

Miami Dade College
Office of the Vice Provost of Academic Affairs

January 16, 2017

MEMORANDUM

TO: Lenore Rodicio

FROM: Julie Alexander

All curriculum items included in this report were voted on electronically for the January 10, 2017, College CASSC meeting. Approval of curriculum items is for offering at all campuses and centers, all off campus sites, at Honors level and through Distance Education.

Curriculum Requiring Approval

1. School of Engineering and Technology + MAGIC

• Add New Courses

Effective Term: Summer (2016-3)
Affected Campus (es): North, Wolfson, Kendall, Homestead, InterAmerican, Hialeah, MDC-West, Centers, all off campus sites, at Honors level and through Distance Education.

<u>Course No.</u>	<u>Course Title</u>	<u>Credits</u>
CAP2920C	Game Development Project II	4
DIG2717C	Game Systems Design	4

Administrator (s): Diana Bien-Aime/Djuradj Babic/Mauricio Ferrazza
Faculty: Martin Mittner

Motion 1: The School of Engineering + Technology (EnTec) + MAGIC is proposing to add two (2) new courses to the existing AS in Game Development and Design.

• Existing Course Modifications

<u>Course No.</u>	<u>Course Title</u>	<u>Credits</u>
CAP2047	User Interface Design	4
CAP2048	Game Development Project I	4
DIG1705	3D Programming 1	4
DIG1710	Introduction to Game Development	4

Administrator (s): Diana Bien-Aime/Djuradj Babic/Mauricio Ferrazza
Faculty: Martin Mittner

Motion 2: The School of Engineering + Technology (EnTec) + MAGIC is proposing course modifications to the existing AS in Game Development and Design that includes course description, and competencies.

- **Course Reinstatement**

<u>Course No.</u>	<u>Course Title</u>	<u>Credits</u>
DIG1712	Level Building and Design	4

Administrator (s): Diana Bien-Aime/Djuradj Babic/Mauricio Ferrazza
Faculty: Martin Mittner

Motion 3: The School of Engineering + Technology (EnTec) + MAGIC is requesting one (1) course reinstatement to the existing AS in Game Development and Design.

- **Existing Course Modifications**

<u>Course No.</u>	<u>Course Title</u>	<u>Credits</u>
DIG2790	Texturing and Environment Design	4

Administrator (s): Diana Bien-Aime/Djuradj Babic/Mauricio Ferrazza
Faculty: Martin Mittner

Motion 4: The School of Engineering + Technology (EnTec) + MAGIC is proposing course modifications to the existing AS in Animation and Game Art that includes course description and competencies.

NOTE: Details for all informational and curriculum items requiring approval are found on the next pages.

Detailed Agenda

3. Approval of Minutes December 6, 2016

APPROVE	OPPOSE	MORE INFORMATION
VOTE:	UNANIMOUS APPROVAL	
IN FAVOR	32	
OPPOSED	0	
ABSTAINED	0	

Curriculum Requiring Approval

4. School of Engineering and Technology + MAGIC

- Add New Courses**

Effective Term: Summer (2016-3)
Affected Campus (es): North, Wolfson, Kendall, Homestead, InterAmerican, Hialeah, MDC-West, Centers, all off campus sites, at Honors level and through Distance Education.

<u>Course No.</u>	<u>Course Title</u>	<u>Credits</u>	<u>Campus</u>	<u>Eff. Term</u>
CAP2920C	Game Development Project II	3	1, 2, 3,5,6,7, Ctr.	2016-3

Course Description: This capstone course is for students majoring in Game Development and Game Animation. Students will work in cross disciplinary teams to develop a working 5-10 min interactive game experience. Students will learn how to apply the skills and knowledge they have acquired in a real world working development environment. Prerequisite: DIG1430, CAP2048, Co-requisite: DIG1705 (2 hr. lecture 2 hr. lab)

Curriculum Action Rationale: New course is being developed for the for AS in Game Development and Design.

<u>Course No.</u>	<u>Course Title</u>	<u>Credits</u>	<u>Campus</u>	<u>Eff. Term</u>
DIG2717C	Game Systems Design	3	1, 2, 3,5,6,7, Ctr.	2016-3

Course Description: This is a core course for students majoring in game development and design. Students will learn how to develop game systems such as; combat, economy, and social. Students will learn how to model and test systems before incorporating them into development, and how to use probability to create more interesting gameplay. Prerequisite: DIG1712, DIG1710, MAC1105 (2 hr. lecture 2 hr. lab)

Curriculum Action Rationale: New course is being developed for the for AS in Game Development and Design.

