Code # FA16 (2014)

**New/Special Course Proposal-Bulletin Change Transmittal Form**

x☐ **Undergraduate Curriculum Council** - Print 1 copy for signatures and save 1 electronic copy.

☐ **Graduate Council** - Print 1 copy for signatures and send 1 electronic copy to mmcginnis@astate.edu

|  |
| --- |
| x☐**New Course or** ☐ **Special Course (Check one box)***Please complete the following and attach a copy of the catalogue page(s) showing what changes are necessary.*  |

|  |  |
| --- | --- |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date…**Department Curriculum Committee Chair** | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date…**COPE Chair (if applicable)** |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date…**Department Chair:**  | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date…**General Education Committee Chair (If applicable)**   |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date…**College Curriculum Committee Chair** | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date…**Undergraduate Curriculum Council Chair** |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date…**College Dean** | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date…**Graduate Curriculum Committee Chair** |
|  | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date…**Vice Chancellor for Academic Affairs** |

1. Proposed Course Prefix and Number (For variable credit courses, indicate variable range.)

ART 3713

2. Course Title – if title is more than 30 characters (including spaces), provide short title to be used on transcripts. Title cannot have any symbols (e.g. slash, colon, semi-colon, apostrophe, dash, and parenthesis). Please indicate if this course will have variable titles (e.g. independent study, thesis, special topics).

3D Digital and Game Design

3. Will this course be lecture only, lab only, lecture and lab, activity, dissertation, experiential learning, independent study, internship, performance, practicum, recitation, seminar, special problems, special topics, studio problems, student exchange, occupational learning credit, or course for fee purpose only (e.g. an exam)? Please choose one.

Studio

4. What is the grade type (i.e. standard letter, credit/no credit, pass/fail, no grade, developmental)?

Standard Letter Grading

5. Is this course dual listed (undergraduate/graduate)?

No

6. Is this course cross listed? (If it is, all course entries must be identical including course descriptions. It is important to check the course description of an existing course when adding a new cross listed course.)

No

7. Brief course description (40 words or fewer) as it should appear in the bulletin.

Foundation in the art of creating digital 3D content for applications in animation, interactive and game design and in the production of physical objects utilizing 3D printing technology.

It is expected that students will spend a minimum of three additional clock hours per week on work outside the scheduled class time for each studio Graphic Design class.

8. Indicate all prerequisites and if this course is restricted to a specific major, which major. (If a student does not have the prerequisites or does not have the appropriate major, the student will not be allowed to register).

a. Are there any prerequisites?

Grade of C or better in ART 2413 and a grade of CR in ART 2630; or permission of instructor.

b. Why?

The concepts taught in ART – 2413 are integral for creating work at the level required in this course.

9. Course frequency(e.g. Fall, Spring, Summer). Not applicable to Graduate courses.

Spring

10. Contact Person (Name, Email Address, Phone Number)

Curtis Steele, csteele@astate.edu, 870-972-3050

11. Proposed Starting Term/Year

Spring 2016

12. Is this course in support of a new program? No

If yes, what program?

Enter text...

13. Does this course replace a course being deleted? No

If yes, what course?

Enter text...

Has this course number been used in the past? No

*Submit Course Deletion Proposal-Bulletin Change Transmittal Form.*

14. Does this course affect another program? No

If yes, provide contact information from the Dean, Department Head, and/or Program Director whose area this affects.

15. Justification should include:

a. Academic rationale and goals for the course (skills or level of knowledge students can be expected to attain)

This course will serve as an overview of an important aspect of digital design. It is constructed to introduce the basics of a broad range of skills that are highly sought after both in the workplace and in the cultural zeitgeist. As such, the students should expect to gain working knowledge of the related concepts & technologies rather than mastery. The course fits into the Digital Design curriculum as a response to the needs of the design industry & culture at large. Students exiting the program with competency in these skills will have an advantage over their peers in the job market, as well as experience engaging with an important aspect of 21st Century digital culture.

b. How does the course fit with the mission established by the department for the curriculum? If course is mandated by an accrediting or certifying agency, include the directive.

The Department of Art’s Mission Statement includes a goal of “[providing] an environment in which students can build and refine their craft, develop critical thinking skills, and realize their full potential.” This course is aimed at showing students that it is their craft and critical thinking skills that will help them contribute to the aesthetic and technological future of their culture as well as helping them develop the learning skills to carry them into careers in new media professions.

c. Student population served.

