

DOCUMENT N: COURSE AND PROGRAM DEVELOPMENT COVER SHEET

See Course and Program Development Policy and Procedures for Instructions

SCHOOL: LAW <input type="checkbox"/> MSB <input type="checkbox"/> YGCLA <input checked="" type="checkbox"/>	Contact Name: Stuart Moulthrop	Phone: 5301
DEPARTMENT / DIVISION: Information Arts and Technologies		
SHORT DESCRIPTION OF PROPOSAL (State Document N action item from Box 3 below and program name OR course name, code, & number as applicable): Action Item 8: New Course; COSC 407: Social Media and Games		
PROPOSED SEMESTER OF IMPLEMENTATION: Fall <input checked="" type="checkbox"/> Spring <input type="checkbox"/> Year: 2010		

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

Box 3: ACTION ITEM (check appropriate boxes)		DOCUMENTS REQUIRED (see box 4 below)	IMPACT REVIEWS (see box 5 on back)	APPROVAL SEQUENCE (see box 6 on back)
	1. Experimental Course ¹	N, O, P	a, c, e	AC
	2. Course Title	N, O		ABCD
	3. Course Credits	N, O, (P)		ABCD
	4. Course Number	N, O		ABCD
	5. Course Level	N, O		ABCD
	6. Pre & Co-Requisite	N, O		ABCD
	7. Course Description	N, O, P		ABCDEF
X	8. New Course	N, O, P		ABCDEF
	9. Deactivate a Course	N, O		ABCDEF
	10. Program Requirements	N, O	(b, c, d, e)	ABCDEF
	11a. UG Specialization (24 credits or less)	N, O	a, b, c, d, e	ABCDEF
	11b. Masters Specialization (12 credits or less)	N, O	a, b, c, d, e	ABCDEF
	11c. Doctoral Specialization (18 credits or less)	N, O	a, b, e	ABCDEF
	12. Minor (add or delete)	N, O	a, b, c, d, e	ABCDEF
	13. Closed Site Program	N, O	e	ABCDHIK
	14. Program Suspension	N, O, S	a, e	ABCDEFGIK
	15. Program Reactivation	N, O		
	16a. Certificate Program (ug/g) exclusively within existing degree program	N, O	a, c, e	ABCDEFHIK
	16b. Certificate Program (ug/g) where degree programs do not exist or where courses are selected across degree programs (12 or more credits)	N, O, Q, R, S	a, c, e	ABCDEFHJL
	17. Off-Campus Delivery of Existing Program	N, O, S	a, b, c, e	ABCDHIL
	18a. UG Concentration (exceeds 24 credit hrs)	N, O, S	a, c, d, e	ABCDEFHJL
	18b. Masters Concentration (exceeds 12 credit hrs)	N, O, S	a, c, d, e	ABCDEFHJL
	18c. Doctoral Concentration (exceeds 18 credit hrs)	N, O, S	a, c, d, e	ABCDEFHJL
	19. Program Title Change	N, O, S	a, c, d, e	ABCDEFHJL
	20. Program Termination ²	N, O, S	d, e	ABCDEFHJL
	21. New Degree Program ³ ,	N, O, Q, R, S	a, c, d, e	ABCDEFHJL
	22. Other	Varies	Varies	Varies

Box 4: DOCUMENTATION (check boxes of documents included)			
X	N. This Cover Sheet	Q. Full 5-page MHEC Proposal	T. Other
X	O. Summary Proposal	R. Financial Tables (MHEC)	
X	P. Course Definition Document	S. Other documents as may be required by MHEC/ USM. See http://www.ubalt.edu/downloads/program_approval_Grid-USM-10-07.doc	

¹ Approval of experimental course automatically lapses after two offerings unless permanently approved as a new course.

² See USM Policy on the Review and Abolition of Academic Programs (<http://www.usmd.edu/regents/bylaws/Section11/111702.html>) for list of information that must be provided for this action.

³ 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.

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"/>	Contact Name: Stuart Moulthrop	Phone: 5301
DEPARTMENT / DIVISION:			
SHORT DESCRIPTION OF PROPOSAL (State Document N action item from Box 3 and program name OR course name, code, & number as applicable): Action Item 8: New Course; COSC 407: Social Media and Games			
PROPOSED SEMESTER OF IMPLEMENTATION: Fall <input checked="" type="checkbox"/> Spring <input type="checkbox"/> Year: 2010			

Box 5: IMPACT REVIEW	SIGNATURES (see procedures for authorized signers)	DATE
a. Library <input type="checkbox"/> No impact <input type="checkbox"/> Impact statement attached	Director or designee:	
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 type="checkbox"/> Impact statement attached	Director or designee:	
d. Admissions <input type="checkbox"/> No impact <input type="checkbox"/> Impact statement attached	Director or designee:	
e. Records <input type="checkbox"/> No impact <input type="checkbox"/> Impact statement attached	Registrar or designee:	

