

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 **BS - Bachelor of Science**Program Name **Animation Game Design** Program Banner CodeConcentration(s) **Animation, Game Design** Concentration(s) Banner Code(s)Proposal **Revise program**

Description of proposal:

Revise the name from BS Modeling Animation and Game Creation (MAGC) to BS Animation Game Design. Curriculum changed to reflect two concentration; animation and game design.

Does proposed revision change program's total credit hours? ☐ Yes ☒ NoCurrent total credit hours: **120**Proposed total credit hours **120**

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

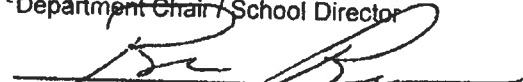
Units consulted (other departments, programs or campuses affected by this proposal).

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

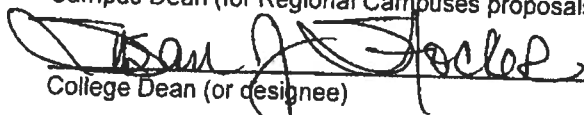
REQUIRED ENDORSEMENTS


 Department Chair / School Director

12/31/19


 Campus Dean (for Regional Campuses proposals)

1/6/2020


 College Dean (or designee)

1/7/20

 Dean of Graduate Studies (for graduate proposals)

1/1/

 Provost (or designee)

1/1/

Proposal Summary

[BS Animation Game Design to replace BS Modeling, Animation and Game Creation]

Description of Action, Including Intended Effect

Establishment of the Modeling, Animation and Game Creation major was approved by the Ohio Department of Higher Education in August 2018 and by the Higher Learning Commission in December 2018. However, the National Association of Schools of Art and Design (NASAD), which accredits Kent State's art and design programs, voted in May 2019 to defer action on the proposed degree program until changes were made to the major name, curriculum and designation (liberal arts versus professional).

We propose to revise the name from BS Modeling, Animation and Game Creation to BS Animation Game Design with designation of a professional degree, and establish two concentrations, one in Animation and one in Game Design.

Impact on Other Programs, Course Offerings, Students, Faculty, Staff (e.g., duplication issues)

In order to meet the standards of NASAD the percentage of art and design courses needed to increase. In order to meet those requirements, the following previously required courses were removed: ENG 20002 Into to Technical Writing or ENG 20021 Into to Creative Writing, BMRT 11000 Introduction to Business or BUS 10123 Exploring Business. The following courses were added required: ARTS 14001 Drawing II (previously major elective), ARTH 22006 Art History: Ancient and Medieval Art or ARTH 22007 Art History: Renaissance to Modern Art or VCD 13000 Design: Principles, Processes and Practice or VCD 14000 Visual Design Literacy

No other impact as everything was in place for BS MAGC

Fiscal, Enrollment, Facilities and Staffing Considerations

No change

Evidence of Need and Sustainability if Establishing

The degree cannot move forward unless it meets the standards established by NASAD.

Provisions for Phase-Out if Inactivating

N/A

Timetable and Actions Required: *a chronology of actions required to approve the proposal with an anticipated implementation date for each action*



**Department of
Higher Education**

Mike DeWine, Governor
Randy Gardner, Chancellor

CHANGE REQUEST: TITLE AND CURRICULUM MODIFICATION

Date of submission: *submitted after Board of Trustees approval*

Name of institution: Kent State University

Previously approved title: Modeling, Animation and Game Creation major within the Bachelor of Science degree

Proposed new title: Animation Game Design major within the Bachelor of 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.

Establishment of the B.S. degree in Modeling, Animation and Game Creation was approved by the Kent State Board of Trustees in March 2018, the Ohio Department of Higher Education in August 2018 and the Higher Learning Commission in December 2018. However, the National Association of Schools of Art and Design (NASAD), which accredits Kent State's art and design programs, voted in May 2019 to defer action on the proposed degree program until changes were made to the major name, curriculum and designation (liberal arts versus professional).

The following programming changes were submitted to NASAD in December 2019:

- Revision of the major name, from Modeling, Animation and Game Creation to Animation Game Design.
- Establishment of two concentrations, one in Animation and one in Game Design.
- Revision of the curriculum to align with a NSAD-designated professional program, with 65 percent of the curriculum to reflect studio or related areas and art/design history.

The objective of the degree program is to prepare students for careers in the creative industries by developing their technical competency, creative/independent problem solving and conceptual understandings. Upon graduation, students will have created a professional-quality portfolio to enter the field of content creators and are prepared for jobs in technical illustration, two- and three-dimensional modeling, game design, animation and artistic production and exhibition.

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

The Modeling, Animation and Game Creation major was assigned the following CIP. That code is still appropriate for the major even with the name and curricular revisions.

