DOCUMENT N: COURSE AND PROGRAM DEVELOPMENT COVER SHEET
See Course and Program Development Policy and Procedures for Instructions

SCHOOL: LAW ❑ MSB ❑ YGCLA X **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 440: Frontiers of Game Design

PROPOSED SEMESTER OF IMPLEMENTATION: Fall X   Spring ❑   Year: 2010

Box 1: TYPE OF ACTION ADD(NEW) X DEACTIVATE ❑ MODIFY ❑ OTHER ❑	
Box 2: LEVEL OF ACTION Non-Credit ❑ Undergraduate X Graduate ❑ OTHER ❑	

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	ABCDEFGHJL
	18b. Masters Concentration (exceeds 12 credit hrs)	N, O,S	a, c, d, e	ABCDEFGHJL
	18c. Doctoral Concentration (exceeds 18 credit hrs)	N, O,S	a, c, d, e	ABCDEFGHJL
	19. Program Title Change	N, O,S	a, c, d, e	ABCDEFGHJL
	20. Program Termination [2]	N, O,S	d, e	ABCDEFGHIK
	21. New Degree Program [3],	N, O, Q, R, S	a, c, d, e	ABCDEFGHJL
	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/SectionIII/III702.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.

SCHOOL:	LAW ❑	MSB ❑	YGCLA X	**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 440: Frontiers of Game Design

PROPOSED SEMESTER OF IMPLEMENTATION: Fall X   Spring ❑   Year: 2010

Box 5: IMPACT REVIEW	SIGNATURES (see procedures for authorized signers)	DATE
a. Library ❑ No impact ❑ Impact statement attached	Director or designee:	
b. OTS ❑ No impact ❑ Impact statement attached	CIO or designee:	
c. University Relations ❑ No impact ❑ Impact statement attached	Director or designee:	
d. Admissions ❑ No impact ❑ Impact statement attached	Director or designee:	
e. Records ❑ No impact ❑ Impact statement attached	Registrar or designee:	

Box 6: APPROVAL SEQUENCE	APPROVAL SIGNATURES	DATE
A. Department / Division	Chair: *Nancy Mr*	8/19/09
B. General Education (as required for #7, #8)	*Not Submitted for Gen. Ed.*	
C. Final faculty review body within each School	Chair: *Margaret J. Potthast*	9/28/09
D. College Dean	Dean: *Lamy W. Mr*	9/29/09
E. Provost and Senior Vice President for Academic Affairs	Provost: *Mark Wel. for Joseph Wood*	10/1/09
F. Curriculum Review Committee (UFS subcommittee)	Chair: *C.R.Swartz*	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.

DOCUMENT O: SUMMARY PROPOSAL
See Course and Program Development Policy and Procedures for Instructions

SCHOOL: LAW ❑ MSB ❑ YGCLA X	**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 440: Frontiers of Game Design
PROPOSED SEMESTER OF IMPLEMENTATION: Fall X   Spring ❑   Year: 2010

O-1: Briefly describe what is being requested:

We are proposing a new course, COSC 440: Frontiers of Game Design, 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: Frontiers of Game Design	Course # / HEGIS Code: COSC 440	Credits: 3

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

Recent developments in tools and platforms have accelerated the already rapid pace of change in computer game design. This course will focus on one or more emerging technologies or practices likely to influence the development of games and their markets in the near-to-medium term. By investigating and experimenting with new approaches, students will be better able to propose innovation, either within existing concerns, or in original, independent ventures.

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 440

5.   Course Title: Frontiers of Game Design

6.   Credit Hours: 3

7.   Catalog Description: Focuses on one or more emerging technologies or practices likely to shape the video game industry in the next 3-5 years. Students both investigate the history and rationale of the innovation, and develop practical experiments or proofs-of-concept indicating possible applications.

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 necessarily vary, but the course will treat topics listed below.

> TOPICS
> What forces shape innovation in the design of games and interactive software?
> What forces constrain or retard innovation in this field?
> How do game designers adapt creative concepts to changing technology?
> What constitutes a useful proof of concept?
> What are the best ways to become informed about emerging technologies?
> How can designers rapidly acquire understanding of new techniques and concepts?
> How can video games depart from current forms, conventions, and genres?
> What are the limits of game design?

14.   Learning Goals:

By the end of the course, each student should be able to:
(1) Analyze the creative impact of one or more emerging technologies or practices;
(2) Evaluate emerging technologies or practices as potential sources of innovation;
(3) Apply innovative strategies and methods to the design of original computer games;
(4) Develop and present an effective proof-of-concept for some significant innovation in game design.

15. Assessment Strategies:
Appropriate methods of student assessment include short quizzes, essays, class presentations, and software development projects (proofs-of-concept) of limited but significant scope.

16. Text(s) and Materials:
Appropriate texts may include:
Montfort, N. and I. Bogost. 2008 *Racing the Beam: The Atari 2600 Video Game Platform*. MIT Press.

DeMaria, R. 2007. *Reset: Changing the Way We Look at Video Games*. Berret-Koehler.

Hohmann, L. 2006. *Innovation Games: Creating Breakthrough Products Through Collaborative Play*. Addison-Wesley.

Glass, R. 2006. *Software Creativity 2.0*. Developer Books.

17. Suggested Class Size: 24

18. Lab Fee: Required