December 5, 2017

M E M O R A N D U M

TO: **Lenore Rodicio**

FROM: **Julie Alexander**

All curriculum items included in this report were presented and discussed at the December 5, 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.

1.   Approval of Minutes November 7, 2017

VOTE:	**UNANIMOUS APPROVAL**	
	IN FAVOR	**39**
	OPPOSED	**0**
	ABSTAINED	**0**

Curriculum Requiring Approval

2.   School of Justice, Public Safety, and Law Studies

Discipline Dean	Dr. Raimundo Socorro
Chairperson:	Dr. Vincent Como
Faculty Representative:	Dr. Samantha Carlo

Motion Category:

❑ Course Deletion	❑ Course Modification	❑ New Course(s)	❑ Program Deletion
	❑ New Course Fee	❑ New Program	☑Program Modification

Motion 1: The School of Justice, Public Safety, and Law Studies is requesting to modify two (2) program areas (Area 9 – Program Prerequisites and Area 12 – Required Electives).

Rationale:
In order to ensure a progression from the AS in Crime Scene Technology (AS-CST) to the BAS in Public Safety Management – Crime Scene Investigation (BAS-PSM-CSI), Area 9 of the BAS-PSM-CSI must be clearly identified.

PROGRAM PREREQUISITES (~~30.00~~ 9.00 credits)

CCJ 1010 - Introduction to Criminology	**(3 credits)**	**REMOVE FROM AREA**
CCJ 1020 - Introduction to Criminal Justice	(3 credits)	
CCJ 1191 - Human Behavior in Criminal Justice	(3 credits)	
CCJ 2650 - Narcotics and Dangerous Substances	**(3 credits)**	**REMOVE FROM AREA**
CJC 1000 - Introduction to Corrections	**(3 credits)**	**REMOVE FROM AREA**
CJC 1162 - Parole and Probation	**(3 credits)**	**REMOVE FROM AREA**
CJE 2600 - Criminal Investigation	**(3 credits)**	**REMOVE FROM AREA**
CJJ 2002 - Juvenile Delinquency	**(3 credits)**	**REMOVE FROM AREA**
CJL 1100 - Criminal Law	**(3 credits)**	**REMOVE FROM AREA**
CJL 2062 - Constitutional Law and Legal Procedure or Evidence (3 credits)		

REQUIRED ELECTIVES (9.00 30.00 credits)

CCJ*, CHI2*, CJC*, CJD*, CJE*, CJK*, CJL*, CJT*, FRE1*, FRE2*, FRW2*, GER1*, GER2*, HBR1*, HBR2*, ITA1*, ITA2*, JPN1*, JPN2*, POR1*, POR2*, RUS1*, RUS2*, SPN1*, SPN2*

CCJ 1010 - Introduction to Criminology	(3 credits)
CCJ 2650 - Narcotics and Dangerous Substances	(3 credits)
CGS 1060C - Introduction to Computer Technology & Applications	(4 credits)
CJC 1000 - Introduction to Corrections	(3 credits)
CJC 1162 - Parole and Probation	(3 credits)
CJE 2600 - Criminal Investigation	(3 credits)
CJJ 2002 - Juvenile Delinquency	(3 credits)
CJL 1100 - Criminal Law	(3 credits)
DSC 1006 - Introduction to Homeland Security	(3 credits)
DSC 2242 - Transportation and Border Security	(3 credits)
DSC 2590 - Intelligence Analysis and Security Management	(3 credits)

VOTE: **UNANIMOUS APPROVAL**
             IN FAVOR   **39**
             OPPOSED   **0**
             ABSTAINED   **0**

3.	School of Engineering, Technology, and Design

Discipline Dean: Mr. Antonio Delgado
Chairperson: Mr. Mauricio Ferrazza
Faculty Representative:

Motion Category:

❑ Course Deletion ❑ Course Modification ☑ New Course(s) ❑ Program Deletion
☑ New Course Fee ☑ New Program ❑Program Modification

Motion 1: The School of Engineering, Technology, & Design is proposing the development of a new 19 credit Virtual & Augmented Reality Technologies College Credit Certificate (CCC) resulting in the development of four (4) new courses with fees.

Rationale:

Virtual & Augmented Reality Technologies (VR/AR) are the emerging industries, which, per recent reports by Goldman Sachs, have the potential to become the next big computing platform. Currently, both enterprises and consumers are the drivers of VR/AR adoption, and while videogames are taking center stage in this new platform, near-term applications for use include additional diverse industries such as live events, video entertainment, healthcare, real estate, retail, education, engineering and the military.

An education in Virtual & Augmented Reality Technologies through a program will prepare students for careers in this new and exciting platform empowering the next generation of creative thinkers and tech makers. Miami Dade College will be certifying Unity developers and VR/AR specialists through quality training, at state-of-the-art facilities, cutting edge technology, preparing them to meet industry needs at the highest level. As outlined in the executive summary, virtual & augmented reality has a much faster than average workforce demand.

Additionally, the proposed Virtual & Augmented Reality Technologies CCC will be aligned to the Game Development Design (AS - 1550041100). This certificate will require State Board of Education approval.

Program Information:
Virtual and Augmented Reality Technologies
College Credit Certificate | Code: 66060 | 19 credits

Program Description:
The program will teach students the fundamentals of Virtual and Augmented Reality. Students will learn basic concepts, history and tools commonly used for stereoscopic image acquisition and immersive technologies. Students will also learn the origins of Virtual Reality (VR) and its current role in the industry, its applications and opportunities and how to generate and manipulate VR imagery.

