

MONTHLY REPORT: JANUARY 2024 - COMMITTEE ON CURRICULUM

To: Steven Dahlke, Academic Senate Steering Committee

From: Isabella Lizzul, January 30th, 2024

Subject: Committee on Curriculum January 2024 Monthly Report for the February 2024 Senate

CC: College Archives (CWilliams@qcc.cuny.edu)

At its January 30th meeting, the Committee on Curriculum voted to send the following recommendations and notices to the Academic Senate:

1 new course

1 program revisions

6 course revisions

1. New Course

DEPARTMENT OF ART AND DESIGN

Departmental approval date: November 29th, 2023

ARTS 392 Introduction to 3D Animation

3 Class Hours / 3 Credits

Pre-requisites (if any): ARTS 192

Co-requisite: None

10. Course Description for College Catalog:

This course introduces the principles and techniques of 3D animation. Students will learn the fundamentals of 3D modeling, animation, and rendering using industry-standard software. The course will cover key concepts in storytelling, character design, and 3D printing, with hands-on projects to develop practical skills.

11. Rationale: Why the course is needed or desired.

Student interest, a growing job market in the animation field and transferability to 4-year programs are all drivers to offer this introductory course in 3D animation. In addition, in our reaccreditation process with National Association of Schools of Art & Design, (NASAD) it was recommended that we add a maker space / 3D printing lab within our department and design a 3D course. Art & Design recently received a large donation that enables us to fulfill this immediately.

12. Course categories, outcomes, and attributes (Place an "X" in the appropriate box)

Syllabus clearly articulates: (General education and course level are mandatory)

...general education outcomes supported by this course

...program outcomes supported by this course

...course-specific student learning outcomes supported by this course

Yes*	No
<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	<input type="checkbox"/>
Yes	No

Common Core Course:	<input type="checkbox"/>	<input type="checkbox"/>
Requirement for the Major:	<input type="checkbox"/>	<input type="checkbox"/>
Elective for the Major:	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Liberal Arts and Sciences:	<input type="checkbox"/>	<input type="checkbox"/>
Writing Intensive:	<input type="checkbox"/>	<input type="checkbox"/>
Experimental course	<input type="checkbox"/>	<input type="checkbox"/>

*If you intend to offer this course in the CUNY Common Core, you will need to submit for approval the Common Core Course Submission Form & Syllabus to Dr. A. Corradetti. There are two deadlines each semester for submission.

13. Academic Programs into which the course would be incorporated and the requirements it will satisfy:

A.S. Digital Art & Design

14. Transferability as an elective or course required by a major to senior colleges (with supporting documents if applicable). Include comparable courses at senior or other community colleges, if applicable:

Queens College: DESN 213 – 3D Modeling City College: ART 39570 - 3-Dimensional Computer Imaging and Animation I: Foundation FIT: CG 212 — Introduction to 3D Computer Modeling
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15. Faculty available with expertise to teach this course:

	Instructor 1	Instructor 2	Instructor 3
Name:	Jasper Lin		
Degree:	MFA Computer Animation		

16. Facilities and technologies required:

Existing Digital Art & Design labs can be used, open-source 3D animation software (Blender) can be used.
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17. List of courses to be withdrawn, or replaced by this course, if any:

n/a

18. Enrollment limit and frequency the course will be offered (each semester, once a year, or alternating years):

Alternating with other Digital Art & Design electives based on enrollment, up to once a year.

18. What changes in any programs will be necessitated or requested as a result of this course's additions/charges:

Course will need to be added to the Digital Art & Design list of recommended electives and as an option for Art A.S. degree.

GLOSSARY OF TERMS

Entry-level course	A credit course with no pre-requisites other than passing placement exams or required remediation; usually considered a first semester course; this course may be a pre-requisite for mid-level courses
Mid-level course	A course which has at least one credit course as a pre-requisite; usually a second or third semester course; this course may be a pre-requisite for upper-level courses
Upper-level course	A course, usually taken in the third or fourth semester, which has several credit course pre-requisites
(Student) Learning outcomes	An explicit statement of the competencies (knowledge and skills) a student is expected to demonstrate either in general education, in an academic program or in a course
General education outcomes	The knowledge, skills, attitudes, and values that a student completing an Associate Degree will demonstrate.
Academic Program learning outcomes	An explicit statement of the knowledge, competency, and skills that students must achieve to complete a program of study.
Course learning outcomes	An explicit statement of the knowledge, competency, and skills that students must achieve to complete a course.