This class will be a requirement for all Digital Design students in the Department of Art. It will also be offered as an upper-level elective to all Graphic Design and Studio Art students in the department.

d. Rationale for the level of the course (lower, upper, or graduate).

This course is to be taught at the 3000 level and students will be advised to take this course in their junior year. It follows both 2000 and other 3000 level courses and is designed to provide general technical & theoretical knowledge of the subject.

16. Outline (The course outline should be topical by weeks and should be sufficient in detail to allow for judgment of the content of the course.)

Week 1 Introduction to the basics of time based media.

Week 2 Introduction to the basics of Game Design Theory. Readings from ‘Theory of Fun for Game Design’.

Week 3 In-class discussions and experiments with simple board games.

Week 4 In-class work on project 1 and Project 1 Critiques (simple board games).

Week 5 Introduction to Cinema4D software (building 3D models for use in game design).

Week 6 Continued work in Cinema 4D and readings from ‘Extra Lives’.

Week 7 In-class work on project 2 (3D Environment Design based on game strategy developed in project 1).

Week 8 In-class work on project 2 and Project 2 Critiques (3D Environment Design)

Week 9 Introduction to Unity Game Engine software.

Week 10 Continued work in Unity and readings from ‘Thoughts on Interaction Design’.

Week 11 In-class work on project 3 (level design of game begun in projects 1 & 2).

Week 12 In-class work on project 3 and Project 3 Critiques.

Week 13 Introduction to the use of Cinema 4D solid modeling for 3D printing applications.

Week 14 Readings and exercises from ‘The Creation of Artifacts in Society’ and intro to MakerWare 3D printing software.

 In-class work on project #4 (Team redesign of physical object).

Final: Critique #4

17. Course requirements (e.g. research papers, projects, interviews, tests, etc.)

1 Students will develop a basic board game demonstrating their understanding of Game Design Strategy & Theory

2 Students will develop a 3D environment based on their board game

3 Students will develop a video game that takes place inside of their 3D environment

4 Students will work in groups to re-design and produce a physical object using 3D printing technology

18. Special features (e.g. labs, exhibits, site visitations, etc.)

• Class will visit Center for Advanced Spatial Technologies at University of Arkansas (or similar organization)

• Students will exhibit and promote their games on the class website using Unity’s online gaming function

19. Department staffing and classroom/lab resources (Will this require additional faculty, supplies, etc.?)

This course will require licenses for the software Maxon Cinema 4D, Adobe Photoshop and the free Unity game engine. These resources are available for use in the Center for Digital Initiatives 3D lab located in the Dean B Ellis Library room 205. I have secured CDI approval to teach the course in that location.

20. What is the primary intended learning goal for students enrolled in this course?

The primary goal of this course is for students to apply general technical & theoretical knowledge of 3D design to interactive design, game design and physical object design.

21. Reading and writing requirements:

a. Name of book, author, edition, company and year

 1. Theory of Fun for Game Design, Second Edition, Raph Koster, O'Reilly Media, 2013

 2. Thoughts on Interaction Design, Second Edition, Jon Kolko, Morgan Kaufmann, 2011

 3. Extra Lives: Why Video Games Matter, Tom Bissell, Vintage Books, 2011

 4. The Creation of Artifacts in Society, Karl T. Ulrich, Universoty of Pennsylvania, 2005-11

b. Number of pages of reading required per week: Approximately 50 pages.

c. Number of pages of writing required over the course of the semester: n/a

22. High-Impact Activities (Check all that apply)

☐Collaborative assignments

☐Research with a faculty member

☐Diversity/Global learning experience

☐Service learning or community learning

☐Study abroad

☐Internship

☐Capstone or senior culminating experience

x☐Other Explain: Students will be exposed to industry professionals who specialize in 3D design and spatial technologies.

23. Considering the indicated primary goal (in Box #20), provide up to three outcomes that you expect of students after completion of this course.

**Outcome #1:** (For example, what will students who meet this goal know or be able to do as a result of this course?)

Articulate their personal vision through creative art and design projects and explain that vision effectively.

Learning Activity:(For example, what instructional processes do you plan to use to help students reach this outcome?)

