

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: x5301 |
| DEPARTMENT / DIVISION: Information Arts and Technologies | | |
| SHORT DESCRIPTION OF PROPOSAL (state name of action item 1-20 and course name, code & number / program affected): | | |
| ACTION ITEM 10: REVISE CORE CURRICULUM REQUIREMENTS FOR B.S. IN SIMULATION AND DIGITAL ENTERTAINMENT | | |
| PROPOSED SEMESTER OF IMPLEMENTATION: Fall <input checked="" type="checkbox"/> Spring <input type="checkbox"/> Year: 2010 | | |

| | | | | |
|-------------------------------|-------------------------------------|---|--|--------------------------------|
| Box 1: TYPE OF ACTION | ADD(NEW) <input type="checkbox"/> | DEACTIVATE <input type="checkbox"/> | MODIFY <input checked="" 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 | 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 | | ABCDEF |
| 8. New Course | NOP | | ABCDEF |
| 9. Deactivate a Course | NO | | ABCDEF |
| <input checked="" type="checkbox"/> 10. Program Requirements | NO | a, 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 ⁹ | 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 | ABCDEFGHJL |
| 16b. Masters Concentration (exceeds 12 credit hours) | NO, 5 | a, c, d, e | ABCDEFGHJL |
| 16c. Doctoral Concentration (exceeds 18 credit hours) | NO, 5 | a, c, d, e | ABCDEFGHJL |
| 17. Program Title Change | NO, 5 | a, c, d, e | ABCDEFGHJL |
| 18. Program Termination | NO, 10 | d, e | ABCDEFGHIK |
| 19. New Degree Program | NOQR, 3,8 | a, c, d, e | ABCDEFGHJL |
| 20. Other | Varies | Varies | Varies |

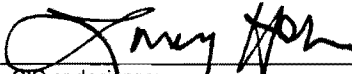
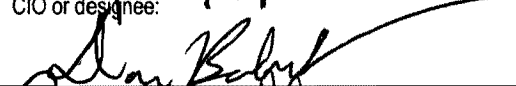



| Box 4: DOCUMENTATION (check boxes of documents included) | | | |
|--|--------------------------|---|-----------------------------------|
| <input checked="" type="checkbox"/> N. This Cover Sheet | <input type="checkbox"/> | <input type="checkbox"/> Q. Full 5-page MHEC Proposal | <input type="checkbox"/>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

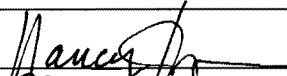

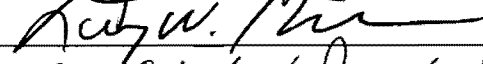
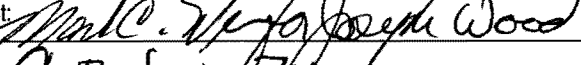

- Approval of experimental course automatically lapses after two offerings unless permanently approved as a new course.
- Codes: a) Library Services (Langsdale or Law) b) Office of Technology Services c) University Relations d) Admissions
- Letter of Intent is required by USM at least 30 days before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

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| 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): |
| ACTION ITEM 10: REVISE CORE CURRICULUM REQUIREMENTS FOR B.S. IN SIMULATION AND DIGITAL ENTERTAINMENT |

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 | SIGNATURES (see procedures for authorized signers) | DATE |
|---|---|---------|
| a. Library <input checked="" type="checkbox"/> No impact <input type="checkbox"/> Impact statement attached | Director or designee:  | 8/18/09 |
| b. OTS <input checked="" type="checkbox"/> No impact <input type="checkbox"/> Impact statement attached | CIO or designee:  | 8/21/09 |
| c. University Relations <input type="checkbox"/> No impact <input checked="" type="checkbox"/> Impact statement attached | Director or designee:  | 8/19/08 |
| d. Admissions <input checked="" type="checkbox"/> No impact <input type="checkbox"/> Impact statement attached | Director or designee:  | 8/18/07 |
| e. Records <input checked="" type="checkbox"/> No impact <input type="checkbox"/> Impact statement attached | Registrar or designee:  | 8/18/05 |

| Box 6: APPROVAL SEQUENCE | APPROVAL SIGNATURES | DATE |
|---|---|---------|
| A. Department / Division | Chair:  | 8/18/09 |
| B. Final faculty review body within each School | Chair:  | 9/28/09 |
| C. College Dean | Dean:  | 9/29/09 |
| D. Provost and Senior Vice President for Academic Affairs | Provost:  | 10/6/09 |
| E. Curriculum Review Committee (UFS subcommittee) | Chair:  | 10-7-09 |
| 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 | |

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 Action Item 10: Degree Requirements | | |
| REVISE CORE CURRICULUM REQUIREMENTS FOR B.S. IN SIMULATION AND DIGITAL ENTERTAINMENT | | |
| PROPOSED SEMESTER OF IMPLEMENTATION: Fall <input checked="" type="checkbox"/> Spring <input type="checkbox"/> Year: 2010 | | |

O-1: Briefly describe what is being requested:

Change core requirements for the B.S. in Simulation and Digital Entertainment, replacing four of the original courses with new courses; change the name of one existing core course.

