

# KENT STATE UNIVERSITY

## CERTIFICATION OF CURRICULUM PROPOSAL

Preparation Date

Curriculum Bulletin \_\_\_\_\_

Effective Date **Fall 2020**

Approved by EPC \_\_\_\_\_

Department

College **AP - Applied and Technical Studies**Degree **AAS - Associate of Applied Science**

Program Name \_\_\_\_\_ Program Banner Code \_\_\_\_\_

Concentration(s) \_\_\_\_\_ Concentration(s) Banner Code(s) \_\_\_\_\_

Proposal **Revise program**

Description of proposal:

Revise the name from **AAS Computer Design Animation and Game Design** to **AAS Technical Modeling Design (TMD)** and remove two lower-division animation and game design courses from the curriculum.

Does proposed revision change program's total credit hours? ☒ YesCurrent total credit hours: **61**Proposed total credit hours **60**

Describe impact on other programs, policies or procedures (e.g., duplication issues; enrollment and staffing considerations; need; audience; prerequisites; teacher education licensure):  
**none**


Units consulted (other departments, programs or campuses affected by this proposal):

**Tuscarawas Faculty Council, College of Applied & Technical Studies Curriculum Committee, EPC**

### REQUIRED ENDORSEMENTS

  
 Department Chair / School Director

12/31/19

  
 Campus Dean (for Regional Campuses proposals)

1/3/20

  
 College Dean (or designee)

# 12/3/19

\_\_\_\_\_  
 Dean of Graduate Studies (for graduate proposals)

1/1/

\_\_\_\_\_  
 Provost (or designee)

1/1/

# COMPUTER DESIGN, ANIMATION AND GAME DESIGN - A.A.S.

College of Applied and Technical Studies  
cats@kent.edu  
www.kent.edu/cats

## Description

The Associate of Applied Science degree in Computer Design, Animation and Game Design provides students with coursework in design, animation, game design and virtual reality. Computer-aided design (CAD) is used throughout the program for computer modeling and multimedia development. This program prepares students for entry-level positions as technical illustrators, drafter/designer technicians in business and computer animation and game design industries, as well as in the field of multimedia development.

The degree program articulates with the CAD for Manufacturing undergraduate certificate, the Bachelor of Science degree in Engineering Technology and other select bachelor's degrees at Kent State.

## Fully Offered at:

- Tuscarawas Campus

## Admission Requirements

The university affirmatively strives to provide educational opportunities and access to students with varied backgrounds, those with special talents and adult students who graduated from high school three or more years ago.

Kent State campuses at Ashtabula, East Liverpool, Geauga, Salem, Stark, Trumbull and Tuscarawas, and the Regional Academic Center in Twinsburg, have open enrollment admission for students who hold a high school diploma, GED or equivalent.

For more information on admissions, contact the Regional Campuses admissions offices.

## Program Learning Outcomes

Graduates of this program will be able to:

1. Demonstrate entry-level skills in design, animation, game design and virtual reality
2. Demonstrate comprehensive skills in drafting/designing and multimedia development
3. Understand professional engineering and ethical responsibilities with illustrations with real-world cases
4. Demonstrate an ability for effective oral, graphic and written communication
5. Recognize the need for and an ability to engage in lifelong learning

## University Requirements

All students in an applied or technical associate degree program at Kent State University must complete the following university requirements for graduation.

**NOTE:** University requirements may be fulfilled in this program by specific course requirements, please see Program Requirements for details.

Code	Title	Credit Hours
Destination Kent State: First Year Experience		1
	Course is not required for students with 25 transfer credits, excluding College Credit Plus, or age 21+ at time of admission.	
Kent Core (see table below)		15
Total Credit Hour Requirement		60
	Some associate degrees require students to complete more than 60 credit hours.	

