

UNIVERSITY OF BALTIMORE

DOCUMENT N: COURSE AND PROGRAM DEVELOPMENT COVER SHEET

See Course and Program Development Policy and Procedures for Instructions

<b>SCHOOL:</b> LAW <input type="checkbox"/> MSB <input type="checkbox"/> YGCLA <input checked="" type="checkbox"/>	<b>Contact Name:</b> Harmeyer	<b>Phone:</b> x5473
<b>DEPARTMENT / DIVISION:</b> School of Information Arts & Technologies		
<b>SHORT DESCRIPTION OF PROPOSAL</b> (state name of action item 1-20 and course name, code & number / program affected):		
8- New Course – COSC 150 Introduction to Game Design/SDE		
<b>PROPOSED SEMESTER OF IMPLEMENTATION:</b> Fall <input checked="" type="checkbox"/> Spring <input type="checkbox"/> Year: 2007		

<b>Box 1: TYPE OF ACTION</b>	ADD(NEW) <input checked="" type="checkbox"/>	DEACTIVATE <input type="checkbox"/>	MODIFY <input type="checkbox"/>	OTHER <input type="checkbox"/>
<b>Box 2: LEVEL OF ACTION</b>	Non-Credit <input type="checkbox"/>	Undergraduate <input checked="" type="checkbox"/>	Graduate <input type="checkbox"/>	OTHER <input type="checkbox"/>

<b>Box 3: ACTION ITEM</b> (check appropriate boxes)		DOCUMENTS REQUIRED (see box 4 below)	IMPACT REVIEWS (see box 5 on back)	APPROVAL SEQUENCE (see box 6 on back)
<input type="checkbox"/>	1. Experimental Course <sup>1</sup>	NOP	a, c, e	AC
<input type="checkbox"/>	2. Course Title	NO		ABCD
<input type="checkbox"/>	3. Course Credits	NO		ABCD
<input type="checkbox"/>	4. Course Number	NO		ABCD
<input type="checkbox"/>	5. Course Level	NO		ABCD
<input type="checkbox"/>	6. Pre & Co-Requisite	NO		ABCD
<input type="checkbox"/>	7. Course Description	NOP		ABCD
<input checked="" type="checkbox"/>	8. New Course	NOP		ABCDEF
<input type="checkbox"/>	9. Deactivate a Course	NO		ABCDEF
<input type="checkbox"/>	10. Program Requirements	NO	b, c, d, e	ABCDEF
<input type="checkbox"/>	11a. UG Specialization (24 credits or less)	NO	a, b, c, d, e	ABCDEF
<input type="checkbox"/>	11b. Masters Specialization (12 credits or less)	NO	a, b, c, d, e	ABCDEF
<input type="checkbox"/>	11c. Doctoral Specialization (18 credits or less)	NO	a, b, e	ABCDEF
<input type="checkbox"/>	12. Closed Site Program	NOT	e	ABCDHIK
<input type="checkbox"/>	13. Program Suspension <sup>9</sup>	NO,5	a, e	ABCDEGIK
<input type="checkbox"/>	14a. Certificate Program (ug/g) exclusively within existing degree program	NO	a, c, e	ABCDEFHIK
<input type="checkbox"/>	14b. Certificate Program (ug/g) where degree programs do not exist or where courses are selected across degree programs (12 or more credits)	NOQR, 6	a, c, e	ABCDEFHJL
<input type="checkbox"/>	15. Off-Campus Delivery of Existing Program	NO, 4	a, b, c, e	ABCDHIL
<input type="checkbox"/>	16a. UG Concentration (exceeds 24 credit hours)	NO, 5	a, c, d, e	ABCDEFHJL
<input type="checkbox"/>	16b. Masters Concentration (exceeds 12 credit hours)	NO, 5	a, c, d, e	ABCDEFHJL
<input type="checkbox"/>	16c. Doctoral Concentration (exceeds 18 credit hours)	NO, 5	a, c, d, e	ABCDEFHJL
<input type="checkbox"/>	17. Program Title Change	NO, 5	a, c, d, e	ABCDEFHJL
<input type="checkbox"/>	18. Program Termination	NO, 10	d, e	ABCDEFHIK
<input type="checkbox"/>	19. New Degree Program	NOQR, 3,8	a, c, d, e	ABCDEFHJL
<input type="checkbox"/>	20. Other	Varies	Varies	Varies

<b>Box 4: DOCUMENTATION (check boxes of documents included)</b>			
<input type="checkbox"/>	N. This Cover Sheet	<input type="checkbox"/>	Q. Full 5-page MHEC Proposal
<input type="checkbox"/>	O. Summary Proposal	<input type="checkbox"/>	R. Financial Tables (MHEC)
<input type="checkbox"/>	P. Course Definition Document	<input type="checkbox"/>	S. Contract
<input type="checkbox"/>		<input type="checkbox"/>	T. Other

