CALIFORNIA STATE UNIVERSITY CHANNEL ISLANDS
COURSE MODIFICATION PROPOSAL

Courses must be submitted by November 3, 2008, to make the next catalog (2009-2010) production

DATE (CHANGE DATE EACH TIME REVISED): 11-2-08
PROGRAM AREA(S): ART AND PERFORMING ARTS

Directions: All of sections of this form must be completed for course modifications. All documents are stand alone sources of course information.

1. Course Information.
   [Follow accepted catalog format.](Add additional prefixes if cross-listed)
   
   OLD
   Prefix ART/PA Course# 384 Title Costume Design Units (3)
   6 hours lecture per week
   6 hours activity per week
   Prerequisites: 
   Consent of Instructor Required for Enrollment
   Corequisites: 
   Catalog Description (Do not use any symbols): PA 384 COSTUME DESIGN (3)
   A studio/activities course in which students develop costume designs through a process of character and script analysis. Period research, visual design, rendering and fabrication skills are achieved through practical exercises. Basic costume construction, including drafting and draping, result in the creation of costumes for theatrical, musical and dance productions.
   
   NEW
   Prefix ART/PA Course# 384 Title Costume Design Units (3)
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   ART 384 COSTUME DESIGN (3)
   A studio/activities course in which students develop costume designs through a process of character and script analysis. Period research, visual design, rendering and fabrication skills are achieved through practical exercises. Basic costume construction, including drafting and draping, result in the creation of costumes for theatrical, musical
   
   General Education Categories 
   CR/NC
   X Lab Fee Requested
   Course Level: 
   X Undergraduate
   Post-bac/Credential
   Graduate
   Graded 
   Repeatable for up to 
   units
   Benchmark
   Total Completions
   Multiple
   Enrollment in same semester
   (Student’s choice)

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2. Mode of Instruction (Hours per Unit are defaulted)

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<th>Existing</th>
<th>Hegis Code(s) (Provided by the Dean)</th>
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<tr>
<td>Lecture</td>
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<td>Seminar</td>
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3. **Course Attributes:**

- **General Education Categories:** All courses with GE category notations (including deletions) must be submitted to the GE website: [http://summit.csuci.edu/geapproval](http://summit.csuci.edu/geapproval). Upon completion, the GE Committee will forward your documents to the Curriculum Committee for further processing.

A (English Language, Communication, Critical Thinking)
- A-1 Oral Communication
- A-2 English Writing
- A-3 Critical Thinking

B (Mathematics, Sciences & Technology)
- B-1 Physical Sciences
- B-2 Life Sciences – Biology
- B-3 Mathematics – Mathematics and Applications
- B-4 Computers and Information Technology

C (Fine Arts, Literature, Languages & Cultures)
- C-1 Art
- C-2 Literature Courses
- C-3a Language
- C-3b Multicultural

D (Social Perspectives)

E (Human Psychological and Physiological Perspectives)

UDIGE/INTD Interdisciplinary
- Meets University Writing Requirement
- Meets University Language Requirement

- **American Institutions, Title V Section 40404:** Government US Constitution US History

Refer to website, Exec Order 405, for more information: [http://senate.csuci.edu/comm/curriculum/resources.htm](http://senate.csuci.edu/comm/curriculum/resources.htm)

- **Service Learning Course** (Approval from the Center for Community Engagement must be received before you can request this course attribute).

4. **Justification and Requirements for the Course.**  *Make a brief statement to justify the need for the course*

<table>
<thead>
<tr>
<th>OLD</th>
<th>NEW</th>
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<tbody>
<tr>
<td>Requirement for the Major/Minor</td>
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Submit Program Modification if this course changes your program.

5. **Learning Objectives.** (List in numerical order)

- **OLD**
  1. Identify basic historical costumes by period and garment name.
  2. Implement basic rendering and fabrication skills and apply them to costume design projects.
  3. Demonstrate the elements of good design as it applies to

- **NEW**
  Upon completion of the course, the student will be able to:
  1. Identify basic historical costumes by period and garment name.
  2. Implement basic rendering and fabrication skills and apply them to costume design projects.
  3. Demonstrate the elements of good design as it applies to
costumes in theatrical, musical and dance productions.
4. Demonstrate skills that will clearly express thoughts and ideas to others.
5. Apply costume fabrication techniques and create their own costume design for class projects and selected performances.

6. Course Content in Outline Form. (Be as brief as possible, but use as much space as necessary)

OLD
• Historical Elements of Costume Design
• Two and Three-Dimensional Design Processes in Costume Design
• Communicating with Directors and fellow Designers
• Line, Shape and Perspective in Drawing and Rendering for Costume Design
• Drawing the Figure: Anatomy and Body Shapes
• Elements of Style and Composition
• Rendering the Sketch Idea - Techniques for Sketches in Color
• Fabrics, Color, Texture: Fabric and Palette selection
• Garments and Accessories
• Fabrication of Final Costume Design Projects

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Does this course content overlap with a course offered in your academic program? Yes ☐ No ☒
If YES, what course(s) and provide a justification of the overlap. 

Does this course content overlap a course offered in another academic area? Yes ☐ No ☒
If YES, what course(s) and provide a justification of the overlap. 

Overlapping courses require Chairs’ signatures.

7. Cross-listed Courses (Please note each prefix in item No. 1)
   A. List cross-listed courses (Signature of Academic Chair(s) of the other academic area(s) is required).
   B. List each cross-listed prefix for the course: ART/PA
   C. Program responsible for staffing: ART OR PA

8. References. [Provide 3-5 references]


NEW

9. Tenure Track Faculty qualified to teach this course.
   Art Faculty and Performing Arts Faculty

10. Requested Effective Date or First Semester offered: Fall 09

11. New Resource Requested: Yes ☐ No ☒
    If YES, list the resources needed.
    A. Computer Needs (data processing, audio visual, broadcasting, other equipment, etc.)
B. Library Needs (streaming media, video hosting, databases, exhibit space, etc.)

C. Facility/Space/Transportation Needs:
   Projects may be created in the Art Complex studios or actual location of production.

D. Lab Fee Requested: Yes X No (Refer to the Dean’s Office for additional processing)

E. Other.

12. Indicate Changes and Justification for Each. [Check all that apply and follow with justification. Be as brief as possible but, use as much space as necessary.]

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<thead>
<tr>
<th>Course title</th>
<th>Course Content</th>
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<tbody>
<tr>
<td>Prefix/suffix</td>
<td>Course Learning Objectives</td>
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<td>Course number</td>
<td>References</td>
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<td>Staffing formula and enrollment limits</td>
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<td>Reactivate Course</td>
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Justification: This course will now count for 3 units of upper division studio art credit in the Art Major

13. Will this course modification alter any degree, credential, certificate, or minor in your program? Yes X No

If, YES attach a program update or program modification form for all programs affected.
Priority deadline for New Minors and Programs: October 6, 2008 of preceding year.
Priority deadline for Course Proposals and Modifications: November 3, 2008.
Last day to submit forms to be considered during the current academic year: April 15th.

Jack Reilly
11-2-08

Proposer(s) of Course Modification

Type in name. Signatures will be collected after Curriculum approval.
Approval Sheet

Course: **ART/PA 384 Costume Design**

If your course has a General Education Component or involves Center affiliation, the Center will also sign off during the approval process.

Multiple Chair fields are available for cross-listed courses.

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<th>Program Chair</th>
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<td>Center for Intl Affairs Director</td>
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<td>Center for Integrative Studies Director</td>
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<td>Center for Multicultural Engagement Director</td>
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<td>Center for Civic Engagement and Service Learning Director</td>
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