Box 6: APPROVAL SEQUENCE	APPROVAL SIGNATURES	DATE
A. Department / Division	Chair: <i>Nancy Jones</i>	8/19/09
B. General Education (as required for #7, #8)	<i>Not submitted to this ed.</i>	
C. Final faculty review body within each School	Chair: <i>Margaret J. Tallhart</i>	9/28/09
D. College Dean	Dean: <i>John W. ...</i>	9/29/09
E. Provost and Senior Vice President for Academic Affairs	Provost: <i>Mark C. ... Joseph Wood</i>	10/6/09
F. Curriculum Review Committee (UFS subcommittee)	Chair: <i>C. Swartz</i>	10-7-09
G. University Faculty Senate (UFS option)	Chair:	
H. University Council ⁴	Chair:	
I. President	President:	
J. Board of Regents – notification only		
K. Board of Regents – approval		
L. MHEC – notification only		
M. MHEC – approval		
N. Middle States Association notification	Required only if the mission of the University is changed by the action	

⁴ 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.

UNIVERSITY OF BALTIMORE

DOCUMENT O: SUMMARY PROPOSAL

See Course and Program Development Policy and Procedures for Instructions

SCHOOL: LAW <input type="checkbox"/> MSB <input type="checkbox"/> YGCLA <input checked="" type="checkbox"/>	Contact Name: Stuart Moulthrop	Phone: 5301
DEPARTMENT / DIVISION: Information Arts and Technologies		
SHORT DESCRIPTION OF PROPOSAL (state action item 1-23 and course name & number or program affected):		
Action Item 8: New Course; COSC 407: Social Media and Games		
PROPOSED SEMESTER OF IMPLEMENTATION: Fall <input checked="" type="checkbox"/> Spring <input type="checkbox"/> Year: 2010		

O-1: Briefly describe what is being requested:

We are proposing a new course, COSC 407: Social Media and Games, which will fulfill a core requirement in the B.S. in Simulation and Digital Entertainment (SDE). (See separate Forms N and O for proposed changes to major requirements.)

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

OLD Title:	Course # / HEGIS Code:	Credits:
NEW Title: Social Media and Games	Course # / HEGIS Code: COSC 407	Credits: 3

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

Many games and simulations constitute powerful examples of *social media* -- systems designed for common use and collaboration. At the same time, non-game social media play an increasingly important role in promotion and reception of interactive products. By studying how social media are designed and applied, SDE students will add a crucial dimension to their professional development.

Document P

1. Date Prepared: August 21, 2009
2. Prepared by: Stuart Moulthrop
3. Department: School of Information Arts and Technologies
4. Course Number: COSC 407
5. Course Title: Social Media and Games
6. Credit Hours: 3
7. Catalog Description: Examines games and simulations as systems designed for common use and collaboration, and the ways non-game social media can promote markets for digital entertainment. Theoretical approaches are compared to current implementations, and tested in one or more limited practical experiments.
8. Prerequisites: None
9. Course Purpose: Core Requirement for B.S. in Simulation and Digital Entertainment
10. General Education Area, if Applicable: N/A
11. Course Type: Lecture
12. Faculty Qualified to Teach: Austin, Moulthrop, Oldenburg
13. Content Outline: Features and emphasis of the class will vary as the field evolves, but the course will treat topics listed below.

TOPICS

What is meant by *social media*?

How should multi-user systems be studied?

History of collaborative information systems

History of social media

History of multi-player games

The cultural place of social games

Computer games as a social medium

Games and (their) communities

Convergence of consumption and production in contemporary media

Economic effects of modern communications networks

Commercial and rhetorical strategies using social media
Art and entertainment across media

14. Learning Goals:

By the end of the course, each student should be able to:

- (1) critique existing promotional/rhetorical strategies that use social media;
- (2) propose effective social-media strategies to promote interactive products;
- (3) analyze major trends in the history and current development of social media;
- (4) apply social media concepts and practices to design of games or interactive software;

15. Assessment Strategies:

Appropriate methods of student assessment include short quizzes, essays, class presentations, and small-scale software development projects (proofs-of-concept).

16. Text(s) and Materials:

Appropriate texts may include:

Jenkins, H. 2007 *Convergence Culture: Where Old and New Media Collide*. MIT Press.

Walker-Rettberg, J. 2008 *Blogging*. Routledge.

Li, C. and C. Bernoff 2008 *Groundswell: Winning in a World Transformed by Social Technologies*. Harvard Business School Press.

Anderson, C. 2006 *The Long Tail*. Hyperion.

17. Suggested Class Size: 24

18. Lab Fee: Required