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: Bridget Blodgett  
PHONE: 5301

DEPARTMENT/DIVISION: Science, Information Arts & Technologies  
DATE PREPARED: 9/7/2012

PROPOSED SEMESTER OF IMPLEMENTATION:  
- fall  
- spring  
YEAR: 2013

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 390
  - Original Course Title: Game Journalism
  - 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>
</table>
| 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  
22. Other  | 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 (Q)  
- 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)
**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>
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<td>□ no impact</td>
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<td>b. OTS</td>
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**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>
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<td></td>
</tr>
<tr>
<td>B. General Education (for No. 7, 8)</td>
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<tr>
<td>C. Final Faculty Review Body Within Each School (Chair)</td>
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<td>D. Dean</td>
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<td>E. University Faculty Senate (Chair)</td>
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<td>F. University Council (Chair)¹</td>
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<tr>
<td>G. Provost and Senior Vice President for Academic Affairs</td>
<td></td>
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<tr>
<td>H. President</td>
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<td>I. Board of Regents (notification only)</td>
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<tr>
<td>J. Board of Regents (approval)</td>
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<tr>
<td>K. MHEC (notification only)</td>
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<td>L. MHEC (approval)</td>
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<tr>
<td>M. Middle States Association notification Required only if the University’s mission is changed by the action</td>
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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: O LAW O MSB O CAS O CPA

CONTACT NAME: Bridget Blodgett
PHONE: 5301

DEPARTMENT/DIVISION: Science, Information Arts & Technologies

DATE PREPARED: 9/7/2012

PROPOSED SEMESTER OF IMPLEMENTATION: ○ fall ○ spring
YEAR: 2013

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

○ COURSE ACTIONS

Original Subject Code/Course Number:
COSC 390

Original Course Title:
Game Journalism

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

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</table>

For changes to existing courses:

<table>
<thead>
<tr>
<th>OLD TITLE</th>
<th>SUBJECT CODE/COURSE NO.</th>
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</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>NEW TITLE</th>
<th>SUBJECT CODE/COURSE NO.</th>
<th>CREDITS</th>
</tr>
</thead>
</table>

Summer 2010
DESCRIBE THE REQUESTED COURSE/PROGRAM ACTION (additional pages may be attached if necessary):

This course will focus on building the reporting and writing skills needed to write game review and other video game related news articles. Students will regularly practice writing game related pieces and develop their critical analysis skills through peer review. Students will be expected to learn through practice, peer review, and through review of existing published works.
Topics to be covered include: What is journalism and how does game journalism differ? How do the elements of video games translate to written works and how does one translate game concepts to a general reading audience?

SET FORTH THE RATIONALE FOR THIS PROPOSAL:

This course will play a part in the Game Writing track. This will fill a gap in advanced game criticism from a cultural rather than technology/features perspective. Game journalism is also a viable alternative game-related career.
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
9/10/2012

2. PREPARED BY
Bridget Blodgett

3. DEPARTMENT/DIVISION
Division of Science, Information Arts and Technologies

4. COURSE NUMBER(S) with SUBJECT CODE(S)
COSC 390

5. COURSE TITLE
Game Journalism

6. CREDIT HOURS
3

7. CATALOG DESCRIPTION
Focuses on building the reporting and writing skills needed to write game reviews and other video game-related news articles. Students regularly practice writing game-related pieces and develop their critical analysis skills through peer review; they are expected to learn through practice, peer review and review of existing published works. Topics covered include: What is journalism and how does game journalism differ? How do the elements of video games translate to written works, and how does one translate game concepts to a general reading audience? prerequisite: COSC 320 or equivalent

8. PREREQUISITES
COSC 320 or equivalent.

9. COURSE PURPOSE (how the course is to be used in the curriculum; e.g., required for the major, elective, etc.)
Requirement for the Simulation and Digital Entertainment Program’s Game Writing track.

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

Spring 2012
12. FACULTY QUALIFIED TO TEACH COURSE

Bridget Blodgett, Aaron Oldenburg, Anastasia Salter, Greg Walsh, Brian Doyle

13. CONTENT OUTLINE

Theoretical Content

• What is news? What is good reporting?

• Media Theory

• Format, Copy Editing, AP Style/News writing Style

• The Language of News

• The Body of a News Story

• Basic Elements of Video games and Digital Media

• Selecting and Reporting the News and Basic News Leads

• Interviews, Quotations and Attribution

• Balancing the Narrative and Play Elements of Video Games

• Community developed stories and the role of professional media

• Video games place within the broader culture

• Making game stories make sense to a general audience

• Video games and the Constitution: How does law interact with game journalism

14. LEARNING GOALS

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

• Apply media theory, industry standard rules of style, and an ability to critique to the writing of video game journal reviews and other pieces for both specialized and general audiences.

• Work within a small group to review and critique writing within the game journalism field.

• Demonstrate a working knowledge of the differences between game journalism and other forms of writing.

• Evaluate current journalism pieces for their faithfulness to the material and expression of ideas.

15. ASSESSMENT STRATEGIES

Assessment will include class exercises and group and/or individual production 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, 30 SG

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.