## Kent Core Requirements

Kent Core Composition (KCOMP)	3
Kent Core Mathematics and Critical Reasoning (KMCR)	3
Kent Core Humanities and Fine Arts (KHUM/KFA)	3
Kent Core Social Sciences (KSS)	3
Kent Core Basic Sciences (KBS/KLAB)	3
Total Credit Hours:	15

## Program Requirements

### Major Requirements

Code	Title	Credit Hours
<b>Major Requirements (courses count in major GPA)</b>		
ARTS 14000	DRAWING I <b>Move to additional requirements</b>	3
MAGC 11003	SOLID MODELING	3
MAGC 12000	2D GRAPHICS	3
MAGC 12001	MODELING AND TEXTURING I	3
<del>MAGC 22004</del>	<del>MODELING AND TEXTURING II</del> <b>remove</b>	3
<del>MAGC 22005</del>	<del>MULTIMEDIA AND GAME DESIGN</del> <b>remove</b>	3
MAGC 22010	DIGITAL SCULPTING <b>move to major electives</b>	3
MERT 12000	ENGINEERING DRAWING <b>move to major electives</b>	3
<del>or TECH 12580</del>	<del>ENGINEERING GRAPHICS I</del> <b>remove</b>	
Major Electives, choose from the following: <b>*See additions</b>		9
<del>ARTS 14001</del>	<del>DRAWING II</del> <b>remove</b>	
<del>IT 20021</del>	<del>C# PROGRAMMING</del> <b>remove</b>	
MAGC 22000	2D COMMUNICATION <b>move to major requirements</b>	
MAGC 22001	MODELING FOR ARCHITECTURE <b>move to major requirements</b>	
MAGC 22095	SPECIAL TOPICS IN COMPUTER ANIMATION AND GAME DESIGN TECHNOLOGY	
MERT 12001	COMPUTER-AIDED DESIGN	
<b>Additional Requirements (courses do not count in major GPA)</b>		
BMRT 11000	INTRODUCTION TO BUSINESS	3
<del>or BUS 10123</del>	<del>EXPLORING BUSINESS</del>	
COMM 15000	INTRODUCTION TO HUMAN COMMUNICATION (KADL)	3
ENG 20002	INTRODUCTION TO TECHNICAL WRITING	3
<del>or ENG 20021</del>	<del>INTRODUCTION TO CREATIVE WRITING</del> <b>remove</b>	
<del>IT 20001</del>	<del>C++ PROGRAMMING</del> <b>remove</b>	3
<del>or IT 20011</del>	<del>JAVA PROGRAMMING</del> <b>remove</b>	



**Department of  
Higher Education**

**Mike DeWine**, Governor  
**Randy Gardner**, Chancellor

## CHANGE REQUEST: TITLE AND CURRICULUM MODIFICATION

**Date of submission:** *After Board of Trustees approves*

**Name of institution:** Kent State University

**Previously approved title:** Computer Design, Animation and Game Design major within the Associate of Applied Science degree

**Proposed new title:** Technical Modeling Design major within the Associate of Applied Science degree

**Proposed implementation date of the request:** Fall 2020

**Date that the request received final approval from the appropriate institutional committee:**  
Kent State University Board of Trustees approved on *date to come*

### Primary institutional contact for the request

**Name:** Therese E. Tillett  
**Title:** Associate Vice President, Curriculum Planning and Administration  
Office of the Provost  
**Phone:** 330-672-8558  
**E-mail:** ttillet1@kent.edu

### Educator Preparation Programs:

Leads to licensure: ☐ Yes ☒ No  
Leads to endorsement: ☐ Yes ☒ No

### Explain the rationale for title and curricular changes.

The College of Applied and Technical Studies proposes name and curriculum revisions to the A.A.S. degree in Computer Design, Animation and Game Design. The new name, Technical Modeling Design, better reflects the revised program objectives and outcomes for the curriculum to focus on technical programming, two- and three-dimensional modeling. Courses in animation and game design are being removed from the curriculum.

The program prepares students for entry-level positions as technical illustrators and drafter/designer technicians in businesses, including computer animation and game design industries, as well as in the field of multimedia development. Graduates also have the option to articulate into the B.S. degree in Animation Game Design, which is proposed to begin in fall 2020.

The associate degree program is offered only at the Tuscarawas Campus. It was established in 1995 under the major name Computer Design and Animation Engineering Technology. In 2009, the major name changed to Computer Design, Animation and Game Design.

**Is the Classification of Instructional Programs (CIP) code changing? If yes, explain why.**

No, the CIP code assigned to the major, see below, continues to be appropriate.

