of programming techniques. Students will be able to more fully implement their game design ideas in a software prototype by end of this course.

SET FORTH THE RATIONALE FOR THIS PROPOSAL:

Students matriculating in the Simulation & Digital Entertainment (SDE) program who begin as freshmen at UB are at a distinct disadvantage to the students who transfer from an articulated community college (CC) program. CC Students have taken at least one course in Game Programming and are well advanced when they take the COSC 315 Programming for Interactive Design. As a result, the pace of the 315 course is not as vigorous as intended because instructors must make up the disparity in experience for the UB pre-SDE students, thereby re-teaching concepts held by the transfer students. In addition, students transferring from community colleges who have not graduated from an articulated CC program will need this experience as well before beginning the upper division SDE courses.
3.0

DOCUMENT P: COURSE DEFINITION
See Course and Program Development Policy and Procedures (http://www.ubalt.edu/template.cfm?page=257) for instructions.

1. DATE PREPARED

11/15/11

2. PREPARED BY

Kathleen Austin

3. DEPARTMENT/DIVISION

Division of Science, Information Arts and Technologies

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

COSC 250

5. COURSE TITLE

Game Scripting

6. CREDIT HOURS

3.0

7. CATALOG DESCRIPTION

Advances a student’s knowledge of game software design by examining advanced functions, variable types, software design tools and programming concepts. Expands upon materials covered in COSC150: Introduction to Game Design while also introducing students to more complex types of data and programming structures. Introduces students to the software design process and focuses on developing good software design habits as well as advanced knowledge of programming techniques. By the end of the course, students are able to implement more fully their game design ideas in a software prototype. Lab fee required.

8. PREREQUISITES

COSC 150 or equivalent.

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

Division Requirement

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, Aaron Oldenburg

13. CONTENT OUTLINE

• Using Data
  o Variables
  o Operators & Expressions
  o Simple Programming Calculations
• Introduction to UML
  o UML & Diagrams
  o Software Design Strategies
  o UML within business
• Using GUI Objects
  o Windows Form Applications
  o Parts of a Windows GUI
  o Interacting with the Windows Form Elements
• Making Decisions
  o IF...ELSE statements
  o SWITCH Case statements
  o Do & While Loops
• Arrays
  o Data and Arrays
  o Jagged and Multidimensional Arrays
• Using Methods & Functions
  o Value of Functions in Software Design
  o Difference between methods and functions
  o Passing Variables and Parameters in Functions
• Introduction to Object Oriented Programming
  o Objects & Classes
  o Inheritance
  o Polymorphism
• Handling Events & Exceptions
  o Handling and Raising Events
  o Exceptions & Resource Handling
  o Try....Catch....Finally

14. LEARNING GOALS

Upon completion of this course, students will be able to:

• Demonstrate their understanding of the fundamentals of object-oriented programming
• Gain familiarity with a game scripting environment
• Master principles of logic and coding
• Use proper comments, syntax and structure
• Write and structure pseudocode for larger projects
15. ASSESSMENT STRATEGIES

Assessment will include class exercises and group and/or individual research projects

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, 30 USG

19. LAB FEES (if applicable)

$45 per course. Laboratory fees cover additional instructional costs incurred in the operation of computer laboratories necessary for teaching these courses and for students’ preparation of classwork, including maintenance and routine upgrades to software and hardware, as well as the renewal of yearly software licenses.

Summer 2010