

NEW COURSE PROPOSAL**Courses must be submitted by November 5, 2007, to make the next catalog production**DATE (*Change if modified*)

10-25-07 REV 12.5.07

PROGRAM AREA(S)

ART

1. Catalog Description of the Course. *[Follow accepted catalog format.]***Prefix(es)** (Add additional prefixes if cross-listed) **ART Course No. 317****Title: Video Game Production Units: 3**☒ Prerequisites ART 205 and ART 326☐ Corequisites☐ Consent of Instructor Required for Enrollment**Description** (Do not use any symbols): An art workshop course focused on conceptualizing, designing, and producing a 3D video game. Industry-standard game development tools will be used to create a game that is a work of art in terms of gameplay, story, interface, and visual appeal.**Grading Scheme:**☒ A-F Grades☐ Credit/No Credit☐ Optional (Student Choice)**Repeatability:**☐ Repeatable for a maximum of
units

Total Completions Allowed

☐ Multiple Enrollment in Same Semester**Lab Fee Required: X****Mode of Instruction/Components** (*Hours per Unit are defaulted*).

	Units	Hours per Unit	Benchmark Enrollment	Graded Component	CS & HEGIS # (Filled in by the Dean)
Lecture		1		<input type="checkbox"/>	
Seminar		1		<input type="checkbox"/>	
Laboratory		3		<input type="checkbox"/>	
Activity	3	2	24	X	C-7
Field Studies				<input type="checkbox"/>	
Indep Study				<input type="checkbox"/>	
Other Blank				<input type="checkbox"/>	

The following two lines will be filled out internally based on the Mode of Instruction data directly above.

6 hours activity per week (*Use 2nd line only if necessary*)

hours blank per week

Course Attributes:☐ **General Education Categories:** All courses with GE categories notations (including deletions) must be processed at the GE website: <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>
☐ Service Learning Course

3. Justification and Requirements for the Course. (Make a brief statement to justify the need for the course)

A. Justification: While other university computer gaming courses focus on technical tools and game business models, this course will emphasize games as an art form, encouraging students to use skills gained in prerequisite courses to design and produce a complete 3D game project that is a work of art. This course will fulfill an upper-division studio art credit in the Art Major.

B. Degree Requirement: ☐ Requirement for the Major/Minor **Note: Submit Program Modification if this course changes your program.**
☒ Elective for the Major/Minor

4. Learning Objectives. (Bullets, will occur upon carriage return)

Upon completion of the course, the student will be able to:

- Work individually and in groups to produce a demo-able 3D game that integrates traditional art, design & storytelling techniques with state-of-the-art game development tools.
- Manage projects, pitch ideas, scheduling work time, and budgeting for video games.
- Use industry-standard game development tools.
- Articulate, visually, verbally and in writing, their conscious intentions and coherent aesthetics in relationship to artistic projects they create.
- Participate in team-building activities, group discussions and critiques of projects created.
- Develop artistic, technical, and personal management skills, leading toward a career in computer/video game design.

5. Course Content in Outline Form. [Be as brief as possible, but use as much space as necessary]

ART 317 Video Game Production

- Introduction to the use of an industry-standard game development tool / level editor.
- Visual art elements as related to computer game design
- Exploration of artistic practices and techniques.
- Non-linear interactive storytelling techniques.
- Applications of visual concept and idea development
- Pitching, budgeting time and resources, scheduling work.
- Application of team-building and project management practices.
- Production of a fully-functional 3D video game prototype.
- Presentation and critique of final projects and portfolio work

Does this course overlap a course offered in your academic program? YES ☐ NO ☒

If YES, what course(s) and provide a justification of the overlap?

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

Signature of Academic Chair(s) of the other academic area(s) is required on the signature sheet below.

6. 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).

Prefix for cross-listed discipline(s):

B. Department responsible for staffing: **ART**

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

Fullerton, Tracy, Steven Hoffman, and Chris Swain. Game Design Workshop: Designing, Prototyping, and Playtesting Games, CMP Books, 2004.
Bethke, Eric. Game Development and Production, Wordware Publishing Inc, 2003.
Murray, Janet. Hamlet on the Holodeck: The Future of Narrative in Cyberspace, MIT Press, 1998.

8. List Faculty Qualified to Teach This Course.

- Liz King,, Luke Matjas

9. Effective Date

A. First semester offered: **FALL 2008**

10. New Resources Required. YES X NO ☐

If YES, list the resources needed and obtain signatures from the appropriate programs/units on the sheet below.

A. Computer (data processing), audio visual, broadcasting needs, other equipment)
Software licenses for a game-engine-based development environment, such as Source or Unreal 2.5 (Source is \$10 per license.) This software purchase will be covered in the current Art Program software budget.

B. Library needs

C. Facility/space needs

11. Will this new course alter any degree, credential, certificate, or minor in your program? YES X NO ☐

If, YES attach a program modification form for all programs affected.

Catalog deadline for New Minors and Programs (including modifications): October 15, 2007, preceding year.

Catalog deadline for Course Proposals and Modifications: November 9, 2007, of preceding year.


Last day to submit any work to be considered for the academic year: April 15th.

Jack Reilly, Professor and Chair of Art
Proposer of Course

10-30-07
Date

Approval Sheet

Program/Course: ART 317 Video Game Design

Program Chair Jack Reilly		10-30-2007
---------------------------	---	------------

Signature

Date

Program Chair		
---------------	--	--

Signature

Date

Program Chair		
---------------	--	--

Signature

Date

General Education Chair		
-------------------------	--	--

Signature

Date

Service Learning Center Director		
----------------------------------	--	--

Signature

Date

Curriculum Chair		
------------------	--	--

Signature

Date

Dean of Faculty		
-----------------	--	--

Signature

Date