• Students will be exposed to lectures, readings, guided tutorials and class discussions that will provide them the tools (theoretical and technical) to make their concepts reality.

• The critique process will help students develop the ability to articulate and defend their creations.

Assessment Tool: (For example, what will students demonstrate, represent, or produce to provide evidence of their learning?)

Exercises based on readings and class discussions will be graded by professor using a rubric. Individual and group projects will be subject to critiques by the professor and their peers.

*(Repeat if needed for additional outcomes 2 and 3)*

**Outcome #2:**

Demonstrate proficiency in the technologies required to successfully realize their creative vision.

Learning Activity:

Students will be guided through a series of rigorous tutorials in each of the technologies required to successfully complete the four projects.

Assessment Tool:

Students will be required to exhibit and defend their creations. Each project critique will assess their ability to practically apply each required skill.

**Outcome #3**:

Demonstrate an understanding of the theory and history of 3D digital design through the analysis and evaluation their own work and the work of their peers.

Learning Activity:

Students will be responsible for the content of all readings and lectures and will have many opportunities to test and reinforce that knowledge in class discussions and critiques.

Assessment Tool:

Student’s ability to clearly articulate their ideas and think critically, within the theoretical framework presented in readings, will be assessed during the critiques of their work and the work of their peers.

24. Please indicate the extent to which this course addresses university-level student learning outcomes:

* 1. Global Awareness

☐Minimally
x☐Indirectly
☐Directly

* 1. Thinking Critically

☐Minimally
☐Indirectly
x☐Directly

* 1. Using Technology

☐Minimally
☐Indirectly
x☐Directly

**From the most current electronic version of the bulletin, copy all bulletin pages that this proposal affects and paste it to the end of this proposal.**

**To copy from the bulletin:**

1. Minimize this form.
2. Go to <http://registrar.astate.edu/bulletin.htm> and choose either undergraduate or graduate.
3. This will take you to a list of the bulletins by year, please open the most current bulletin.
4. Find the page(s) you wish to copy, click on the “select” button and highlight the pages you want to copy.
5. Right-click on the highlighted area.
6. Click on “copy”.
7. Minimize the bulletin and maximize this page.
8. Right-click immediately below this area and choose “paste”.
9. For additions to the bulletin, please change font color and make the font size larger than the surrounding text. Make it noticeable.
10. For deletions, strike through the text, change the font color, and enlarge the font size. Make it noticeable.

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Major in Graphic Design (cont.)

**Bachelor of Fine Arts**

**Emphasis in Digital Design**

A complete 8-semester degree plan is available at http://registrar.astate.edu/.

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| --- | --- |
| **~~ART 3413, Identity Design~~**  | **~~3~~**  |
| **ART 3433, Digital Illustration**  | **3**  |
| **ART 3443, Advertising Design**  | **3**  |
| **ART 3453, Motion Graphics**  | **3**  |
| **ART 3463, Intermediate Web Design**  | **3**  |
| **ART 3483, Typography II** | **3** |
|  | **3**  |
| **ART 4363, Graphic Design Internship**  | **3**  |
| **~~ART 4403, Photography for the Graphic Designer~~**  | **~~3~~**  |
| **ART 3713, 3D Digital and Game Design 3****ART 4423, Campaign Design**  | **3**  |
| **ART 4473, Advanced Web Studio**  | **3**  |
| ~~ART 4491, Graphic Design Portfolio~~  | ~~1~~  |
| **ART 4493, Portfolio Presentation** | **3**  |
| **ART 4713, Design for Physical Computing 3** Sub-total  | 343  |
| **Total Required Hours:**  | **120**  |

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**ART 3463. Intermediate Web Design** GRAPHIC DESIGN. Advanced HTML and CSS techniques to create sophisticated web page layouts that adhere to standards-based guidelines; introduction to client-side web interactivity using the jQuery library. Each student is required to create a full featured, graphic design portfolio website. It is expected that students will spend a minimum of three additional clock hours per week on work outside the scheduled class time. Prerequisites, a grade of C or better in ART ~~2423~~ **2613** and ART 2443. Spring.

