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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\*** |  | **3543** |
| **Title** |  | **Game Engines and Development** |
| **Description\*\*** |  | Foundations in game development engines incorporating 2D and 3D art assets, including game logic programming, interaction modes, menu design, and win/loss conditions. This course requires three or more hours per week outside of class. |

***\**** (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?

A grade of CR in ART 3330, or permission of instructor

* 1. Why or why not?

BFA Review is a program admission and is required for all ART 3000-level courses; permission of instructor allows students outside of the BFA – ART admission-structure to take the course

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 – 4, Introduction to Engines: Unity, Unreal, Bitsy

Weeks 5 - 7, Incorporating mechanics programming, and state-based interaction

Weeks 8, Midterm critique, first worlds due

Weeks 9 - 11, Manipulating rendering, optimizing pipelines

Weeks 12 - 15, Publishing, building and debugging; Final critique, multi-level world due

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

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

Includes virtual exhibition of final worlds.

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.

In ART 3543 Game Engine and Development, students will create game worlds using digital tools and game engines such as Unreal, Unity, and Bitsy. Students will also learn how to build and debug game worlds.

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 adding game engine development and programming to the robust Art + Design curriculum, further broadening the experiences of the visual art students, as well as providing ample depth in the specific field to hone the craft of art-making and creation.

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, this course requires a background in our foundation (design, drawing, art history) to build the necessary skills to be applied to the specific medium at the 3000-level, whether it’s printmaking, sculpture, or game design.

**Assessment**

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

18. **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”)**

19.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.

20. 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 |

*(Repeat if this new course will support additional program-level outcomes)*

**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 import and arrange 3D and 2D assets in a virtual game engine. |
| Which learning activities are responsible for this outcome? | Asset Exercises  Midterm Critiques  Advanced Technique Training (peer to peer)  Final |
| Assessment Measure | Assessments primarily based on successful completion of visual standards set in produced games and existing structures. |

*(Repeat if needed for additional outcomes)*

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| **Outcome 2** | Students will be able to publish and debug 3D and 2D games in a virtual game engine |
| Which learning activities are responsible for this outcome? | Asset Exercises  Final  Midterm Critiques |
| Assessment Measure | Assessments primarily based on successful completion of game build without bugs |

**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. 435**

**ART 3330. BFA Review** Admissions screening, transfer screening for all BFAstudents.Artistic practice emphasized through written statement, oral presentation and portfolio review. Students may take this course only twice. Passing is prerequisite for required 3000-level ART courses. Prerequisites, a grade of C or better in ART 1013, ART 1023, ART 1033, ART 1043, ARTH 2583, and ARTH 2593; a 2.75 GPA in all ART, ARTH, and ARED courses; and advisor permission. Fall, Spring.

**ART 3403. Photography** Photographic concepts, historical precedents, aesthetics, equipment, techniques, and processes, both silver based and digital. Emphasis is placed on photography as applied to art and design. This course requires three or more hours per week outside of class. Prerequisite, a grade of CR in ART 3330 or GRFX 3400. Fall.

**ART 3433. Digital Illustration** Introduction to illustration using computer applications.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 1013, ART 1033, and ART 1043, or instructor permission. Fall, Spring.

**ART 3503. New Media** Artworks created in relation to screen, time and code-based media. This course requires three or more hours per week outside of class. May be repeated for credit. Pre- requisites, a grade of CR in ART 3330 or GRFX 3400, or instructor permission. Fall, Spring.

**ART 3543. Game Engines and Development** Foundations in game development engines incorporating 2D and 3D art assets, including game logic programming, interaction modes, menu design, and win/loss conditions. This course requires three or more hours per week outside of class. Prerequisite, a grade of CR in ART 3330, or instructor permission. Spring.

**ART 3863. Intermediate Painting** Explores color and space using a variety of subjects and ap- proaches requiring both drawing and painting skills. Emphasis on historical and contemporary art in relation to studio practice. 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 3063; or instructor permis- sion. Fall, Spring

**PROPOSED**

**Undergraduate Bulletin 2020-2021, p. 435**

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