Syllabus Template:

1. **Department** Art & Design
2. **Course, prefix, number, & title:** ARTS 392 - Introduction to 3D Animation
3. **Hours (Class, recitation, Laboratory, studio) & Credits:** 4 Class Hours / 3 Credits
4. **Pre-requisites (if any):** ARTS 192
- Co-requisites (if any):** _____
5. **Course Description in college catalog:**

This course introduces the principles and techniques of 3D animation. Students will learn the fundamentals of 3D modeling, animation, and rendering using industry-standard software. The course will cover key concepts in storytelling, character design, 3D printing, with hands-on projects to develop practical skills.

6. Academic programs for which this course is required:

Digital Art & Design A.S. (elective) Art A.S. (elective)

7. General Education Outcomes: Place an "X" in the appropriate General Education Outcome(s) box that this course supports.

- 1.Communicate effectively in various forms
- 2.Use analytical reasoning to identify issues or problems and evaluate evidence in order to make informed decisions
- 3.Reason quantitatively as required in various fields of interest and in everyday life
- 4.Apply information management and digital technology skills useful for academic research and lifelong learning
- 5. Apply scientific methods and reasoning to investigate issues or problems in the natural and social sciences in order to draw conclusions

If applicable, check the appropriate program level outcome(s)

- A. Integrate knowledge and skills in the program of study
- B. Make ethical judgments while recognizing multiple perspectives, as appropriate in the program of study
- C. Work collaboratively to accomplish learning objectives

8. Course-specific student learning outcomes: (Expand if needed)

a	Students will demonstrate proficiency in creating 3D models using polygonal modeling techniques and apply animation principles to produce well-timed and fluid character animations.
b	Students will acquire the skills necessary to rig and set up characters for animation, including the creation of character controls, joints, and a basic understanding of character rigging principles.
c	Students will be able to apply storytelling concepts to their animations, create storyboards, and develop an animatic that effectively communicates the narrative and timing of their animation projects
d	Students will explore and apply advanced modeling and animation techniques, including dynamics and simulations, camera motion tracking, and the design and output of models for 3D printing.
e	Students will gain an understanding of lighting principles in a 3D environment, implement rendering techniques, and engage in post-production processes such as compositing to enhance the visual quality of their animated projects.
f	
g	
h	
i	
j	

9. Program-specific outcomes (if applicable)

Demonstrate understanding of the methods of mass production of artwork using design programs. Resolve technical problems associated with creating artwork on a computer.

10. Methods by which student learning (general education, course-specific, and, if applicable program specific) will be assessed and evaluated; describe the types of methods to be employed; note whether certain methods are required for all sections):

Low stakes assessment of process work and exercises.
High stakes assessment of finished projects.

11. Course topics and assignments (include laboratory topics when applicable)

Week	Topics	Sample Assignments (if applicable, Blackboard/Online)
1.	Introduction to 3D Animation I <ul style="list-style-type: none"> • Overview of the 3D animation pipeline • Introduction to the Blender interface • Understanding key animation principles 	
2.	Introduction to 3D Animation II <ul style="list-style-type: none"> • In depth exploration to the Blender interface • Applying key animation principles 	Animation exercise 1 due
3.	3D Modeling I <ul style="list-style-type: none"> • Introduction to 3D modeling • Polygonal modeling techniques 	
4.	3D Modeling II <ul style="list-style-type: none"> • Applying Polygonal modeling techniques • Texture mapping and UV unwrapping 	Model exercise due
5.	3D Modeling III <ul style="list-style-type: none"> • Digital Sculpting techniques • Exporting models for 3D printing 	3D Print due
6.	Rigging and Character Setup 1I <ul style="list-style-type: none"> • Basics of rigging • Creating a simple character rig and controls 	Rigging exercise due
7.	Animation Principles I <ul style="list-style-type: none"> • Timing and spacing • Easing in and out 	
8.	Animation Principles II <ul style="list-style-type: none"> • Follow-through and overlapping action 	Animation exercise 2 due
9.	Storytelling and Storyboarding I <ul style="list-style-type: none"> • Introduction to storytelling in animation • Basics of storyboarding 	
10.	Storytelling and Storyboarding II <ul style="list-style-type: none"> • Creating an animatic 	Animatic due
11.	Advanced Animation Techniques I <ul style="list-style-type: none"> • Character animation techniques 	
12.	Advanced Animation Techniques II <ul style="list-style-type: none"> • Camera animation • Special effects and dynamics 	Final animation sample clip due
13.	Lighting and Rendering I <ul style="list-style-type: none"> • Basics of lighting in 3D • Rendering techniques 	
14.	Lighting and Rendering II <ul style="list-style-type: none"> • Post-production and compositing 	
15.	Final Projects Due – Screening & Critique	Final projects due