Existing Course:
CGS1060C - Introduction Computer Technology & Applications *(4 credits)*

Proposed Courses:
DIG1772C – Introduction to Virtual & Augmented Reality Technologies *(3 credits)*
This course introduces students to basic concepts, history and tools commonly used for stereoscopic image acquisition and immersive technologies. Students will learn origins of Virtual Reality (VR) and its current role in the industry, its applications and opportunities and how to generate and manipulate VR imagery. Prerequisite: CGS1060C. (2 hr. lecture 2 hr. lab)

- **Proposed Course Fee: $98.00**

VOTE: UNANIMOUS APPROVAL
IN FAVOR 39
OPPOSED 0
ABSTAINED 0

DIG1729C – Game Engines   *(4 credits)*

This course is an introduction to game engines and their uses. Students will learn the basic techniques for creating interactive applications and how these techniques can be used for Virtual Reality (VR) and Augmented Reality (AR) projects. Prerequisite: CGS1060C. (2 hr. lecture 4 hr. lab)

- **Proposed Course Fee: $98.00**

DIG2776C – Virtual Reality Platform Development   *(4 credits)*

Students will learn the fundamentals of Virtual Reality (VR) gaining practical experience using state of the art technology. This course mixes together knowledge from a variety of correlated topics, including computer graphics, tracking systems, and perceptual psychology. Prerequisite: DIG1729C, DIG1772C. (2 hr. lecture 4 hr. lab)

- **Proposed Course Fee: $98.00**

DIG277C – Augmented Reality Platform Development   *(4 credits)*

This course provides a comprehensive curriculum that targets the key areas of augmented reality (AR). Students will learn how to enhance real life objects and environments with digitally generated image overlays. Prerequisite: DIG1729C, DIG1772C. (2 hr. lecture 4 hr. lab)

- **Proposed Course Fee: $98.00**

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VOTE:      UNANIMOUS APPROVAL
           IN FAVOR        39
           OPPOSED         0
           ABSTAINED       0
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4.	School of Engineering, Technology, and Design

Discipline Dean:	Mr. Antonio Delgado
Chairperson:	Mr. Anselm Knights
Faculty Representative:	Professor George Gabb and Professor Kaiyang Liang

Motion Category:

❑ Course Deletion	❑ New Course(s)	☑ Program Modification
❑ Course Modification	❑ New Program	
❑ New Course Fee	❑ Program Deletion	

Motion 1: The School of Engineering, Technology, & Design is requesting to replace CGS1060C with CGS1540C in the Business Intelligence Professional College Credit Certificate (CCC).

Rationale:
The reason for the program modification is to better align CGS1540C - Database Concepts Design with the objectives of the CCC in Business Intelligence Professional. This will serve to prepare students to gain employment skills in manipulating and analyzing massive amounts of data and turning it into useful information and reports. In addition, CGS 1540C is a prerequisite for CTS 1437 – Microsoft SQL Administration which is also a required course for the CCC.

Additionally, the Business Intelligence Professional CCC is currently aligned with the Business Intelligence Specialist (60) (AS - 1552130101).

Proposed Change
Business Intelligence Professional
College Credit Certificate | Code: 66038 | 20 credits

The Business Intelligence Professional College Credit Certificate prepares students for employment manipulating and analyzing massive amounts of data and turning it into useful information and reports. Students are prepared for employment, or continued studies in lower and upper division programs.

PROGRAM REQUIREMENTS (20.00 credits)

CGS1060C	Introduction to Computer Technology Applications	(4 credits)	REMOVE PROGRAM ONLY
CGS 1540C	Database Concepts Design	(4 credits)	ADD EXISTING COURSE
CTS 1437	Microsoft SQL Administration	(4 credits)	
CTS 2433	Microsoft SQL Implementation	(4 credits)	
CTS 2450	Business Intelligence – Analysis & Data Mining	(4 credits)	
CTS 2451	Business Intelligence — Data Integration & Reporting	(4 credits)	

VOTE:	UNANIMOUS APPROVAL	
	IN FAVOR	39
	OPPOSED	0
	ABSTAINED	0

5.	**English & Communications Discipline**

Discipline Dean: Mr. Randall Kaufman
Chairperson:
Faculty Representative: Aileen Ochoa

Motion Category:

❑ Course Deletion   ❑ New Course Fee   ❑ Program Deletion
❑ Course Modification   ❑ New Course(s)   ☑ Program Modification
                               ❑ New Program

Motion 1: The English & Communications Discipline is requesting the inclusion of SPC 2608 – Introduction to Public Speaking (3 credits-GWC) in the Oral Communications – MDC Core.

Rationale:
Students should be given an additional choice for the oral communications requirement. The proposed modification could to increase retention and transition of students transferring into and out of MDC. The course description, competencies, and lab fees are not impacted by this modification.

Proposed Modification

ORAL COMMUNICATIONS - MDC CORE (3.00 credits)
Gordon Rule Assigned

ENC2300	Advanced Composition and Communication	(3 credits)	
LIT2480	Issues in Literature & Culture	(3 credits)	
SPC1017	Fundamentals of Speech Communication	(3 credits)	
SPC2608	**Introduction to Public Speaking**	**(3 credits)**	**ADD TO AREA**

VOTE:	UNANIMOUS APPROVAL	
	IN FAVOR	40
	OPPOSED	0
	ABSTAINED	0