- Approval of experimental course automatically lapses after two offerings unless permanently approved as a new course.
- Codes: a) Library Services (Langsdale or Law) b) Office of Technology Services c) University Relations d) Admissions
- Letter of Intent is required by USM at least 30 days before a full proposal can be submitted. Letter of Intent requires only the approval of the dean and the provost and is forwarded to USM by the Office of the Provost.
- One-page letter to include: Program title & degree/certificate to be awarded; resources requirements; need and demand; similar programs; method of instruction; and oversight and student services (MHEC requirement)
- One-page letter with description and rationale (MHEC requirement)
- One or two-page document that describes: centrality to mission; market demand; curriculum design; adequacy of faculty resources; and assurance program will be supported with existing resources. (MHEC requirement)
- Learning objectives, assessment strategies; fit with UB strategic plan
- Joint Degree Program or Primary Degree Programs require submission of MOU w/ program proposal. (MHEC requirement)
- Temporary suspension of program to examine future direction; time not to exceed two years. No new students admitted during suspension, but currently enrolled students must be given opportunity to satisfy degree requirements.

DOCUMENT N: COURSE AND PROGRAM DEVELOPMENT COVER SHEET (Page 2 of 2)

SCHOOL: LAW <input type="checkbox"/> MSB <input type="checkbox"/> YGCLA <input checked="" type="checkbox"/>
SHORT DESCRIPTION OF PROPOSAL (state name of action item 1-20 and course name, code & number / program affected): 8- New Course – COSC 150 Introduction to Game Design/SDE

10. Provide:
- evidence that the action is consistent with UB mission and can be implemented within the existing program resources of the institution;
  - proposed date after which no new students will be admitted into the program;
  - accommodation of currently enrolled students in the realization of their degree objectives;
  - treatment of all tenured and non-tenured faculty and other staff in the affected program;
  - reallocation of funds from the budget of the affected program; and
  - existence at other state public institutions of programs to which to redirect students who might have enrolled in the program proposed for abolition.
11. University Council *review* (for a 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.

Box 5: IMPACT REVIEW	N/A	SIGNATURES (see procedures for authorized signers)	DATE
a. Library <input checked="" type="checkbox"/> No impact <input type="checkbox"/> Impact statement attached		Director or designee: <i>Stephen Peter Lubash</i>	12/6/06
b. OTS <input type="checkbox"/> No impact <input type="checkbox"/> Impact statement attached		CIO or designee:	
c. University Relations <input type="checkbox"/> No impact <input checked="" type="checkbox"/> Impact statement attached		Director or designee: <i>Catherine Steedman</i>	12-6-06
d. Admissions <i>see UR's</i> <input type="checkbox"/> No impact <input checked="" type="checkbox"/> Impact statement attached		Director or designee: <i>Jan H. H.</i>	12.6.06
e. Records <input checked="" type="checkbox"/> No impact <input type="checkbox"/> Impact statement attached		Registrar or designee: <i>J. Shou</i>	12-6-06

Box 6: APPROVAL SEQUENCE	APPROVAL SIGNATURES	DATE
A. Department / Division	Chair: <i>Nancy Kaplan</i>	12/07/06
B. Final faculty review body within each School	Chair: <i>Margaret J. Gottlieb</i>	12/18/06
C. College Dean	Dean: <i>Ray W. Turner</i>	1/3/07
D. Provost and Senior Vice President for Academic Affairs	Provost: <i>Arden M. Ford</i>	1/18/07
E. Curriculum Review Committee (UFS subcommittee)	Chair:	
F. University Faculty Senate (UFS option)	Chair:	
G. University Council (see # 11 above)	Chair:	
H. President	President:	
I. Board of Regents – notification only		
J. Board of Regents – approval		
K. MHEC – notification only		
L. MHEC – approval		
M. Middle States Association notification	Required only if the mission of the University is changed by the action	

**DOCUMENT O: SUMMARY PROPOSAL**

See Course and Program Development Policy and Procedures for Instructions

<b>SCHOOL:</b> LAW <input type="checkbox"/> MSB <input type="checkbox"/> YGCLA <input checked="" type="checkbox"/>	<b>Contact Name:</b> Harmeyer	<b>Phone:</b> 5473
<b>DEPARTMENT / DIVISION:</b> School of Information Arts & Technologies		
<b>SHORT DESCRIPTION OF PROPOSAL</b> action item 8, SDE Program, Add new course COSC 150 Introduction to Game Design		
<b>PROPOSED SEMESTER OF IMPLEMENTATION:</b> Fall <input checked="" type="checkbox"/> Spring <input type="checkbox"/> Year: 2007		

O-1: Briefly describe what is being requested:

Add a new course, Introduction to Game Design. This course provides an introduction to multimedia authoring, a current prerequisite for entering the SDE program.

