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| For Academic Affairs and Research Use Only |
| Proposal Number |  |
| CIP Code:  |  |
| Degree Code: |  |

**New or Modified Course Proposal Form**

**[X] Undergraduate Curriculum Council**

**[ ] Graduate Council**

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| **[X]New Course, [ ]Experimental Course (1-time offering), or [ ]Modified Course (Check one box)** |

Signed paper copies of proposals submitted for consideration are no longer required. Please type approver name and enter date of approval.

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| Shelley Gipson | 9/18/2020 |

**Department Curriculum Committee Chair** | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date…**COPE Chair (if applicable)** |
| Temma Balducci\_\_\_\_\_ 9/18/20**Department Chair** | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date…**Head of Unit (if applicable)**   |
| \_\_\_\_\_\_\_Warren Johnson\_ 9/23/2020**College Curriculum Committee Chair** | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date…**Undergraduate Curriculum Council Chair** |
| Mary Elizabeth Spence 9/23/20**Director of Assessment (new courses only)** | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date…**Graduate Curriculum Committee Chair** |
| \_\_\_\_\_Gina Hogue\_\_\_\_\_\_\_\_\_ 9/24/2020…**College Dean** | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date…**Vice Chancellor for Academic Affairs** |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date…**General Education Committee Chair (if applicable)**   |  |

1. **Contact Person (Name, Email Address, Phone Number)**

Dr. Temma Balducci, Dept. of Art + Design, tbalducci@astate.edu, 870.972.3050

1. **Proposed starting term and Bulletin year for new course or modification to take effect**

Bulletin 21-22

Starting Term: Spring 2021

**Instructions:**

*Please complete all sections unless otherwise noted. For course modifications, sections with a “Modification requested?” prompt need not be completed if the answer is “No.”*

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|  | **Current (Course Modifications Only)** | **Proposed (New or Modified)** *(Indicate “N/A” if no modification)* |
| **Prefix** |  | **ART** |
| **Number\*** |  | **4523** |
| **Title** |  | **Advanced Game Design and Development****SHORT TITLE: ADVANCED GAME DESIGN** |
| **Description\*\*** |  | Advanced study including research and experimentation culminating in a fully realized game or game concept. This course requires three or more hours per week outside of class. May be repeated for credit.  |

 ***\**** (Confirm with the Registrar’s Office that number chosen has not been used before and is available for use. For variable credit courses, indicate variable range. *Proposed number for experimental course is 9*. )

\*\*Forty words or fewer as it should appear in the Bulletin.

1. **Proposed prerequisites and major restrictions** **[Modification requested? Yes/No]**

(Indicate all prerequisites. 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).

1. YES Are there any prerequisites?
	1. If yes, which ones?

C or better in ART 3523, ART 3543, or GRFX 3713 or permission of instructor

Advanced course in the game design area, requires prior experience in one of these three courses.

1. NO Is this course restricted to a specific major?
	1. If yes, which major? Enter text...
2. **Proposed course frequency [Modification requested? Yes/No]**

(e.g. Fall, Spring, Summer; if irregularly offered, please indicate, “irregular.”) *Not applicable to Graduate courses.*

**Spring**

1. **Proposed course type [Modification requested? Yes/No]**

Will this course be lecture only, lab only, lecture and lab, activity (e.g., physical education), dissertation/thesis, capstone, independent study, internship/practicum, seminar, special topics, or studio? Please choose one.

**Studio**

1. **Proposed grade type [Modification requested? Yes/No]**

What is the grade type (i.e. standard letter, credit/no credit, pass/fail, no grade, developmental, or other [please elaborate])

**Standard Letter**

1. **NO** Is this course dual-listed (undergraduate/graduate)?
2. **NO** Is this course cross-listed?

*(If it is, all course entries must be identical including course descriptions. Submit appropriate documentation for requested changes. It is important to check the course description of an existing course when adding a new cross-listed course.)*

**a.** – If yes, please list the prefix and course number of the cross-listed course.

 Enter text...

 **b.** – NO Can the cross-listed course be used to satisfy the prerequisite or degree requirements this course satisfies?

 Enter text...

1. **NO** Is this course in support of a new program?

a. If yes, what program?

 Enter text...