Forms N,O, and P have been submitted for the new courses. Forms N and O have been submitted for minor revision and re-titling of COSC 470, "Game Design Seminar."

See Attachment 1 for a comparison of old and new requirements. See Attachment 2 for an extended course offering plan covering transition to the new requirements.

| | | |
|-------------------|-------------------------------|-----------------|
| OLD Title: | Course # / HEGIS Code: | Credits: |
| NEW Title: | Course # / HEGIS Code: | Credits: |

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

We propose to change **Applied Simulation, Audio for Game Design, Design of Multiplayer Games, and SDE Practicum** from required to elective status. Their places in the core would be taken by courses in **The Business of Game Development, Social Media and Games, Frontiers of Game Design, and Game Development Project I**, the first course of a two-semester capstone, with a version of the current **Game Design Seminar** (re-titled **Game Development Project II**) as second half.

The interactive software industry has changed significantly since the SDE degree was launched in 2004. New production tools and distribution systems greatly facilitate small-scale, independent development. As in the film industry, independent efforts now play an increasingly prominent role. Proposed changes to the SDE core will make students better able to create and market such projects. They will thus also be better able to compete for entry-level jobs in established firms.

The new scheme will provide students: (a) essential knowledge of the business environment in interactive software; (b) an ability to apply online social networks in design and promotion of games; (c) proficiency with emerging production tools; and (d) an extended opportunity to refine independent projects for market release.

New courses would be introduced from AY 2010 through AY 2012, allowing students admitted under the original curriculum to complete as planned, or opt into the new curriculum.

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.

**Attachment 1:
Original and Revised Curricula for B.S. in Simulation and Digital
Entertainment**

| ORIGINAL CURRICULUM | REVISED CURRICULUM |
|--|---|
| <i>Lower Division Requirements</i> | |
| General Education | |
| English Composition (3) | No change |
| Mathematics (3) - MATH 111 College Algebra | No change |
| Oral Communication (3) | No change |
| Literature (3) | No change |
| History or Philosophy (3) | No change |
| Fine Arts (3) | No change |
| IT Fluency (3) | No change |
| Social and Behavioral Science 1 (3) | No change |
| Social and Behavioral Science2 (3) | No change |
| Biological and Physical Science Non-Lab (3) | No change |
| Biological and Physical Science With Lab (4) | No change |
| First-Year Seminar | |
| Applied Learning and Study Skills (2) | No change |
| Major Requirements | |
| COSC 150: Introduction to Game Design | No change |
| COSC 155: Internet Technologies | No change |
| COSC 160: Graphics for Game Design | No change |
| COSC 260: Introduction to 3D Graphics | No change |
| Electives from any discipline (12 credits) | No change |
| <i>Upper Division Requirements</i> | |
| General Education | |
| WRIT 300: Ideas in Writing | No change |
| IDIS 302: Ethical Issues in Bus. and Soc. | No change |
| IDIS 301: World Cultures or IDIS 304: Arts and Ideas | No change |
| Major Requirements | |
| COSC 315: C++ for Interactive Design | No change |
| COSC 320: Game Concept and Design | No change |
| COSC 324: Designing for Humans* | No change |
| COSC 330: Applied Simulation | COSC 405: The Business of Game Development (new course) |
| COSC 410: 3-D Modeling and Animation | No change |
| COSC 414: Audio Integration | COSC 407: Social Media and Games (new course) |

| | |
|--|--|
| COSC418: Design of Multiplayer Games | COSC 440: Frontiers of Game Design (new course) |
| COSC 450: SDE Practicum | COSC 469: Game Development Project I (new course) |
| COSC 460: Games, Simulations & Society | No change |
| | |
| COSC 470: SDE Seminar | COSC 470: Game Development Project II (new title) |
| Electives from Any Discipline (21 credits) | No change |

*COSC 324 satisfies the Information Literacy General Education requirement.