CALIFORNIA STATE UNIVERSITY CHANNEL ISLANDS COURSE MODIFICATION PROPOSAL

Courses must be submitted by October 15, 2013, and finalized by the end of the fall semester to make the next catalog (2014-15) production

Date (Change date each time revised): 9/3/13 – REQUEST TO OFFER COURSE SPR 2014; OK W D WAKELEE REV 9.10.13

PROGRAM AREA(S): COMPUTER SCIENCE AND INFORMATION TECHNOLOGY AND ART

Directions: All of sections of this form must be completed for course modifications. Use YELLOWED areas to enter data. All documents are stand alone sources of course information.

1.	Indicate Changes and Justification	for Each.	[Mark an X	by all ch	ange areas	that apply	then please	follow-up	your	X's
with	iustification(s) for each marked item.	Be as brie	f as possible	but, use a	s much spac	ce as necess	arv.1			

Course title

X Prefix/suffix

Course number

Units

Staffing formula and enrollment limits

X Prerequisites/Corequisites

Catalog description

X Mode of Instruction

X Course Content

X Course Learning Outcomes

X References

GE

X Other Justification,

X Reactivate Course

Justification: COMP 466 has never been offered. We would like to offer it for the first time in Spring 2014 as COMP/IT/ART466. This form brings is up to date from the original proposal and cross-lists it so that IT majors can take it.

2. Course Information.

[Follow accepted catalog format.] (Add additional prefixes if cross-listed)

OLD

Prefix COMP Course# 466

Title Computer Graphic Systems and Design II Units (3)

3 hours lecture per week hours blank per week

X Prerequisites: COMP 464

Consent of Instructor Required for Enrollment

Corequisites:

Catalog Description (Do not use any symbols):

Advanced concepts of computer graphics. Topics include computer graphics software and hardware, mathematical basis of geometric modeling, data base management in manufacturing environments, imagining and visualization.

General Education Categories:

Grading Scheme (Select one below):

X - F

Credit/No Credit

Optional (Student's Choice)

Repeatable for up to

uiiit

Total Completions

Multiple Enrollment in Same Semester Y/N

Course Level:

X Undergraduate

Post-Baccalaureate

Graduate

NEW

Prefix COMP/IT/ART Course# 466

Title Computer Graphic Systems and Design II Units (3)

2 hours lecture per week

3 hours LAB per week

X Prerequisites: COMP/IT 464

Consent of Instructor Required for Enrollment

Corequisites:

Catalog Description (Do not use any symbols):

Advanced concepts of computer graphics. Topics include computer graphics software and hardware, mathematical basis of geometric modeling, data base management in manufacturing environments, imagining and visualization.

General Education Categories:

Grading Scheme (Select one below):

X A - F

Credit/No Credit

Optional (Student's Choice)

Repeatable for up to

units

Total Completions

Multiple Enrollment in Same Semester Y/N

Course Level:

X Undergraduate

Post-Baccalaureate

Graduate

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Mode of Instruction (Hours per Unit are defaulted)

Hegis Code(s) (Provided by the Dean)

Existing

Proposed

1 1 3 2	<u>24</u>	y	Lecture Seminar Lab	<u>2</u> <u>1</u>	1 1 3	24 24	y y	
<u>3</u>			Lab	1	<u>3</u>	<u>24</u>	y	
				1		<u>24</u>	y	
<u>2</u>			A -41: 114: 1					
			Activity		<u>2</u>			
			Field Studies					
			Indep Study					
			Other blank					
			Online					

4. Course Attributes:

General Education Categories: All courses with GE category notations (including deletions) must be submitted to the GE website: http://summit.csuci.edu/ge 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 (Graduation Writing Assessment Requirement)

Meets University Language Requirement

American Institutions, Title V Section 40404: Government US Constitution US History Regarding Exec Order 405, for more information: 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).

Online Course (Answer YES if the course is ALWAYS delivered online).

Justification and Requirements for the Course. [Make a brief statement to justify the need for the course]

OLD

The course is an elective course for Computer Science

majors.

NEW

The course is an elective course for Computer Science and Information Technology majors.

