COURSE MODIFICATION PROPOSAL

DATE: NOVEMBER 2, 2005
PROGRAM AREA **ART**

1. **Catalog Description of the Course.** *[Follow accepted catalog format.]*
    (If Cross-listed please submit a form for each prefix being modified)

OLD	NEW
Prefix ART Course# 205 Title Multimedia Units (3)	Prefix ART Course# 205 Title Multimedia Units (3)
hours per week	hours per week
☒ Prerequisites ART 105, 106, 108	☒ Prerequisites ART 105 or 106 or 107 or COMP 105 or consent of the instructor
☐ Corequisites	☐ Corequisites
Description An introduction to techniques and concepts involved in the production of interactive multimedia. Projects explore basic interactive technologies utilized in the creation of digital graphics, websites and computer game designs.	Description An introduction to techniques and concepts involved in the production of interactive multimedia. Projects explore basic interactive technologies utilized in the creation of digital graphics, websites and computer game designs.

OLD			NEW		
		Graded			Graded
☐ Gen Ed Categories	☐ CR/NC	☐ Repeatable for up to	☐ Gen Ed Categories	☐ CR/NC	☐ Repeatable for up to
☐ Lab Fee Required	☒ A - Z units		☐ Lab Fee Required	☒ A - Z units	

2. **Mode of instruction**

Existing

	Units	Hour Per Unit	Benchmark Enrollment	CS# Units (filled out by Dean)
Lecture	___	___	___	___
Seminar	___	___	___	___
Laboratory	**3**	**2**	**20**	___
Activity	___	___	___	___

Proposed

	Units	Hour Per Unit	Benchmark Enrollment	CS# Units (filled out by Dean)
Lecture	___	___	___	___
Seminar	___	___	___	___
Laboratory	**3**	**2**	**20**	___
Activity	___	___	___	___

3. **Course Content in Outline Form if Being Changed.** *[Be as brief as possible, but use as much space as necessary]*

    OLD   **NEW**

4. **Justification and Learning Objectives for the Course.** (Indicate whether required or elective, and whether it meets University Writing, and/or Language requirements) *[Use as much space as necessary]*

OLD
This course fulfills 3 units of the lower division studio art requirement for the Art Major.

This course provides students with the opportunity to explore artistic processes and emerging technologies involved in digital art and multimedia art forms. This course will also serve to complement numerous courses offered within the Art Program. (i.e. Animation, Graphic Design, Web Art and Time-Based Art). As a result of recent developments in digital art technology and its increased use of the computer in the creation of art, there is a clear demand for a course focusing on the conceptual development and technical methods employed in this artistic process. This course advances the mission of the CSUCI Art Program and the University to be on the forefront of technological innovation. It also serves to prepare CSUCI students to succeed as digital media artist working in the Web and entertainment industries.

NEW
This course fulfills 3 units of the lower division studio art requirement for the Art Major.

This course provides students with the opportunity to explore artistic processes and emerging technologies involved in digital art and multimedia art forms. This course will also serve to complement numerous courses offered within the Art Program. (i.e. Animation, Graphic Design, Web Art and Time-Based Art). As a result of recent developments in digital art technology and its increased use of the computer in the creation of art, there is a clear demand for a course focusing on the conceptual development and technical methods employed in this artistic process. This course advances the mission of the CSUCI Art Program and the University to be on the forefront of technological innovation. It also serves to prepare CSUCI students to succeed as digital media artist working in the Web and entertainment industries.

5/25/2004 cp

Through studio projects involving technical demonstrations, artistic exercises, discussions, field trips, student presentations and critiques, students will:

- Demonstrate artistic concepts involved in the production of multimedia art projects utilizing emerging digital technologies.

- Demonstrate a familiarity with the high-tech environment.

- Demonstrate proficiency with multimedia software programs.

- Articulate, verbally and in written form, their conscious intentions and coherent aesthetics in relationship to projects they produce.

- Develop a personal artistic/symbolic language expressed through the artistic process.

- Demonstrate methods and processes utilized in refinement of artistic ideas and technical issues.

- Develop artistic skills leading toward professional practice in the arts.

- Produce individual works of art.

- Develop a portfolio of work created in the course.

5. **References.** *[Provide 3-5 references on which this course is based and/or support it.]*

OLD
- Besley,Kris, Sham Bhangal, and Amanda Farr, *Foundation Flash MX*, Friends of Ed, 2002
- Blair, Preston, *How to Animate Film Cartoons*, Walter Foster Pub., 1989
- Davis, Joshua, Eric Jordan and Yugo Nakamura, *New Masters of Flash*, Friends of Ed, 2000
- Makar, Jobe, *Macromedia Flash MX Game Design Demystified,* 2002
- Rebenshied, Shane, *Learning Flash MX*, lynda.com, 2002
- Ulrich, Katherine, *Visual QuickStart Guide Flash MX for Windows and Macintosh*, Peachpit Press, 2002

NEW
- Bhangal, Sham, Foundation Macromedia Flash 8
- Blair, Preston, How to Animate Film Cartoons, Walter Foster Publishers, 1989
- Johnston, Ollie & Frank Thomas, The Illusion of Life: Disney Animation
- Rebenschied, Shane, Macromedia Flash MX 2004 Beyond the Basics Hands-On Training
- Ulrich, Katherine, Visual QuickStart Guide Flash 8 for Windows and Macintosh, Peachpit Press, 2005

6. **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.]*
- ☐ Course title
- ☐ Prefix/suffix
- ☐ Course number
- ☐ Units
- ☐ Staffing formula and enrollment limits
- ☒ Prerequisites/corequisites
- ☐ Catalog description
- ☐ Course content
- ☒ References
- ☐ GE

☐ Other

Justification The prerequisites for the course have been changed to include COMP 105. This has been added to accommodate students who are Computer Gaming minors.

7. **If this modification results in a GE-related change indicate GE category affected and Attach a GE Criteria Form:**
   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) ☐
   UD Interdisciplinary ☐

8. **New Resources Required. YES ☐ NO ☐**
   If YES, list the resources needed and obtain signatures from the appropriate programs/units on the consultation sheet below.

   a. Computer (data processing), audio visual, broadcasting needs, other equipment)

   b. Library needs

   c. Facility/space needs

9. **Will this course modification alter any degree, credential, certificate, or minor in your program? YES ☐ NO ☒**
   If, YES attach a program modification form for all programs affected.

   Asst. Professor Liz King   10/9/05
   _____   _____
   Proposer of Course Modification   Date