For new courses or changes in existing courses (needed by Registrar)

<b>OLD Title:</b>	<b>Course # / HEGIS Code:</b>	<b>Credits:</b>
<b>NEW Title:</b> Introduction to Game Design	<b>Course # / HEGIS Code:</b> COSC 150	<b>Credits:</b> 3

O-2: Set forth the rationale for the proposal:

The SDE program has developed five articulation programs with five community colleges in the state and two more are under development. These programs provide the first two years of a rigorous SDE program for transfer students. Students who have transferred to the program and have not had such a preparation are required to take four courses before beginning the core for SDE here at UB. The four courses include an introductory multimedia authoring course, a 2-D graphics course, a 3-D graphics course, and technical writing. This course provides the introductory multimedia authoring course content.

In addition we hope that this course will provide a technology elective, and a recruitment tool for the SDE program for students who have not yet selected a major field of study.

## **Document P: Required Format for Course Definition Document**

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Issued by: Wim Wiewel, Provost and Senior Vice President for Academic Affairs  
Effective Date: September 14, 2006  
Reviewed by: University Faculty Senate

Include in your course definition items one through 15 using as much space as needed.

1. Date Prepared 11/10/06
2. Prepared by Kathleen Harmeyer
3. Department SIAT
4. Course Number(s), including HEGIS code(s) COSC 150
5. Course Title Introduction to Game Design
6. Credit Hours 3
7. Catalog Description (Paragraph should reflect general aims and nature of the course)  
Examines the use of computer technology to produce computer games and create interactive educational and training materials; covers beginning concepts in screen design, animation, and scripting. NOTE: Additional lab time outside of class may be required to complete course projects.
8. Prerequisites NONE
9. Faculty qualified to teach course Stuart Moulthrop; Kathleen Harmeyer
10. Course Type / Component ( clinical, continuance, discussion, field studies, independent study, laboratory, lecture, seminar, supervision, thesis research, workshop) Lecture
11. Suggested approximate class size 24
12. Content Outline
  - A. Overview of Games
    - i. Gameplay
    - ii. Game Experience
  - B. Evolution of Video and Computer Games
    - i. History of Games
    - ii. Key Contributions to Games
  - C. Game Components
    - i. Story, Characters, Non-Playing Characters, Game Play
    - ii. Graphics, Audio, Video, Interactions
    - iii. Usability
  - D. Serious Games
    - i. Learning Games
    - ii. Simulations
  - E. The Game Development Team
    - i. Producers
    - ii. Designers
    - iii. Graphics and Audio Artists
    - iv. Programmers, Scripters
    - v. Support Team

- F. Game Development Process
    - i. Concept and Preproduction
    - ii. Production and Post-release
  - G. The Business of Game Development,
    - i. Current Gaming Trends
    - ii. Future of Game Development
  - H. Game Engines for Level Development
    - i. Genre Based Engines
    - ii. Open Ended Game Development Environments
13. Learning Goals
- A. Students will be able to
    - i. Create multimedia based computer games using a modding tool..
    - ii. Distinguish between genres of games and determine an appropriate tool for development of each of these types of games .
    - iii. Participate in a team to design a new level for a commercially available game engine.
    - iv. Research and prepare a review of a particular computer game.
14. Assessment Strategies
- A. Students will create a new level for an existing popular game from its game engine.
    - i. Critical assessment will include
      - 1. design of an original game level
      - 2. appropriate selection of an engine for the game level
      - 3. implementation of new game level
  - B. Students will select a game and present it to the class.
    - i. Critical assessment will include reporting of
      - 1. game's location in historical context
      - 2. game's components
      - 3. development team participants
15. Suggested Text(s) and Materials (example: textbooks, equipment, software, etc.)
- A. Textbook
 

Introduction to Video Game Design and Development with Student CD, 1st Edition  
Joseph Saulter, American Intercontinental University  
Soft cover, McGraw Hill  
©2007, ISBN 0073294020
  - B. Software (Available in SDE computer lab. Students may wish to own a copy.)
    - i. NeverWinterNights
    - ii. Unreal Tournament
    - iii. XNA Game Studio Express

## Impact Statement From the Office of University Relations

These changes could potentially affect the undergraduate and graduate catalogs—which the Office of University Relations currently manages and produces—as well as other recruitment publications that contain this type of specific academic material. The timing of the final approval for these changes will be a determining factor in our ability to incorporate the new information in a timely fashion in any related materials that are on our production schedule.