15.1302 CAD/CADD Drafting and/or Design Technology/Technician. A program that prepares individuals to apply technical skills and advanced computer software and hardware to the creation of graphic representations and simulations in support of engineering projects. Includes instruction in engineering graphics, two-dimensional and three-dimensional engineering design, solids modeling, engineering animation, computer-aided drafting (CAD), computer-aided design (CADD), and auto-CAD techniques.

**Describe how the title and curricular changes will affect students in the current program.**

Students electing to remain in the current program will not be affected adversely by the program's revisions. The college is not eliminating any courses or faculty to support the program. However, the revised curriculum contains a smaller major core. Students who may benefit from updating their catalog to the revised curriculum will be encouraged to do so. In fall 2019 (15<sup>th</sup> day census), there were 62 students declared in the associate degree program.

**Describe any faculty, administrative or support service changes occurring along with the title and curriculum changes.**

There are no changes in services occurring with these revisions. Five full-time and 13 part-time faculty teach the major courses in the program at the Tuscarawas Campus.

**Provide evidence that the appropriate accreditation agencies been informed of the change.**

Not applicable. The program does not have specialized accreditation.

**Describe how the effectiveness of the new curriculum will be monitored over time.**

Faculty are committed to keeping the program and curriculum current with industry standards. Full-time program faculty meet regularly to access and evaluate the program-level learning outcomes and objectives in consultation with the program's industry advisory board. In addition, program faculty active in professional organizations and conferences.

Faculty use various student learning outcomes such as writing and communication effectiveness, technical skills and ethical decision-making to assess the program's goals and objectives. The data on these metrics are summarized in a program assessment report each year and submitted to Kent State's Office of Accreditation, Assessment and Learning.

**Submit a comparison of the currently authorized curriculum and the proposed curriculum.**

See the last page for a comparison chart.

The person listed below verifies that this request has received the necessary institutional approvals and that the above information is truthful and accurate.

Respectfully,

Melody J. Tankersley, Ph.D.

Senior Vice President for Academic Affairs and Provost (Interim)

Kent State University

## Curriculum Comparison

Note: Course subject Modeling, Animation and Game Creation (MAGC) will be revised to course subject Animation Game Design (AGD) for fall 2020.

Previously Approved Curriculum			Proposed Curriculum			Notes
<b>Major Requirements (24 credit hours)</b>			<b>Major Requirements (15 credit hours)</b>			<i>Major credits decreased</i>
ARTS 14000	Drawing I	3				<i>Moved to additional req.</i>
MAGC 11003	Solid Modeling	3	MAGC 11003	Solid Modeling	3	
MAGC 12001	2D Graphics	3	MAGC 12000	2D Graphics	3	
MAGC 22000	Modeling and Texturing I	3	MAGC 12001	Modeling and Texturing I	3	
MAGC 22004	Modeling and Texturing II	3				<i>Requirement removed</i>
MAGC 22005	Multimedia and Game Design	3				<i>Requirement removed</i>
MAGC 22010	Digital Sculpting	3				<i>Moved to elective</i>
MERT 12000	Engineering Drawing	3				<i>Moved to elective</i>
or TECH 13580	Engineering Graphics I	3				<i>Elective removed</i>
			MAGC 22000	2D Communication	3	<i>Moved from elective</i>
			MAGC 22001	Modeling for Architecture	3	<i>Moved from elective</i>
<b>Major Electives (9 credit hours)</b>			<b>Major Electives (9 credit hours)</b>			
<i>Choose from the following:</i>		9	<i>Choose from the following:</i>		9	
ARTS 14001	Drawing II					<i>Elective removed</i>
IT 20021	C# Programming					<i>Elective removed</i>
MAGC 22000	2D Communication					<i>Moved to requirement</i>
MAGC 22001	Modeling for Architecture					<i>Moved to requirement</i>
MAGC 22095	Special Topics		MAGC 22095	Special Topics		
MERT 12001	Computer-Aided Design		MERT 12001	Computer-Aided Design		
			MERT 12000	Engineering Drawing		<i>Moved from requirement</i>
			MAGC 22010	Digital Sculpting		<i>Moved from requirement</i>
			MAGC 21000	Fundamentals of Mixed Reality		<i>Elective added</i>
			MAGC 23020	Gaming and Culture		<i>Elective added</i>
<b>Additional Requirements (28 credit hours)</b>			<b>Additional Requirements (36 credit hours)</b>			<i>Additional credits increased</i>
BMRT 11000	Introduction to Business	3	BMRT 11000	Introduction to Business	3	
or BUS 10123	Exploring Business		or BUS 10123	Exploring Business		
COMM 15000	Intro to Human Communication	3	COMM 15000	Intro to Human Communication	3	
ENG 20002	Intro to Technical Writing	3	ENG 20002	Intro to Technical Writing	3	
or ENG 20021	Intro to Creative Writing					<i>Elective removed</i>
IT 20001	C++ Programming	3				<i>Requirement removed</i>
or IT 20011	Java Programming					<i>Requirement removed</i>
MATH 11010	Algebra for Calculus	3	MATH 11010	Algebra for Calculus	3	
UC 10097	Destination Kent State	1	UC 10097	Destination Kent State	1	
Kent Core Composition		3	Kent Core Composition		3	
Kent Core Humanities and Fine Arts		3	Kent Core Humanities and Fine Arts		3	
Kent Core Social Sciences		3	Kent Core Social Sciences		3	
Kent Core Basic Sciences		3	Kent Core Basic Sciences		3	
			ARTS 14000	Drawing I	3	<i>Moved from major req.</i>
			EERT 32003	Technical Computing	3	<i>Requirement added</i>
			General Electives		5	<i>Electives added</i>
<b>Minimum Total Credit Hours: 61</b>			<b>Minimum Total Credit Hours: 60</b>			<i>Total credits decreased</i>