12. Sample texts/readings/bibliography/other materials required or recommended for the course (as applicable):

Williams, Richard. *The Animator's Survival Kit*. Faber and Faber, 2002.

13. Required attire (if applicable):

n/a

14. Academic Integrity policy (department or College):

Academic honesty is expected of all students. Any violation of academic integrity is taken extremely seriously. All assignments and projects must be the original work of the student or teammates. **Plagiarism will not be tolerated.** Any questions regarding academic integrity should be brought to the attention of the instructor. The following is the Queensborough Community College Policy on Academic Integrity: "It is the official policy of the College that all acts or attempted acts that are violations of Academic Integrity be reported to the Office of Student Affairs. At the faculty member's discretion and with the concurrence of the student or students involved, some cases though reported to the Office of Student Affairs may be resolved within the confines of the course and department. The instructor has the authority to adjust the offender's grade as deemed appropriate, including assigning an F to the assignment or exercise or, in more serious cases, an F to the student for the entire course." The college's policy on Academic Integrity can be found at http://www.qcc.cuny.edu/governance/docs/Academic_Integrity_Document.pdf

15. Disabilities

Any student who feels that he or she may need an accommodation based upon the impact of a disability should contact the office of Office of Accessibility Services in Science Building, Room S-132, 718-631-6257, to coordinate reasonable accommodations for students with documented disabilities. You can visit the Office of Accessibility Services website by clicking on this link: <https://www.qcc.cuny.edu/oas/>

OPTIONAL (May be included by instructors.)

Student Life, Services: <http://www.qcc.cuny.edu/current-students/index.html>

Single Stop: <http://www.qcc.cuny.edu/singlestop/index.html>

Counseling: <http://www.qcc.cuny.edu/counseling/index.html>

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2. Program Revision

DEPARTMENT OF ART AND DESIGN

Program Revision: Digital Art & Design

Departmental approval date: November 29th, 2023

Rationale: Why this revision is needed or desired.

Student interest in 3D animation and the rapid development of jobs in the field and in course offerings in 4-year college digital art programs is the major driver of offering a new introductory elective in the subject.

Since our last program revisions in 2019, we would like to make a few tweaks to our sequencing and course descriptions to better serve student interests, and for clarity and transferability.

Detailed Revisions

All text or items that will be deleted or changed should be marked with a strikethrough.

All new text, courses, credits, etc. should be marked by underlining.

Show the whole set of program requirements in a From/To format.

From:		To:	
Common Core	Credits	Common Core	Credits
REQUIRED CORE: 1A. ENGL-101: English Composition I	3	REQUIRED CORE: 1A. ENGL-101: English Composition I	3
REQUIRED CORE: 1A. ENGL-102: English Composition II	3	REQUIRED CORE: 1A. ENGL-102: English Composition II	3
REQUIRED CORE: 1B. MA-321: Mathematics in Contemporary Society	3	REQUIRED CORE: 1B. MA-321: Mathematics in Contemporary Society	3
REQUIRED CORE: 1C. CH-106: Chemistry and the Arts ¹	4	REQUIRED CORE: 1C. CH-106: Chemistry and the Arts ¹	4
FLEXIBLE CORE: 2A. World Cultures & Global Issues (Select one course)	3	FLEXIBLE CORE: 2A. World Cultures & Global Issues (Select one course)	3
FLEXIBLE CORE: 2B.U.S. Experience in Its Diversity (Select one course)	3	FLEXIBLE CORE: 2B. U.S. Experience in Its Diversity (Select one course)	3