		Requirement for the Major/Minor
Σ	ζ	Elective for the Major/Minor
		Free Elective

Requirement for the Major/Minor
X Elective for the Major/Minor
Free Elective

Submit Program Modification if this course changes your program.

6. Student Learning Outcomes. (List in numerical order. Please refer	r to the Curriculum Committee's "Learning Outcomes" guideline					
for measurable outcomes that reflect elements of Bloom's Taxonomy: http://senate.csuci.edu/comm/curriculum/resources.htm .						
The committee recommends 4 to 8 student learning outcomes, unless governed by an external agency (e.g., Nursing).						
Upon completion of the course, the student will be able to:	Upon completion of the course, the student will be able to:					

NEW

1. Apply advanced graphic modeling techniques

- 2. Analyze complex geometric configurations
- 3. Create dynamic simulations

OLD

- 4. Write original computer code for a graphic simulation
- 5. create advanced animations
- 6. Analyze scientific visualization processes
- 7. Organize and express ideas clearly in convincingly in oral and written forms.

- 1 Apply advanced graphic modeling techniques
- 2 Analyze complex geometric configurations
- 3 Create dynamic simulations
- 4 Write original computer code for a graphic simulation
- 5 Create advanced animations
- 6 Analyze scientific visualization processes
- 7 Synthesize and articulate ideas clearly and convincingly in oral and written forms.
- Course Content in Outline Form. (Be as brief as possible, but use as much space as necessary)
 OLD

 NEW
 - 1. Advanced rendering techniques
 - 2. Scientific visualization
 - 3. Advanced Algorithmic Methods
 - 4. Advanced Animations
 - 5. Advanced Dynamics

- 1. Modeling non-rigid objects
- 2. Modeling natural phenomena
- 3. Fractals and chaos
- 4. Turbulence
- 5. Particle systems
- 6. Ray tracing
- 7. Global illumination
- 8. Advanced real-time rendering
- 9. Basic Animation
- 10. Animating articulated structures

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

Overlapping courses require Chairs' signatures.

- 8. 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: COMP, IT, ART
 - C. Program responsible for staffing: Computer Science and Information Technology
- **9. References.** [Provide 3-5 references]
 - **OLD** Advanced Animation and Rendering Techniques, Wall, Addison-Wesley, 1999, 0201544121
- **NEW 1.** Computer Graphics: Principles and Practice, 3rd Edition
 John F. Hughes, Andries van Dam, Morgan McGuire, David Sklar, James D. Foley, Steven K. Feiner, Kurt Akeley Addison-Wesley Professional, July 20, 2013

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Мо	Physically Based Rendering, Second Edition: From Theory To Implementation tt Pharr, Greg Humphreys Irgan Kaufmann, July 12, 2010 N-10: 0123750792
	Tenure Track Faculty qualified to teach this course. All Computer Science faculty
11.	Requested Effective Date or First Semester offered: Spring 2014 – Approved by D Wakelee
12.	New Resource Requested: Yes No X 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:
	D. Lab Fee Requested: Yes No (Refer to the Dean's Office for additional processing) E. Other.
13.	Will this course modification alter any degree, credential, certificate, or minor in your program? Yes If, YES attach a program update or program modification form for all programs affected. Priority deadline for New Minors and Programs: October 1, 2013 of preceding year. Priority deadline for Course Proposals and Modifications: October 15, 2013. Last day to submit forms to be considered during the current academic year: April 15 th .
Pete	er Smith, David Claveau 9/3/13

Date

Proposer(s) of Course Modification
Type in name. Signatures will be collected after Curriculum approval.

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Approval Sheet

Course: COMP/IT 466

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.

The CI program review process includes a report from the respective department/program on its progress toward accessibility requirement compliance. By signing below, I acknowledge the importance of incorporating accessibility in course design.

Program Chair			
	Signature	Date	
Program Chair			
	Signature	Date	
Program Chair			
	Signature	Date	
General Education Chair			
	Signature	Date	
Center for Intl Affairs Director			
	Signature	Date	
Center for Integrative Studies Director			
	Signature	Date	
Center for Multicultural Engagement Director			
	Signature	Date	
Center for Civic Engagement and Service Learning Director			
	Signature	Date	
Curriculum Chair			
	Signature	Date	
AVP			
	Signature	Date	

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