50.0102 Digital Arts. A general, undifferentiated program that focuses on the use of computerized digital images as the primary medium of expression in the visual and performing arts, and that may prepare individuals for a wide variety of careers using new media, including graphic design, digital animation, motion graphics, 3D visualization, game and interactive media design, music and sound design, video production, web design, photography, and other fields.

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

No students were admitted to the Modeling, Animation and Game Creation major while it was pending NASAD approval.

For fall 2019 (15th day census), 222 students were declared in the Engineering Technology major, Computer Design, Animation and Game Design concentration, which is the predecessor for the proposed degree program. Once the Game Animation Design major is approved, the Computer Design, Animation and Game Design concentration will be inactivated. Students in that concentration will not be affected by these changes since their coursework and the instructors teaching them will continue. Currently enrolled students may declare the new program but are not required to do so in order to graduate from the Engineering Technology major in a timely manner.

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 coursework. The degree program will be offered fully at the Kent, Stark and Tuscarawas campuses. (The Modeling, Animation and Game Creation major was previously approved to be offered on the same campuses.)

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

The changes outlined here received approval from the National Association of Schools of Art and Design in _____ 2020, see attached approval letter.

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.

The program's capstone course (MAGC 49999) allows faculty to assess if the students are able to demonstrate the required competencies for the program. All measurable outcomes for courses are reviewed and content is modified as needed to guarantee continued quality improvement.

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

See the next pages for a comparison chart. Summary of changes are as follows:

- Major core requirements decrease, from 51 to 33 credit hours
- An 18-credit concentration requirement (in animation or game design) is added, with requirements comprising previous major requirements and electives
- Major electives increase, from 15 to 24 credit hours
- Electives internship and individual investigation become an either/or in the major core
- Drawing and art/design history courses replace business and writing courses
- General electives decrease, from 8 to 5 credit hours

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.

B.S. Modeling, Animation and Game Creation Previously Approved Curriculum		B.S. Animation Game Design Proposed Curriculum		Notes
Major Requirements (51 credit hours)		Major Requirements (27 credit hours)		<i>Decreased credits</i>
MAGC 11003 Solid Modeling	3			<i>Moved to Animation</i>
MAGC 12000 Two-Dimension Graphics	3	MAGC 12000 Two-Dimension Graphics	3	
MAGC 12001 Modeling and Texturing I	3	MAGC 12001 Modeling and Texturing I	3	
MAGC 21000 Fundamentals of Mixed Reality	3	MAGC 21000 Fundamentals of Mixed Reality	3	
MAGC 22000 Two-Dimension Communication	3			<i>Removed</i>
MAGC 22001 Modeling for Architecture	3			<i>Moved to Game Design</i>
MAGC 22004 Modeling and Texturing II	3	MAGC 22004 Modeling and Texturing II	3	
MAGC 22005 Multimedia and Game Design	3			<i>Moved to Game Design</i>
MAGC 22010 Digital Sculpting	3	MAGC 22010 Digital Sculpting	3	
MAGC 23020 Gaming and Culture	3	MAGC 23020 Gaming and Culture	3	
MAGC 34000 Character Animation	3			<i>Moved to Animation</i>
MAGC 34001 Animation Project	3			<i>Moved to Animation</i>
MAGC 34003 Animation Theory	3	MAGC 34003 Animation Theory	3	
MAGC 34005 Environmental Game Design	3			<i>Moved to Game Design</i>
MAGC 43000 Interactive Game Design	3			<i>Moved to Game Design</i>
MAGC 43025 Real-Time Rendering/Animation	3			<i>Moved to Animation</i>
MAGC 49999 Senior Capstone Project	3	MAGC 49999 Senior Capstone Project	3	
		MAGC 43092 Internship or MAGC 43096 Individual Investigation	3	<i>Moved from electives</i>
Major Electives (15 credit hours)		Major Electives (24 credit hours)		<i>Increased credits</i>
<i>Choose from the following:</i>	15	<i>Choose from the following:</i>	24	
MAGC 33010 Competitive Gaming				<i>Moved to Game Design</i>
MAGC 33030 Games for Education				<i>Moved to Game Design</i>
MAGC 33095 Special Topics				<i>Removed</i>
MAGC 43001 Animation Production/Visual Effects				<i>Moved to Animation</i>
MAGC 43092 Internship				<i>Moved to requirement</i>
MAGC 43096 Individual Investigation				<i>Moved to requirement</i>
TECH 33020 Computer Hardware II				<i>Removed</i>
		Animation Game Design (AGD) Elective		<i>Added</i>
		Art History (ARTH) Elective		<i>Added</i>
		Art Studio Art (ARTS) Elective		<i>Added</i>
		Visual Communication Design (VCD) Elective		<i>Added</i>
		ARCH 10011 Global Architectural History I		<i>Added</i>
		ARCH 10012 Global Architectural History II		<i>Added</i>
		ART 10022 2D Composition		<i>Added</i>
		ART 10023 3D Composition		<i>Added</i>
		CCI 12001 Photography		<i>Added</i>
		CS 13001 Computer Science I:		<i>Added</i>
		CS 13011 Computer Science IA		<i>Added</i>
		CS 13012 Computer Science IB		<i>Added</i>
		ENG 20021 Introduction to Creative Writing		<i>Moved from Additional</i>