Academic Senate Agenda-February 13th, 2024-Attachment B

From:		To:	
FLEXIBLE CORE: 2C. Creative Expression (Recommended: ARTH-100, ARTH-101, ARTH-115, ARTH- 116, ARTH-117, ARTH-120 or ARTH-202)	3	FLEXIBLE CORE: 2C. Creative Expression (Recommended: ARTH-100, ARTH-101, ARTH-115, ARTH-116, ARTH-117, ARTH-120 or ARTH- 202)	3
FLEXIBLE CORE: 2D. Individual & Society (Select one course)	3	FLEXIBLE CORE: 2D. Individual & Society (Select one course)	3
FLEXIBLE CORE: 2E. Scientific World (Select one course)	3	FLEXIBLE CORE: 2E. Scientific World (Select one course)	3
FLEXIBLE CORE: 2A., 2B., 2C., 2D., or 2E. Recommended: ARTH-225	3	FLEXIBLE CORE: 2A., 2B., 2C., 2D., or 2E. Recommended: ARTH-225	3
Sub-Total	31	Sub-Total	31
Requirements for the Major		Requirements for the Major	
ARTS-121: Two-Dimensional Design	3	ARTS-121: Two-Dimensional Design	3
ARTS-151: Drawing I	3	ARTS-151: Drawing I	3
ARTS-191 Introduction to Video	3	ARTS-191 Introduction to Video	3
ARTS-192: Digital Animation	3	ARTS-192: Digital Animation	3
ARTS-290: Digital Design I	3	ARTS-290: Digital Design I	3
ARTS-291: Digital Imaging	3	ARTS-291: Digital Imaging	3
ARTS-292: Digital Design II	3	ARTS-292: Digital Design II	3
ARTS 293: Design for Motion Graphics	3	ARTS 293: Motion Graphics	3
Free Electives		Free Electives	
Free electives, Recommended: ARTH-225: History of Graphic Design ARTH-380 Gallery Internship I ET-570 Creating Smartphone Apps ET-710: Web Technology: Building and Maintaining Web Sites, ARTS 122: Three-dimensional Design ARTS 221: Color Theory ARTS 243: Digital Photography ARTS 253: Illustration ARTS-382: Special Problems in Studio Art ARTS 390: Portfolio Project in Studio Art	5	Free electives, Recommended: ARTH-225: History of Graphic Design ARTH-380 Gallery Internship I ET-570 Creating Smartphone Apps ET-710: Web Technology: Building and Maintaining Web Sites, ARTS 122: Three-dimensional Design ARTS 221: Color Theory ARTS 243: Digital Photography ARTS 253: Illustration ARTS-382: Special Problems in Studio Art ARTS 390: Portfolio Project in Studio Art ARTS 392: 3D Animation	5
Total	60	Total	60

Program Notes

From:	To:
<i>All students must successfully complete two (2)</i>	<i>All students must successfully complete two (2)</i>

Academic Senate Agenda-February 13th, 2024-Attachment B

From:	To:
<i>writing- intensive classes (designated "WI") to fulfill degree requirements.</i>	<i>writing- intensive classes (designated "WI") to fulfill degree requirements.</i>

Course Notes (Number your notes).

From:	To:
¹ Students who have completed CH-103 and CH-104 have fulfilled the requirement for CH-106	¹ Students who have completed CH-103 and CH-104 have fulfilled the requirement for CH-106

Write a summary for all of the changes.

<p>A new course will be added to electives: ARTS 392 3D Animation; prerequisite is ARTS 192 Digital Animation</p> <p>ARTS 141 Introduction to Photography will no longer be a prerequisite for ARTS 243 Digital Photography to allow more students to take ARTS 243 for general interest and to remove the burden of requiring ARTS 141. For example, Digital Art & Design students have only 5 elective credits, removing the prerequisite will give them more elective options.</p> <p>Course name change & description: ARTS 293 Design for Motion Graphics will become ARTS 293 Motion Graphics and the description will be rewritten for clarity and to align language with current terms used in academia and industry.</p> <p>Prerequisite change: ARTS 192 Digital Animation will be prerequisite for ARTS 293 Motion Graphics to better sequence learning outcomes.</p> <p>Prerequisite change: Either ARTS 290 or 291 will be a prerequisite for ARTS 192; students will need a baseline of digital skills in 2D programs to make animation projects.</p>

If the program revision includes course revisions or new courses, submit the appropriate Course Revision form and/or New Course Proposal Form, along with the Syllabus and Course Objectives form.