Administrator (s): Diana Bien-Aime/Djuradj Babic/Mauricio Ferrazza
Faculty: Martin Mittner

Motion 1: The School of Engineering + Technology (EnTec) + MAGIC is proposing to add two (2) new courses to the existing AS in Game Development and Design.

APPROVE _____ OPPOSE _____ MORE INFORMATION _____

VOTE:	UNANIMOUS APPROVAL
IN FAVOR	32
OPPOSED	0
ABSTAINED	0

• Existing Course Modifications

<u>Course No.</u>	<u>Course Title</u>	<u>Credits</u>
CAP2047	User Interface Design	4
CAP2048	Game Development Project I	4
DIG1705	3D Programming 1	4
DIG1710	Introduction to Game Development	4

<u>Course No.</u>	<u>Course Title</u>	<u>Credits</u>	<u>Campus</u>	<u>Eff. Term</u>
DIG1705	3D Programming 1	4	1, 2, 3,5,6,7, Ctr.	2016-3

Course Description: This course, provides students with a foundation in 3D programming which will allow them to develop programs using popular graphics libraries such as DirectX, OpenGL, and GLSL. Students will learn basic image processing, geometric transformations, geometric modeling of curves and surfaces, 3D viewing, shaders, and ray tracing. (3 hr. lecture 2 hr. lab) Prerequisite: COP2335, MAC1105

Curriculum Action Rationale: Changing course description and competencies for the AS in Game Development and Design.

Administrator (s): Diana Bien-Aime/Djuradj Babic/Mauricio Ferrazza
Faculty: Martin Mittner

Motion 2: The School of Engineering + Technology (EnTec) + MAGIC is proposing course modifications to the existing AS in Game Development and Design that includes course description, and competencies.

APPROVE _____ OPPOSE _____ MORE INFORMATION _____

VOTE:	UNANIMOUS APPROVAL
IN FAVOR	32
OPPOSED	0
ABSTAINED	0

• **Course Reinstatement**

<u>Course No.</u>	<u>Course Title</u>	<u>Credits</u>	<u>Campus</u>	<u>Eff. Term</u>
DIG1712	Level Building and Design	4	1, 2, 3,5,6,7, Ctr.	2016-3

Course Description: This course is intended for students majoring in Game Development and Design. Students will learn how to develop game environments in industry standard engines, how to create documentation to plan out effective game play experiences, and the requirements to create virtual worlds. Prerequisite: CAP2047, COP2335, DIG1430 (3 hr. lecture 2 hr. lab)

Curriculum Action Rationale: Course reinstatement for the AS in Game Development and Design.

Administrator (s): Diana Bien-Aime/Djuradj Babic/Mauricio Ferrazza
Faculty: Martin Mittner

Motion 3: The School of Engineering + Technology (EnTec) + MAGIC is requesting one (1) course reinstatement to the existing AS in Game Development and Design.

APPROVE _____ OPPOSE _____ MORE INFORMATION _____

VOTE:	UNANIMOUS APPROVAL
IN FAVOR	32
OPPOSED	0
ABSTAINED	0

• **Existing Course Modifications**

<u>Course No.</u>	<u>Course Title</u>	<u>Credits</u>	<u>Campus</u>	<u>Eff. Term</u>
DIG2790	Texturing and Environment Design	4	1, 2, 3,5,6,7, Ctr.	2016-3

Course Description: This course is for students majoring in Animation & Game Art. Students will learn advanced 3D animation job skills used in creating 3D feature animation and game development, including advanced texturing, lighting and rendering a final image. Prerequisite: DIG1302 (3 hr. lecture 2 hr. lab)

Curriculum Action Rationale: Change course competencies for AS in Animation & Game Art.

Administrator (s): Diana Bien-Aime/Djuradj Babic/Mauricio Ferrazza
Faculty: Martin Mittner

Motion 4: The School of Engineering + Technology (EnTec) + MAGIC is proposing course modifications to the existing AS in Animation and Game Art that includes course description and competencies.

APPROVE _____ OPPOSE _____ MORE INFORMATION _____

VOTE:	UNANIMOUS APPROVAL
IN FAVOR	32
OPPOSED	0
ABSTAINED	0