KENT STATE UNIVERSITY
CERTIFICATION OF CURRICULUM PROPOSAL

Preparation Date **15-Dec-17**   Curriculum Bulletin _____

Effective Date   **Fall 2018**   Approved by EPC _____

Department

College   **RE - Regional College**

Degree   **BS - Bachelor of Science**

Program Name   **Modeling Animation & Game Creation (MAGC)**   Program Banner Code

Concentration(s)   Concentration(s) Banner Code(s)

Proposal   **Revise program**

Description of proposal:

Revise and rename the current Computer Design Animation & Game Design (CDAG) minor. The current CDAG concentration within BS Engineering Technology is proposed to elevate to the Bachelor of Science in Modeling, Animation & Game Creation (MAGC) Fall 2018. The current CDAG minor (27 credit hours) consists of coursework in modeling, animation and game design. The number of credit hours makes it difficult to complete. We are proposing make it into two minors to give the student a choice for field of study:
- Modeling and Animation (21 credit hours) consisting of courses in 2D & 3D design and animation
- Game Design (21 credit hours) consisting of courework specific to game design and creation

Does proposed revision change program's total credit hours?   ☒ Yes   ☐ No

Current total credit hours: **27**   Proposed total credit hours **21**

Describe impact on other programs, policies or procedures (e.g., duplication issues; enrollment and staffing considerations; need; audience; prerequisites; teacher education licensure):

These minors will appeal to students in many programs offered at Kent State. The courses are part of the BS MAGC and available to students at the Kent, Stark and Tuscarawas campuses. No additional resources are needed, as the faculty, courses, physical facilities and technology for the program are already in place to support the changes.

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

CDAG faculty, Tuscarawas FC, Regional CCC, College of Communication, Digital Science, Visual Communication & Design, Digital Media Production

Kent, Stark, Tuscarawas (handwritten)

REQUIRED ENDORSEMENTS

Department Chair / School Director _____   ___/___/___
                                                                 12/18/2017

Campus Dean (for Regional Campuses proposals) _____   ___/___/___
                                                                 12/18/17

College Dean (or designee) _____

Dean of Graduate Studies (for graduate proposals) _____   ___/___/___

Proposal Summary

Revise the Computer Design Animation and Game Design Minor

Description of Action, Including Intended Effect

Rename and revise the current Computer Design Animation & Game Design (CDAG) minor. The current CDAG concentration within BS Engineering Technology is proposed to elevate to the Bachelor of Science in Modeling, Animation & Game Creation (MAGC) in Fall 2018. The current CDAG minor is 27 credit hours consists of coursework in modeling, animation and game design. The number of credit hours makes it difficult to complete in a timely manner. We are proposing to create the following two minors in order to give the student a choice in his/her desired field of study:

MAGC Minors

Modeling and Animation (21 credit hours) – The Modeling and Animation minor provides students with an understanding of and skills to create: parametric models, 2D graphics, UV texturing, character and environment modeling, lighting and rendering, as well as animation. These skills and understanding are expected to complement a student's major.

- **MAGC 11003 Solid Modeling** (replacing CADT 22003 Solid Modeling) - 3 Credit Hours Instruction given in the best usage approaches for parametric design philosophy through a hands-on, practice-intensive curriculum. Students acquire the knowledge needed to complete the process of designing models from conceptual sketching, through to solid modeling, assembly design and drawing production. Prerequisite: None.
- **MAGC 12000 2D Graphics** (replacing CADT 12000 2D Graphics Technology) 3 Credit Hours - Introductory course for creation of 2D graphics using vector and raster imaging for use in mapping and character development in animation and gaming. Prerequisite: None.
- **MAGC 12001 Modeling & Texturing I** (replacing CADT 12001 3D Modeling & Texturing) 3 Credit Hours - Introduction to the basic concepts of 3D modeling and animation. Topics will include terminology, techniques of creating textures and imaging for mapping, 3D modeling, lighting, shading and rendering. Prerequisite: MAGC 12000
- **MAGC 22004 Modeling & Texturing II** (replacing CADT 22004 Computer Animation and Gaming) 3 Credit Hours - 3D modeling and computerized techniques. Introduction to the basic concepts, terminology and techniques of 3D modeling, lighting, shading, imaging and animation. Prerequisite: MAGC 12001
- **MAGC 22010 Digital Sculpting** (replacing CADT 22010 Digital Sculpting Technology) 3 Credit Hours - This course will explore interactive 3D sculpting to create highly-detailed and realistic models for use in games, film, animation and illustration. Prerequisite: MAGC 12001
- **MAGC 34000 Character Animation** (replacing CDAG 34000 Computer Animation II) 3 Credit Hours - Continuation of the study and technology applications of computer animation with emphasis on camera usage and the production of a comprehensive animation project involving the animation thought process (ATP). Prerequisite: MAGC 22004

import 3D models in to our game environment. Prerequisites: MAGC 22004 and junior standing

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

Fiscal, Enrollment, Facilities and Staffing Considerations

No additional resources are needed, as the faculty, courses, physical facilities and technology for the program are already in place to support the changes. Plans are in place to hire additional full-time faculty to support the increase in enrollment.