**TILLET, THERESE**

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**From:** BEARS, LORRAINE  
**Sent:** Tuesday, January 14, 2020 5:04 PM  
**To:** TILLET, THERESE  
**Subject:** RE: AAS Technical Modeling Design - proposal

Hi Therese,

Your edits to the document are good! Thank you

Sorry for the confusion on this ... MAGC 2200X was to be added to the curriculum (and probably still will), but after discussion with the assistant dean we decided to run it as a special topics (in progress this semester) before we make the new course. It's a pretty complex online course so decided this would be best. We will be looking at 2021 before it's added

I could have sworn I did the outcomes already but nowhere to be found! Here are what we have:

Graduates of this program will be able to:

1. Demonstrate entry-level skills in technical writing and programming
2. Demonstrate comprehensive skills in two-dimensional, three-dimensional and solid-modeling as applied to complex computer-aided design technology
3. Understand professional and ethical responsibilities with real-world cases
4. Collaborate with people of diverse backgrounds and abilities
5. Demonstrate an ability for effective oral, graphic and written communication
6. Recognize the need for and an ability to engage in lifelong learning

Hope this is all you need so you can quit looking at our stuff!!!

Lori

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**From:** TILLET, THERESE <ttillet1@kent.edu>  
**Sent:** Tuesday, January 14, 2020 11:51 AM  
**To:** BEARS, LORRAINE <lbears@kent.edu>  
**Cc:** Bell, Aimee <dvan@kent.edu>  
**Subject:** AAS Technical Modeling Design - proposal

Hi, Lori,

I'm reviewing the proposal to revise the A.A.S. CDAG (to Technical Modeling Design). I've done some small revisions to the proposal (see attached). Would you review to ensure I captured everything?

Also, I have a couple of questions:

- (1) In the marked-up catalog copy, you listed this course (to be added to major electives). However, we don't see a proposal for it. Will you be establishing it?

MAGC 2200 Intro to 3-D Prining (3) New

- (2) The proposal notes goals and objectives, but there weren't any in the proposal, and nothing was updated for this in the catalog copy. Below are the learning outcomes in the catalog. Are these still correct? If not, could you send me a revised list?

Graduates of this program will be able to:

1. Demonstrate entry-level skills in design, animation, game design and virtual reality
2. Demonstrate comprehensive skills in drafting/designing 2D and 3D modeling
3. Understand professional engineering and ethical responsibilities with illustrations with real-world cases
4. Demonstrate an ability for effective oral, graphic and written communication
5. Recognize the need for and an ability to engage in lifelong learning

**Therese E. Tillett**

Associate Vice President for Curriculum Planning and Administration  
Office of the Provost

**KENT STATE UNIVERSITY**

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