Please see forms 1, 4 for new course ARTS 392 3D Animation, and form 3 for revisions to ARTS 243, 192 and 293

If courses will be deleted from the program, make clear whether the courses are to be deleted from the department's offerings as well.

N/A

Explain briefly how students currently in the program will be able to complete the requirements.

There are no substantive structural curriculum changes that necessitate any additional steps in advisement for students currently in the program to complete their degree path requirements. Students may need to be advised to take ARTS 192 earlier, in semester #2 or #3.
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3. Course Revision

DEPARTMENT OF ART AND DESIGN

Departmental approval date: November 29th, 2023

1. **Department:** Art & Design

Month	Day	Year
11	21	23
11	29	23

2. **Date Approved by Department:**

3. **Date Consulted with the Office of Academic Affairs:**

4. **Date submitted to the Committee on Curriculum:**

5. **Date approved by the Committee on Curriculum:**

6. **State if the proposal was discussed with other department chair(s) with similar interests.**
 Yes* No

*If yes, which departments(s): _____

7. **Is this an experimental course?**
 Yes* No

Month	Day	Year

If yes, date approved by the President"

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In the **From** and **to** sections, include all pertinent information:

	From	To
8. Course Prefix & Number:	ARTS 192	ARTS 192
9. Course Title:	Digital Animation	Digital Animation
10. Hours & Credits (Specify if class hours, lab. hours, recitation hours, etc.)	4 hours / 3 credits	4 hours / 3 credits
11. Pre-requisites (if any)		<u>Either ARTS 290 or ARTS 291</u>
12. Co-requisites (if any)	ARTS 291	

<p>13. Course Description (for College Catalog):</p>	<p>This course will introduce students to the processes, concepts, and techniques of digital animation. A variety of software packages and tools will be covered, with an emphasis on creating character animation with dynamic motion, acting, and timing. Projects will explore the principles of animation across a variety of digital media while developing narratives from storyboards to final execution. Critical analysis, revision, and portfolio building will be stressed.</p>	<p>This course will introduce students to the processes, concepts, and techniques of digital animation. A variety of software packages and tools will be covered, with an emphasis on creating character animation with dynamic motion, acting, and timing. Projects will explore the principles of animation across a variety of digital media while developing narratives from storyboards to final execution. Critical analysis, revision, and portfolio building will be stressed.</p>
<p>14. Curricula into which the course would be incorporated and the requirements it will satisfy:</p>	<p>Digital Art and Design (A.S. Degree) required (no change)</p>	
<p>15. Rationale:</p>	<p>In order to properly sequence our animation courses and to ensure students have a baseline of digital skills in 2D programs to make their animation projects.</p>	
<p>16. Transferability as an elective or course required by a major to senior colleges (with supporting documents if applicable). Include comparable courses at senior or other community colleges, if applicable:</p>	<p>Queens: DESN 193: Introduction to Digital Animation City College: ART 39528: 2D Animation Principles</p>	
<p>17. List of courses to be withdrawn or replaced by this course, if any:</p>	<p>n/a</p>	

18. What changes in any programs will be necessitated or requested as a result of this course's changes:

No major changes anticipated.

4. Course Revision

DEPARTMENT OF ART AND DESIGN

Departmental approval date: November 29th, 2023

1. **Department:** Art & Design

2. **Date Approved by Department:**

3. **Date Consulted with the Office of Academic Affairs:**

4. **Date submitted to the Committee on Curriculum:**

5. **Date approved by the Committee on Curriculum:**

6. State if the proposal was discussed with other department chair(s) with similar interests.

*If yes, which departments(s):

7. Is this an experimental course?

Month Day Year

11	21	23
11	29	23

Yes* No

Yes* No

Month Day Year

If yes, date approved by the President"

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In the **From** and **to** sections, include all pertinent information:

	From	To
8. Course Prefix & Number:	ARTS 243	ARTS 243
9. Course Title:	Digital Photography	Digital Photography
10. Hours & Credits (Specify if class hours, lab. hours, recitation hours, etc.)	4 hours / 3 credits	4 hours / 3 credits
11. Pre-requisites (if any)	ARTS 141	<u>No prerequisites</u>
12. Co-requisites (if any)		