B.S. Modeling, Animation and Game Creation Previously Approved Curriculum	B.S. Animation Game Design Proposed Curriculum	Notes
	Major Electives continued	
	ENTR 27056 Introduction to Entrepreneurship	Added
	ENTR 37040 Entrepreneurial Tools	Added
	FDM 10023 Fashion Visuals	Added
	FDM 10024 Fashion Visuals Laboratory	Added
	FDM 10140 Foundations of Fashion Drawing	Added
	FDM 20013 History of Costume	Added
	JMC 10009 Elements of Film, TV and Animation	Added
	JMC 20001 Media, Power and Culture	Added
	JMC 20009 Video Audio Production Aesthetics	Added
	JMC 20011 Production Fundamentals	Added
	JMC 23004 Story for Picture	Added
	JMC 23130 Directing for Picture	Added
	JMC 23140 Production I	Added
	JMC 30036 Digital Video Editing	Added
	JMC 33033 Sound for Picture	Added
	JMC 30034 Programming for Digital Media	Added
	JMC 33036 Multimedia Engineering	Added
	JMC 33043 Digital Cinematography	Added
	MUS 21113 Music Production I	Added
	MUS 21114 Music Production II	Added
	MUS 21221 Audio Recording I	Added
	THEA 11303 The Art of Acting	Added
	Concentration Requirements (18 credit hours)	Added
	Choose from the following: 18	
	Animation Concentration (18 credit hours)	
	MAGC 11003 Solid Modeling	Was major requirement
	MAGC 34000 Character Animation	Was major requirement
	MAGC 34001 Animation Project	Was major requirement
	MAGC 43001 Animation Production/Effects	Was major elective
	MAGC 43025 Real-Time Rendering/Animation	Was major requirement
	MAGC Course Elective	Added MAGC elective
	Game Design Concentration (18 credit hours)	
	MAGC 22001 Modeling for Architecture	Was major requirement
	MAGC 22005 Multimedia and Game Design	Was major requirement
	MAGC 33010 Competitive Gaming	Was major elective
	MAGC 33030 Games for Education	Was major elective
	MAGC 34005 Environmental Game Design	Was major requirement
	MAGC 43000 Interactive Game Design	Was major requirement
Additional Requirements (54 credit hours)	Additional Requirements (51 credit hours)	Decreased credits
ARTS 14000 Drawing I 3 or VCD 14001 Visual Design Literacy	ARTS 14000 Drawing I 3	Removed
BMRT 11000 Introduction to Business 3 or BUS 10123 Exploring Business		Removed Removed
COMM 15000 Intro to Human Communication 3	COMM 15000 Intro to Human Communication 3	
ENG 20002 Introduction to Technical Writing 3 or ENG 20021 Intro to Creative Writing		Removed Removed

B.S. Modeling, Animation and Game Creation Previously Approved Curriculum		B.S. Animation Game Design Proposed Curriculum	Notes
<i>Additional Requirements continued</i>		<i>Additional Requirements continued</i>	
MATH 11010 Algebra for Calculus	3	MATH 11010 Algebra for Calculus	3
MATH 11022 Trigonometry	3	MATH 11022 Trigonometry	3
UC 10097 Destination Kent State	1	UC 10097 Destination Kent State	1
Kent Core Composition	6	Kent Core Composition	6
Kent Core Humanities and Fine Arts	9	Kent Core Humanities and Fine Arts	9
Kent Core Social Sciences	6	Kent Core Social Sciences	6
Kent Core Basic Sciences	6-7	Kent Core Basic Sciences	6-7
		ARTH 22006 Art History: Ancient/Medieval Art	3
		or ARTH 22007 Art History: Renaiss/Modern Art	
		or VCD 13000 Design: Principles, Processes/Practice	
		or VCD 14000 Visual Design Literacy	
		ARTS 14001 Drawing II	3
General Electives	8	General Electives	5
Minimum Total Credits: 120		Minimum Total Credits: 120	