

**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> Stuart Moulthrop	<b>Phone:</b> 5301
<b>DEPARTMENT / DIVISION:</b> Information Arts and Technologies		
<b>SHORT DESCRIPTION OF PROPOSAL</b> (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 469: Game Development Project I		
<b>PROPOSED SEMESTER OF IMPLEMENTATION:</b> Fall <input checked="" type="checkbox"/> Spring <input type="checkbox"/> Year: 2010		

<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)
	1. Experimental Course <sup>1</sup>	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. <b>New Course</b>	<b>N, O, P</b>		<b>ABCDEF</b>
	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 <sup>2</sup>	N, O, S	d, e	ABCDEFHJK
	21. New Degree Program <sup>3</sup>	N, O, Q, R, S	a, c, d, e	ABCDEFHJL
	22. Other	Varies	Varies	Varies

<b>Box 4: DOCUMENTATION (check boxes of documents included)</b>				
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 <a href="http://www.ubalt.edu/downloads/program_approval_Grid-USM-10-07.doc">http://www.ubalt.edu/downloads/program_approval_Grid-USM-10-07.doc</a>	

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

<sup>2</sup> See USM Policy on the Review and Abolition of Academic Programs (<http://www.usmd.edu/regents/bylaws/SectionIII/11702.html>) for list of information that must be provided for this action.

<sup>3</sup> 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)**

<b>SCHOOL:</b> LAW <input type="checkbox"/> MSB <input type="checkbox"/> YGCLA X <b>Contact Name:</b> Stuart Moulthrop <b>Phone:</b> 5301
<b>DEPARTMENT / DIVISION:</b>
<b>SHORT DESCRIPTION OF PROPOSAL</b> (State Document N action item from Box 3 and program name OR course name, code, & number as applicable): Action Item 8: New Course; COSC 469: Game Development Project I
<b>PROPOSED SEMESTER OF IMPLEMENTATION:</b> Fall X Spring <input type="checkbox"/> Year: 2010

<b>Box 5: IMPACT REVIEW</b>	<b>SIGNATURES</b> (see procedures for authorized signers)	<b>DATE</b>
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:	

<b>Box 6: APPROVAL SEQUENCE</b>	<b>APPROVAL SIGNATURES</b>	<b>DATE</b>
A. Department / Division	Chair: <i>Nancy J. [Signature]</i>	8/19/09
B. General Education (as required for #7, #8)	<i>Not submitted for review.</i>	
C. Final faculty review body within each School	Chair: <i>Margaret J. Pothout</i>	9/28/09
D. College Dean	Dean: <i>Larry W. [Signature]</i>	9/29/09
E. Provost and Senior Vice President for Academic Affairs	Provost: <i>Joseph Wood</i>	10/1/09
F. Curriculum Review Committee (UFS subcommittee)	Chair: <i>[Signature]</i>	10-7-09
G. University Faculty Senate (UFS option)	Chair:	
H. University Council <sup>4</sup>	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	

<sup>4</sup> 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

<b>SCHOOL:</b> LAW <input type="checkbox"/> MSB <input type="checkbox"/> YGCLA <input checked="" type="checkbox"/>	<b>Contact Name:</b> Stuart Moulthrop	<b>Phone:</b> 5301
<b>DEPARTMENT / DIVISION:</b> Information Arts and Technologies		
<b>SHORT DESCRIPTION OF PROPOSAL</b> (state action item 1-23 and course name & number or program affected):		
Action Item 8: New Course; COSC 469: Game Development Project I		
<b>PROPOSED SEMESTER OF IMPLEMENTATION:</b> 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 469, Game Development Project I, 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.)

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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> Game Development Project I	<b>Course # / HEGIS Code:</b> COSC 469	<b>Credits:</b> 3

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

This course extends the capstone experience in SDE to two semesters, affording students a better opportunity to produce extensive, complete projects, some of which may be destined for independent market release. Unlike the course it replaces in the SDE core (COSC 450, Practicum), COSC 469 concentrates on in-house projects originated by students. (COSC 450 will remain in the potential course offerings as an elective.)

## **Document P**

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1. Date Prepared: August 21, 2009
2. Prepared by: Stuart Moulthrop
3. Department: School of Information Arts and Technologies
4. Course Number: COSC 469
5. Course Title: Game Development Project I
6. Credit Hours: 3
7. Catalog Description: Constitutes the first part of the capstone experience in Simulation and Digital Entertainment. Students work through design assignments to practice project management and team coordination. They also research and propose individual project concepts, some of which are selected for group development as the final course project, and for further work in Game Development Project II.
8. Prerequisites: SDE major with senior status.
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 will vary with instructor, but the course will address these primary topics.

### TOPICS

Researching game concepts  
Understanding innovation and discovery  
Representing and promoting project ideas  
Determining viable project scope  
Organizing and planning production  
Coordinating collaborative work  
Introduction to production management tools for software development  
Testing and refining game designs  
Effective demonstration of work in progress

## Analyzing and incorporating critique

14. **Learning Goals:**  
By the end of the course, each student should be able to:
  - (1) formulate an original design concept for a game or other interactive software project;
  - (2) analyze project ideas for feasibility and potential value;
  - (3) present effective critiques of peer work;
  - (4) participate effectively in collaborative software development;
  - (5) present concepts and work-in-progress clearly and persuasively;
  - (6) analyze and incorporate critique of concepts and implementation.
  
15. **Assessment Strategies:**  
Appropriate methods of student assessment include oral presentations (especially software demonstrations), game design documents, research reports (white papers), and model or preliminary development projects.
  
16. **Text(s) and Materials:**  
Appropriate texts include:  
Hight, J. and J. Novak 2007 *Game Development Essentials: Project Management*. Delmar Cengage Learning.  
  
Pedersen, R. 2009 *Game Design Foundations, Second Edition*. Jones and Bartlett.  
  
Fullerton, T. et al. 2004 *Game Design Workshop: Designing, Prototyping, and Playtesting Games*. CMP Books.
  
17. **Suggested Class Size: 24**
  
10. **Lab Fee: Required**