

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 160 Graphics for Game Design /SDE		
<b>PROPOSED SEMESTER OF IMPLEMENTATION:</b> Fall <input type="checkbox"/> Spring <input checked="" type="checkbox"/> Year: 2008		

<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)	<b>DOCUMENTS REQUIRED</b> (see box 4 below)	<b>IMPACT REVIEWS</b> (see box 5 on back)	<b>APPROVAL SEQUENCE</b> (see box 6 on back)
1. Experimental Course <sup>1</sup>	NOP	a, c, e	AC
2. Course Title	NO		ABCD
3. Course Credits	NO		ABCD
4. Course Number	NO		ABCD
5. Course Level	NO		ABCD
6. Pre & Co-Requisite	NO		ABCD
7. Course Description	NOP		ABCD
<input checked="" type="checkbox"/> 8. New Course	NOP		ABCDEF
9. Deactivate a Course	NO		ABCDEF
10. Program Requirements	NO	b, c, d, e	ABCDEF
11a. UG Specialization (24 credits or less)	NO	a, b, c, d, e	ABCDEF
11b. Masters Specialization (12 credits or less)	NO	a, b, c, d, e	ABCDEF
11c. Doctoral Specialization (18 credits or less)	NO	a, b, e	ABCDEF
12. Closed Site Program	NOT	e	ABCDHIK
13. Program Suspension <sup>9</sup>	NO,5	a, e	ABCDEGIK
14a. Certificate Program (ug/g) exclusively within existing degree program	NO	a, c, e	ABCDEFHIK
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
15. Off-Campus Delivery of Existing Program	NO, 4	a, b, c, e	ABCDHIL
16a. UG Concentration (exceeds 24 credit hours)	NO, 5	a, c, d, e	ABCDEFHJL
16b. Masters Concentration (exceeds 12 credit hours)	NO, 5	a, c, d, e	ABCDEFHJL
16c. Doctoral Concentration (exceeds 18 credit hours)	NO, 5	a, c, d, e	ABCDEFHJL
17. Program Title Change	NO, 5	a, c, d, e	ABCDEFHJL
18. Program Termination	NO, 10	d, e	ABCDEFHIK
19. New Degree Program	NOQR, 3,8	a, c, d, e	ABCDEFHJL
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"/>	<input type="checkbox"/> T. Other
<input type="checkbox"/> O. Summary Proposal	<input type="checkbox"/> R. Financial Tables (MHEC)	<input type="checkbox"/>	
<input type="checkbox"/> P. Course Definition Document	<input type="checkbox"/> S. Contract	<input type="checkbox"/>	

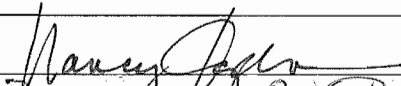

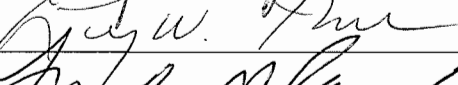


- Approval of experimental course automatically lapses after two offerings unless permanently approved as a new course.
- Codes: a) Library Services (Langsdale or Law) b) Office of Technology Services c) University Relations d) Admissions
- Letter of Intent is required by USM at least 30 days before 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)**

<b>SCHOOL:</b> LAW <input type="checkbox"/> MSB <input type="checkbox"/> YGCLA <input checked="" type="checkbox"/>
<b>SHORT DESCRIPTION OF PROPOSAL</b> (state name of action item 1-20 and course name, code & number / program affected):
8- New Course – COSC 160 Graphics for Game Design/SDE

10. Provide:
- a. evidence that the action is consistent with UB mission and can be implemented within the existing program resources of the institution.
  - b. proposed date after which no new students will be admitted into the program;
  - c. accommodation of currently enrolled students in the realization of their degree objectives;
  - d. treatment of all tenured and non-tenured faculty and other staff in the affected program;
  - e. reallocation of funds from the budget of the affected program; and
  - f. 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: 	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: 	12-6-06
d. Admissions <input type="checkbox"/> No impact <input checked="" type="checkbox"/> Impact statement attached	see UR	Director or designee: 	12.6.06
e. Records <input checked="" type="checkbox"/> No impact <input type="checkbox"/> Impact statement attached		Registrar or designee: 	12/6/06

Box 6: APPROVAL SEQUENCE	APPROVAL SIGNATURES	DATE
A. Department / Division	Chair: 	12/07/06
B. Final faculty review body within each School	Chair: 	12/18/06
C. College Dean	Dean: 	1/5/07
D. Provost and Senior Vice President for Academic Affairs	Provost: 	1/18/07
E. Curriculum Review Committee (UFS subcommittee)	Chair: 	1/23/07
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 160 Graphics for Game Design		
<b>PROPOSED SEMESTER OF IMPLEMENTATION:</b> Fall <input type="checkbox"/> Spring <input checked="" type="checkbox"/> Year: 2008		

O-1: Briefly describe what is being requested:

Add a new course, Graphics for Game Design. This course provides an introduction to 2-D graphics and industry level software packages used to generate and edit them. This is 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> Graphics for Game Design	<b>Course # / HEGIS Code:</b> COSC 160	<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 2-D graphics course content.

Similar but expanded content is available in two courses being designed for CMAT. However, the CMAT courses are more print related than SDE students require and spans two 3 credit courses. This course will provide the basis required for developing 2-D games in one semester.

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

---

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 11/24/06
2. Prepared by Kathleen Harmeyer
3. Department SIAT
4. Course Number(s), including HEGIS code(s) COSC 160
5. Course Title Graphics for 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 Graphics in Games
  - B. Drawing Techniques
    - i. Pencil and Paper Drawing
    - ii. Scanning into a Image Processor
  - C. Thumbnails and Storyboards
    - i. Drawing Game Environments
    - ii. Drawing Characters
  - D. Image Processors
    - i. Raster images
    - ii. Vector images
    - iii. Compression Technologies
  - E. 2D Animation
    - i. Object motion
    - ii. Morphs
    - iii. Cellular animation
    - iv. Advanced Techniques in Animation
13. Learning Goals
  - A. Create new graphics and modify existing for use in computer games
  - B. Use 2D animation techniques to provide characters for games

- C. Apply the appropriate file compression/decompression algorithms
  - D. Balance graphics file size with asset quality
14. Assessment Strategies
- A. Students will create a 2D graphic and use it in a computer game.
    - i. Critical assessment will include
      - 1. design an original graphic
      - 2. select an appropriate compression technology
      - 3. maximize graphic quality while minimizing file size
      - 4. integrate graphic into a computer game (development of the game is not a requirement).
15. Suggested Text(s) and Materials (example: textbooks, equipment, software, etc.)
- A. Textbooks
    - Basic Drawing for Games*, Les Pardew, Thomson Learning, Course Technology  
ISBN: 1-59200-951-4 © 2006
    - Animating with Flash 8: Creative Animation Techniques*, Alex Michael, Focal Press; Book & CD-Rom edition (July 24, 2006), ISBN: 0240519663
  - B. Software (Available in SDE computer lab. Students may wish to own a copy)
    - i. Adobe PhotoShop or Adobe Fireworks
    - ii. Adobe Illustrator
    - iii. Adobe Flash

## 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.