1. **NO** Will this course be a one-to-one equivalent to a deleted course or previous version of this course (please check with the Registrar if unsure)?

a. If yes, which course?

Enter text...

**Course Details**

1. **Proposed outline** **[Modification requested? Yes/No]**

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

Weeks 1 – 3, Proposals, design documents, and pitching your idea

Weeks 4 - 7, Studio advisement, development, and concept sketches critique

Week 8, Midterm critique, defense of work (phase 1)

Weeks 9 - 14, Studio advisement, development, advanced techniques, and peer-to-peer share

Week 15 Final presentations, final defense (phase 2), Publishing launch

1. **Proposed special features** **[Modification requested? Yes/No]**

(e.g. labs, exhibits, site visitations, etc.)

Includes exhibition of final developed game concepts

1. **Department staffing and classroom/lab resources**

Uses current staffing and 3rd Floor Library Lab

1. Will this require additional faculty, supplies, etc.?

 NO

1. **No Does this course require course fees?**

 *If yes: please attach the New Program Tuition and Fees form, which is available from the UCC website.*

**Justification**

**Modification Justification (Course Modifications Only)**

1. Justification for Modification(s)

Enter text...

**New Course Justification (New Courses Only)**17. Justification for course. Must include:
 a. Academic rationale and goals for the course (skills or level of knowledge students can be expected to attain)

The Game Design Studio Art Area will allow students to channel their traditional studio skills into this growing and popular field. The 2D, 3D, and structural design components of game design involve high-level creative team-based problem-solving that can be applicable to many types of industry-related jobs.

ART 4523 will allow students to complete larger, culminating projects in game design.

Course will operate as the advanced studio course for game design.

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

The Department of Art + Design’s mission: The Department of Art + Design is dedicated to the creative, aesthetic and cultural development of visual art students that builds upon a well-rounded liberal arts education. This course continues the mission of the Art + Design department (contributing to the creative, aesthetic, and cultural development of visual art students) by allowing students to hone their chosen discipline within the Game Design program, further enhancing their experience and portfolio.

c. Student population served.

Though primarily focused on BFA – Art, game design courses are applicable to many students across campus (students will be able to minor in studio art and take these classes)

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

For BFA – Art students, the 4000-level studio courses build contemporary art practices through capstone-level projects. Students may repeat this course for credit when completing new projects.

**Assessment**

**Assessment Plan Modifications (Course Modifications Only)**

1. **Yes / No** Do the proposed modifications result in a change to the assessment plan?

 *If yes, please complete the Assessment section of the proposal*

**Relationship with Current Program-Level Assessment Process (Course modifications skip this section unless the answer to #18 is “Yes”)**

1. What is/are the intended program-level learning outcome/s for students enrolled in this course? Where will this course fit into an already existing program assessment process?

PSLO #1 – Emphasize/Reinforce - Critical Thinking Skills-Students will be able to apply strong critical, analytic, and communication skills required to advance in academic and professional fields.

PSLO #2 - Emphasize/Reinforce - Technical Competence-Students will create a body of work in a specific media that culminates in a pre-professional exhibition.

1. Considering the indicated program-level learning outcome/s (from question #19), please fill out the following table to show how and where this course fits into the program’s continuous improvement assessment process.

*For further assistance, please see the ‘Expanded Instructions’ document available on the UCC - Forms website for guidance, or contact the Office of Assessment at 870-972-2989.*

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| **Program-Level Outcome 1 (from question #19)** | Critical Thinking Skills-Students will be able to apply strong critical, analytic, and communication skills required to advance in academic and professional fields |
| Assessment Measure | Direct Measure: Description: During the Senior Exhibition, students complete a written statement and an oral defense. This is a capstone course designed for senior students, in their graduating year.Measure: A Group of Art + Design Department Faculty evaluate the student’s ability to describe and defend their exhibition in both written and oral forms. Students are asked to write about how they solve problems, analyze their work formally, describe their artistic influences, and make connections to contemporary practice. Students are asked to summarize their content, describe their creation of a specific work, defend technical choices, and reflect on the work in terms of audience during their oral defense. Data Collection: Rubric scored on 5-point scale where 5 = excellent, 4 = above average, 3 = average, 2 = below average, and 1 = failing.Data Analysis: 75% of students will score a combined average of 3.5 or higher.Indirect Measures:Description: In Senior Exhibition, students complete an exit survey.Alumni survey every 3 years (F17 completed, next -F20)..  |
| Assessment Timetable | All students assessed when taking Senior Exhibition.Reporting - Year 2 (2019-2020, 2021-2022) on a two-year cycle. |
| Who is responsible for assessing and reporting on the results? | Assessment Coordinator reports on A+D Faculty evaluations, Studio faculty responsible for evaluation and action plans |