Evidence of Need and Sustainability if Establishing

These minors will compliment and be appealing to students in many programs offered at Kent State. The courses are part of the BS MAGC and available to students at the Kent, Stark and Tuscarawas campuses.

Provisions for Phase-Out if Inactivating

Specific MAGC courses will substitute for any student needing an inactivated CDAG minor.

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

Tuscarawas campus FC, Regional CCC Fall 2017

EPC Jan, 2018

Implementation Fall 2018

Minor in Game Design

Offered in full at Kent, Stark and Tuscarawas campuses

Description:

The game design minor is for students who wants to learn and enhance their ability to create 2D and 3D games by focusing on the modeling and game environment design perspective. Students will create 2D and 3D games by learning the essentials of modeling, texturing, lighting, sculpting environments and communicating ideas with a diverse group of people.

Course List		
Code	**Title**	**Credit Hours**
MAGC 12000 2D Graphics		3
MAGC 12001 Modeling & Texturing I		3
MAGC 22004 Modeling & Texturing II		3
MAGC 22005 Multimedia & Game Design		3
MAGC 22010 Digital Sculpting		3
MAGC 33010 Competitive Gaming or MAGC 33030 Games for Education		3
MAGC 34005 Virtual Reality and Game Design		3
Minimum Total Credit Hours:		21

VanDomelen, Aimee

From:	BEARS, LORRAINE
Sent:	Monday, January 01, 2018 4:33 PM
To:	FROEHLICH, LARRY
Cc:	VanDomelen, Aimee
Subject:	RE: CDAG Minor
Attachments:	MAGC Minors catalog description.docx
Categories:	RC

Hi Amy and Larry,

I've attached the information for the MAGC minors you requested. No specific admission criteria and yes, the old minor to be inactivated. Please let me know if I need to provide any other info.

Thanks and happy new year!
Lori

From: FROEHLICH, LARRY
Sent: Thursday, December 21, 2017 11:11 AM
To: BEARS, LORRAINE <lbears@kent.edu>
Subject: CDAG Minor

I assume Yes, the old minor is to be inactivated..................yes? Larry

From: VanDomelen, Aimee
Sent: Thursday, December 21, 2017 9:27 AM
To: FROEHLICH, LARRY <lfroehli@kent.edu>
Subject: RE: December RCCC meeting material

And can you please confirm that the old minor will be inactivated.

Aimee

Aimee Van Domelen, M.Ed. | Academic Program Coordinator | Curriculum Services
Kent State University | Schwartz Center | 800 E. Summit St.| Kent, Ohio 44242
dvan@kent.edu | 330.672.8559 | www.kent.edu

From: FROEHLICH, LARRY
Sent: Thursday, December 21, 2017 9:09 AM
To: VanDomelen, Aimee <dvan@kent.edu>
Subject: RE: December RCCC meeting material

No problem, I will ask Lori to take care of it. Larry

Sent from my phone

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ATTENDING: BERLIN, KINGSLY; COUREY, TAMRA; HOFFMAN, SUSAN; MCENROE-PETITTE, DENISE; MUSCATELLO, JOSEPH; NEUMAN, JOSNA; RAJAGOPAL, CHITRA; REMPE, REBECCA; ROSE, STACY; SMYTH, THOMAS

- BS in MAGC full proposal; Lori Bears is attending to present it
  - Motion by SMYTH/ MCENROE-PETITTE- APPROVED
- Name change for AAS CDAG; Lori Bears
  - Motion by MUSCATELLO/ ? - APPROVED
- MAGC large scale change to the courses subject codes; Lori Bears
  - Motion by MCENROE-PETITTE/ COUREY - APPROVED
- Proposal for 2 new minors in MAGC; Lori Bears
  - Motion by MCENROE-PETITTE/ BERLIN - APPROVED
- BS in Occupational Therapy Assistant initial inquiry; Julie L. Mirabell is attending to present it
  - Motion by RAJAGOPAL/ REMPE - APPROVED
- BS ENGT (minor revision) proposal (from TUSC)
  - Motion by HOFFMAN/ BERLIN - APPROVED
- The Ashtabula proposal to extend the Tuscarawas Vet Tech program to the Ashtabula Campus; Kevin Deemer and/or Liz Driscoll
  - Motion by REMPE/ REMPE - APPROVED