<p>13. Course Description (for College Catalog):</p>	<p>Students will learn how to use the digital camera to make images for a variety of photographic applications, and they will computer-printing technologies to produce final prints. Students will develop skill in using photography as a tool for visual communication.</p>	<p>Students will learn how to use the digital camera to make images for a variety of photographic applications, and they will computer-printing technologies to produce final prints. Students will develop skill in using photography as a tool for visual communication.</p>
<p>14. Curricula into which the course would be incorporated and the requirements it will satisfy:</p>	<p>Digital Art and Design (A.S. Degree) required (no change)</p>	
<p>15. Rationale:</p>	<p>This elective course will be popular with students in Digital Art (DAD) and Art AS programs. Since DAD only has only 5 elective credits, removing the burden of a prerequisite will allow students to take the course and fit it into their schedules.</p>	
<p>16. Transferability as an elective or course required by a major to senior colleges (with supporting documents if applicable). Include comparable courses at senior or other community colleges, if applicable:</p>	<p>Queens: Photo 165: Digital Photography I City College: ART 29530: Digital Photography I</p>	
<p>17. List of courses to be withdrawn or replaced by this course, if any:</p>	<p>n/a</p>	
<p>18. What changes in any programs will be necessitated</p>	<p>No major changes anticipated.</p>	

or requested as a result of this course's changes:

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5. Course Revision

DEPARTMENT OF ART AND DESIGN

Departmental approval date: November 29th, 2023

1. Department:	Art & Design			
		Month	Day	Year
2. Date Approved by Department:				
3. Date Consulted with the Office of Academic Affairs:		11	21	23
4. Date submitted to the Committee on Curriculum:		11	29	23
5. Date approved by the Committee on Curriculum:				
6. State if the proposal was discussed with other department chair(s) with similar interests.		Yes* <input type="checkbox"/>	No <input checked="" type="checkbox"/>	
*If yes, which departments(s):				
7. Is this an experimental course?		Yes* <input type="checkbox"/>	No <input checked="" type="checkbox"/>	
		Month	Day	Year
If yes, date approved by the President"				

In the **From** and **to** sections, include all pertinent information:

	From	To
8. Course Prefix & Number:	ARTS 293	ARTS 293
9. Course Title:	Design for Motion Graphics	<u>Motion Graphics</u>
10. Hours & Credits (Specify if class hours, lab. hours, recitation hours, etc.)	4 hours / 3 credits	4 hours / 3 credits
11. Pre-requisites (if any)	ARTS-290	<u>ARTS 192</u>
12. Co-requisites (if any)		

<p>13. Course Description (for College Catalog):</p>	<p>This course will introduce students to the processes, concepts and techniques of motion graphics. Two dimensional graphic design concepts will be animated with projects exploring abstraction, titling, information design, UX/UI and dynamic typography. Critical analysis, revision and portfolio building are stressed.</p>	<p><u>This course explores animation in a design context, focusing on bringing graphic designs to life by combining visual elements like text, images, and shapes with audio and other multimedia content. Building on skills and concepts learned in ARTS 192, students will engage in design thinking and a variety of ideation, production, and revision processes, with the goal of producing several portfolio level projects.</u></p>
<p>14. Curricula into which the course would be incorporated and the requirements it will satisfy:</p>	<p>Digital Art and Design (A.S. Degree) required (no change)</p>	
<p>15. Rationale:</p>	<p>Update of the course description for clarity and to align with currently used terms in industry and academia. Sequencing the course with ARTS 192 so that principles and skills are not being overlapped or students are not burdened with taking both courses in the same semester. We feel that sequencing the courses will allow more time for students to reach baseline skills and to explore capstone / portfolio projects in ARTS 293.</p>	
<p>16. Transferability as an elective or course required by a major to senior colleges (with supporting documents if applicable). Include comparable courses at senior or other community colleges, if applicable:</p>	<p><u>Queens College:</u></p> <ul style="list-style-type: none"> • ARTS 290: Motion Graphics <p><u>FIT:</u></p> <ul style="list-style-type: none"> • CG 353 — Motion Graphics • CT 332 — Motion Graphics for Designers 	
<p>17. List of courses to be withdrawn or replaced by this course, if any:</p>	<p>n/a</p>	

18. What changes in any programs will be necessitated or requested as a result of this course's changes:

Students will need to be advised to take either ARTS 190 or 291 in their first two semesters; then ARTS 192, 292, 293 and optionally 392 in their last two semesters.