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| **Program-Level Outcome 2 (from question #19)** | Technical Competence-Students will create a body of work in a specific media that culminates in a pre-professional exhibition |
| Assessment Measure | Direct Measure:Description: In Senior Exhibition, students present ≥ 10 professional-level artworks from the emphasis area. This is a capstone course designed for senior students, in their graduating year.Measure: A Group of Art+ Design Department Faculty evaluate the student’s artwork as a professional exhibition in technical achievement, craftsmanship, and aesthetic engagement. The student’s artwork, written statement, and oral defense are evaluated as a whole through perceptual acuity, conceptual understanding, a clear idea, and the statement evidenced in the work.Data Collection: Rubric scored on 5-point scale where 5 = excellent, 4 = above average, 3 = average, 2 = below average, and 1 = failing.Data Analysis: 75% of students will score a combined average of 4or higher.Indirect Measure:Description: In Senior Exhibition, students complete an exit survey. Alumni survey every 3 years (F17 completed, next -F20).  |
| Assessment Timetable | All students assessed when taking Senior Exhibition.Year 1 (2018-2019, 2020-2021) on a two-year cycle.? |
| Who is responsible for assessing and reporting on the results? | Assessment Coordinator reports on A+D Faculty evaluations, Studio faculty responsible for evaluation and action plans |

 **Course-Level Outcomes**

1. What are the course-level outcomes for students enrolled in this course and the associated assessment measures?

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| **Outcome 1** | Student will be able to create and develop an independently proposed concept. |
| Which learning activities are responsible for this outcome? | Project Proposal and design documentMidterm CritiquesAdvanced Technique Training (peer to peer)Final |
| Assessment Measure  | Assessment primarily based on goals set by student and professor in consultation, and whether those goals are met or not. |

*(Repeat if needed for additional outcomes)*

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| **Outcome 2** | Student will be able to publish feature rich game with a realized concept |
| Which learning activities are responsible for this outcome? | Final |
| Assessment Measure  | Assessment based on conceptual development and publication of final game. |

**Bulletin Changes**

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| **Instructions**  |
| **Please visit** [**http://www.astate.edu/a/registrar/students/bulletins/index.dot**](http://www.astate.edu/a/registrar/students/bulletins/index.dot) **and select the most recent version of the bulletin. Copy and paste all bulletin pages this proposal affects below. Please include a before (with changed areas highlighted) and after of all affected sections.** **\*Please note: Courses are often listed in multiple sections of the bulletin. To ensure that all affected sections have been located, please search the bulletin (ctrl+F) for the appropriate courses before submission of this form.**  |

**CURRENT**

**Undergraduate Bulletin 2020-2021, p. 436**

**ART 4433. Advanced Digital Illustration** Advanced studies in various illustrative materials and techniques. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequisites, a grade of CR in ART 3330, a grade of C or better in ART 3433; or instructor permission. Fall, Spring.

**ART 4443. Film Based Photography** Advanced studies of photographic equipment, tech- niques and processes with emphasis on personal expression. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequisites, a grade of C or better in ART 3403, and a grade of CR in ART 3330; or instructor permission. Fall.

**ART 4453. Advanced Photography** Advanced studies in photography as fine art, includes silver and nonsilver based processes with emphasis on aesthetic expression. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequisite, a grade of C or better in ART 3403. Fall, even.

**ART 4523. Advanced Game Design and Development** Advanced study including research and experimentation culminating in a fully realized game or game concept. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequisite, C or better in ART 3523, ART 3543, or GRFX 3713, or instructor permission. Spring.

**PROPOSED**

**Undergraduate Bulletin 2020-2021, p. 436**

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