ART 3483. Typography II. GRAPHIC DESIGN. Extends and applies basic typographic principals, practice and understanding to more complex problems, specifically presenting written communication in typographic form, the exploration of typographic systems, creating a visual narrative, designing a typeface, and working with experimental typography. It is expected that students will spend a minimum of three additional clock hours per week on work outside the scheduled class time for each studio Graphic Design class. Prerequisite, a grade of C or better in ART 2613. Spring, Summer.

ART 3713. 3D Digital and Game Design. GRAPHIC DESIGN. Foundation in the art of creating digital 3D content for applications in animation, interactive and game design and in the production of physical objects utilizing 3D printing technology. It is expected that students will spend a minimum of three additional clock hours per week on work outside the scheduled class time for each studio Graphic Design class. Prerequisite, a grade of C or better in ART 2413 and CR in ART 2630; or permission of instructor. Spring.

**ART 3863. Intermediate Painting** STUDIO ART. Builds on basic skills and concepts from begin­ning drawing and painting courses, individualized projects exploring color and space in a variety of subject matter and approaches, and study of historical and contemporary art in relation to studio practice. May be repeated for credit. It is expected that students will spend a minimum of three additional clock hours per week on work outside the scheduled class time for each studio class. Prerequisite, a grade of C or better in ART 3063; or permission of instructor. Fall, Spring.

**ART 4033. Advanced Drawing** STUDIO ART. Working from various subject matter, including the figure model, in different media. Experimental studies in composition and technique. May be repeated for credit. It is expected that students will spend a minimum of three additional clock hours per week on work outside the scheduled class time for each studio class. Prerequisites, a grade of C or better in ART 3033, and a grade of CR in ART 3330; or permission of instructor. Fall, Spring.

**ART 4063. Advanced Painting** STUDIO ART. Individual work for advanced students. It is expected that students will spend a minimum of three additional clock hours per week on work outside the scheduled class time for each studio class. May be repeated for credit. Prerequisites, a grade of C or better in ART 3863, and a grade of CR in ART 3330; or permission of instructor. Fall, Spring.

**ART 4083. Advanced Printmaking** STUDIO ART. Continuation of Printmaking 3083. It is expected that students will spend a minimum of three additional clock hours per week on work outside the scheduled class time for each studio class. May be repeated for credit. Prerequisites, a grade of C or better in ART 3083, and a grade of CR in ART 3330; or permission of instructor. Fall, Spring.

**ART 4093. Advanced Ceramics** STUDIO ART. Continuation of ceramics work. Independent projects for advanced students. It is expected that students will spend a minimum of three addi­tional clock hours per week on work outside the scheduled class time for each studio class. May be repeated for credit. Prerequisites, a grade of C or better in 6 hours of ART 3093, and a grade of CR in ART 3330; permission of instructor required. Fall, Spring.

**ART 4103. Advanced Sculpture** STUDIO ART. Continuation of sculpture work with emphasis on development of personal direction. It is expected that students will spend a minimum of three additional clock hours per week on work outside the scheduled class time for each studio class. May be repeated for credit. Prerequisites, a grade of C or better in ART 3103, and a grade of CR in ART 3330; or permission of instructor. Fall, Spring.

**ART 4320. Exhibition Preparation** Focus on information pertaining to the preparation for ART 4330. Prerequisites, a grade of CR in ART 3330; a minimum GPA of 2.75 in all work with ART, ARTH, or ARED prefix; and permission of department chair. Students MUST meet the prerequisite requirements or they will not be allowed to register for this course. Fall and Spring.

**ART 4331. Senior Exhibition** Capstone course required for all graduating BFA Studio Art emphasis students. It is expected that students will spend a minimum of three additional clock hours per week on work outside the scheduled class time for each studio class. Prerequisites, a grade of CR in ART 3330 and ART 4320; a minimum GPA of 2.75 in all work with an ART, ARTH or ARED prefix; permission of advisor, instructor, and department chair required; 12 hours of 15 hour emphasis area completed prior to senior exhibition semester. Fall, Spring.

**ART 435V. Studio Problems** STUDIO ART. An opportunity for the studio oriented student to explore and develop techniques and concepts in both two and three dimensional media. Areas not covered by other existing studio courses will be emphasized. May be repeated for credit. It is expected that students will spend a minimum of three additional clock hours per week on work outside the scheduled class time for each studio class. Enrollment restricted to permission of advi­sor, instructor, and department chair. Fall, Spring, Summer.