6. Course Revision

DEPARTMENT OF COMMUNICATION, THEATRE, & MEDIA PRODUCTION

Departmental approval date: December 12th, 2023

1. **Department:** Communication, Theatre, & Media Production

	Month	Day	Year
2. Date Approved by Department:	12	12	2003
3. Date Consulted with the Office of Academic Affairs:	12	11	2023
4. Date submitted to the Committee on Curriculum:	12	18	2023
5. Date approved by the Committee on Curriculum:			

6. **State if the proposal was discussed with other department chair(s) with similar interests.**
 *If yes, which departments(s): _____

7. **Is this an experimental course?**

	Yes*	No
	<input type="checkbox"/>	<input checked="" type="checkbox"/>

	Month	Day	Year
If yes, date approved by the President"			

In the **From** and **To** sections, include all pertinent information:

	From	To
8. Course Prefix & Number:	FMP-242	FMP-242
9. Course Title:	Writing for the Screen	Writing for the Screen
10. Hours & Credits (Specify if class hours, lab. hours, recitation hours, etc.)	3 class hours, 3 credits	3 class hours, 3 credits
11. Pre-requisites (if any)	PREREQ: ENGL101(EN101) OR ENGL103(EN103)	PREREQ: ENGL101(EN101) OR ENGL103(EN103)
12. Co-requisites (if any)	None	None

<p>13. Course Description (for College Catalog):</p>	<p>Writing for the Screen is a mid-level course in the theory and practice of writing for the film, television, and the web. Students will develop, workshop and write scripts for a variety of productions including but not limited to short film, documentary, episodic television and the web series. This course is Writing Intensive (WI).</p>	<p>Writing for the Screen is a mid-level course in the theory and practice of writing for the film, television, and the web. Students will develop, workshop and write scripts for a variety of productions including but not limited to short film, documentary, episodic television and the web series.</p>
<p>14. Curricula into which the course would be incorporated and the requirements it will satisfy:</p>	<p>A.S. Film & Media Production Required A.S. Theatre (Concentration: Acting) Elective A.S. Theatre (Concentration: Technical Theatre) Elective</p>	
<p>15. Rationale:</p>	<p>This class should not be only Writing Intensive. Sections can be designated as such based on the instructor teaching, but it should not be included in the course description.</p>	
<p>16. Transferability as an elective or course required by a major to senior colleges (with supporting documents if applicable). Include comparable courses at senior or other community colleges, if applicable:</p>	<p>n/a</p>	
<p>17. List of courses to be withdrawn or replaced by this course, if any:</p>	<p>None</p>	

18. What changes in any programs will be necessitated or requested as a result of this course's changes:

None

7. Course Revision

DEPARTMENT OF COMMUNICATION, THEATRE, & MEDIA PRODUCTION

Departmental approval date: December 12th, 2023

1. Department:	Communication, Theatre, & Media Production	Month	Day	Year
2. Date Approved by Department:		12	12	2003
3. Date Consulted with the Office of Academic Affairs:		12	11	2023
4. Date submitted to the Committee on Curriculum:		12	18	2023
5. Date approved by the Committee on Curriculum:				
6. State if the proposal was discussed with other department chair(s) with similar interests. *If yes, which departments(s):		Yes* <input type="checkbox"/>	No <input checked="" type="checkbox"/>	
7. Is this an experimental course?		Yes* <input type="checkbox"/>	No <input checked="" type="checkbox"/>	
		Month	Day	Year
If yes, date approved by the President"				

In the **From** and **To** sections, include all pertinent information:

	From	To
8. Course Prefix & Number:	FMP-245	FMP-245
9. Course Title:	Intro to Electronic Media	Intro to Electronic Media
10. Hours & Credits (Specify if class hours, lab. hours, recitation hours, etc.)	3 class hours, 3 credits	3 class hours, 3 credits
11. Pre-requisites (if any)	<i>Students must complete any developmental requirements in English (see Proficiency in Math and English) prior to taking this course.</i>	<i>Students must complete any developmental requirements in English (see Proficiency in Math and English) prior to taking this course.</i>
12. Co-requisites (if any)	None	None

<p>13. Course Description (for College Catalog):</p>	<p>Introduction to Electronic Media is an introduction to the history, growth, development, and practices of media technology. Students develop an understanding of the growth and development of electronic media. Historic context of mass media including print, film, television, video games, and the Internet are examined with attention given to economic, legal and creative forces as well as their influences on popular culture. This class is a designated Writing Intensive (WI) course.</p>	<p>Introduction to Electronic Media is an introduction to the history, growth, development, and practices of media technology. Students develop an understanding of the growth and development of electronic media. Historic context of mass media including print, film, television, video games, and the Internet are examined with attention given to economic, legal and creative forces as well as their influences on popular culture.</p>
<p>14. Curricula into which the course would be incorporated and the requirements it will satisfy:</p>	<p>A.S. Film & Media Production Required A.S. Theatre (Concentration: Acting) Elective A.S. Theatre (Concentration: Technical Theatre) Elective</p>	
<p>15. Rationale:</p>	<p>This class should not be only Writing Intensive. Sections can be designated as such based on the instructor teaching, but it should not be included in the course description.</p>	
<p>16. Transferability as an elective or course required by a major to senior colleges (with supporting documents if applicable). Include comparable courses at senior or other community colleges, if applicable:</p>	<p>n/a</p>	
<p>17. List of courses to be withdrawn or replaced by this course, if any:</p>	<p>None</p>	

18. What changes in any programs will be necessitated or requested as a result of this course's changes:

None

8. Course Revision

DEPARTMENT OF COMMUNICATION, THEATRE, & MEDIA PRODUCTION

Departmental approval date: December 12th, 2023

1. Department:	Communication, Theatre, & Media Production			
		Month	Day	Year
2. Date Approved by Department:		12	12	2003
3. Date Consulted with the Office of Academic Affairs:		12	11	2023
4. Date submitted to the Committee on Curriculum:		12	18	2023
5. Date approved by the Committee on Curriculum:				
6. State if the proposal was discussed with other department chair(s) with similar interests.		Yes*	No	
		<input type="checkbox"/>	<input checked="" type="checkbox"/>	
*If yes, which departments(s):				
7. Is this an experimental course?		Yes*	No	
		<input type="checkbox"/>	<input checked="" type="checkbox"/>	
		Month	Day	Year
If yes, date approved by the President"				

In the **From** and **To** sections, include all pertinent information:

	From	To
8. Course Prefix & Number:	FMP-246	FMP-246
9. Course Title:	Media Criticism	Media Criticism
10. Hours & Credits (Specify if class hours, lab. hours, recitation hours, etc.)	3 class hours, 3 credits	3 class hours, 3 credits
11. Pre-requisites (if any)	STUDENTS MUST COMPLETE ANY DEVELOPMENTAL REQUIREMENTS IN ENGLISH (SEE PROFICIENCY IN MATH	STUDENTS MUST COMPLETE ANY DEVELOPMENTAL REQUIREMENTS IN ENGLISH (SEE PROFICIENCY IN MATH

	AND ENGLISH) PRIOR TO TAKING THIS COURSE	AND ENGLISH) PRIOR TO TAKING THIS COURSE
12. Co-requisites (if any)	None	None
13. Course Description (for College Catalog):	Theories of mass culture will be introduced and applied to a diverse selection of media such as film, television, video games and the Internet. In the identification, examination, and application of these concepts through viewings and discussion, students will learn to think and write critically about the influences of mediated images on society. This class is a designated Writing Intensive (WI) course.	Theories of mass culture will be introduced and applied to a diverse selection of media such as film, television, video games and the Internet. In the identification, examination, and application of these concepts through viewings and discussion, students will learn to think and write critically about the influences of mediated images on society.
14. Curricula into which the course would be incorporated and the requirements it will satisfy:	A.S. Film & Media Production Required A.S. Theatre (Concentration: Acting) Elective A.S. Theatre (Concentration: Technical Theatre) Elective	
15. Rationale:	This class should not be only Writing Intensive. Sections can be designated as such based on the instructor teaching, but it should not be included in the course description.	
16. Transferability as an elective or course required by a major to senior colleges (with supporting documents if applicable). Include comparable courses at senior or other community colleges, if applicable:	n/a	

17. List of courses to be withdrawn or replaced by this course, if any:

None

18. What changes in any programs will be necessitated or requested as a result of this course's changes:

None