Proposal Title: Project Research Management and Pipeline

Initiating Unit or Individual: Ward Makielski
Contact Person’s Name: Ward Makielski  e-mail: makielw@ferris.edu phone: 616-451-4890

Date or Semester of Proposal Implementation: Spring 2011

- Group I - A – New degree/major or major, or redirection of a current offering
- Group II - A – Minor curriculum clean-up and course changes
- Group II - B – New Course
- Group III - Certificates
- Group IV – Off-Campus Programs

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<th>Group/Individual</th>
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* Support with Concerns  or Not Support must include a list of concerns.

To be completed by Academic Affairs

President (Date Approved)  Board of Trustees (Date Approved)  President’s Council (Date Approved)
1. Proposal Summary

Digital Animation and Game Design (DAGD) students entering the work place are being challenged to demonstrate competency skills that come from building completed games as part of a multi-discipline team. The DAGD 490 Game Studio courses will engage students in their area of concentration (programming or graphics), while teaming them up with students from the alternate discipline. These two courses will be run in parallel and with collaboration. The result will be the completion of team-based game development, demanded in the field, and not currently available through other DAGD courses. The creation of DAGD 390 Game Studio – Programming and DAGD 490 Game Studio - Graphics are intended to give students a learning opportunity in a collaborative, multi-disciplined structure under the heading of a “current topics” course.

2. Summary of All Course Action Required*

a. Newly Created Courses to FSU:
Prefix  Number  Title
DAGD   490     Game Studio - Programming
DAGD   490     Game Studio - Graphics

b. Courses to be Deleted From FSU Catalog:
Prefix  Number  Title  DAGD  DAGD


c. Existing Course(s) to be Modified:
Prefix  Number  Title  DAGD  DAGD


d. Addition of existing FSU courses to program
Prefix  Number  Title  DAGD  DAGD


e. Removal of existing FSU courses from program
Prefix  Number  Title  DAGD  DAGD

*Contact Senate Secretary or UCC Chair if spaces for additional courses are needed.
NEW COURSE INFORMATION FORM
See Sample: Limit to One Page.

Course Identification:

Prefix: DAGD  Number: 490  Title: Game Studio - Graphics

Course Description:
This course is intended to give students a learning opportunity with a collaborative, multi-disciplined development team – addressing an expressed need for experience by industry direction and guidance. Students entering the work place are being challenged to demonstrate competency skills that come from building completed games as part of a team. This class that lets students get as close as possible to a real studio experience while letting them work on a project bigger than a single homework assignment can allow. This course emphasizes the graphics discipline.

Course Outcomes and Assessments:
I. Student will be able to work on a team by both taking change and direction as necessary. Assessed through peer review, interview, and project success.
II. Students will demonstrate the ability to work successfully with and within a large development team as evidenced by their personal and project portfolio.
III. Students will develop competency in version control and project tracking methodologies as demonstrated through generate progress data and accomplishment reports.
IV. Students will understand and execute asset building for contemporary game engines based on developed concept art.
V. Students will be able to successfully integrate their assets into a game engine such that they will be usable by developers.

Course Outline including Time Allocation:
I. Pre-Production (4 Hours)
   - Team Building / Interviews, Tools Research, Project Management Setup, Asset Pipeline

II. Design (8 Hours)
   - Documentation/Asset List, Concept Art, System Architecture, Pitch

III. Development (36 Hours)
   - POC, Code Integration, Asset Creation / Integration, Management

IV. Testing (8 Hours)
   - Play, Review, Bug Tracking

V. Delivery (4 Hours)
   - Compilation, Publish, Market

Total = 60 Hours
NEW COURSE INFORMATION FORM
See Sample: Limit to One Page.

Course Identification:
Prefix: DAGD  Number: 490  Title: Game Studio - Programming

Course Description:
This course is intended to give students a learning opportunity with a collaborative, multi-disciplined
development team – addressing an expressed need for experience by industry direction and guidance.
Students entering the work place are being challenged to demonstrate competency skills that come from
building completed games as part of a team. This class that lets students get as close as possible to a real
studio experience while letting them work on a project bigger than a single homework assignment can allow.
This course emphasizes the programming discipline.

Course Outcomes and Assessments:
VI. Student will be able to work on a team by both taking change and direction as necessary. Assessed
through peer review, interview, and project success.
VII. Students will demonstrate the ability to work successfully with and within a large development team as
evidenced by their personal and project portfolio.
VIII. Students will develop competency in version control and project tracking methodologies as
demonstrated through generate progress data and accomplishment reports.
IX. Students will be able to work with and within a large scale coding framework, evidenced by their ability
to implement and use those systems; assessed by code review and presentation.
X. Students will be able to successfully implement assets created by other students, effectively
communicate changes, and experience their impact on a scheduled project timeline.

Course Outline including Time Allocation:
VI.  Pre-Production (4 Hours)
- Team Building / Interviews, Tools Research, Project Management Setup, Asset Pipeline
VII. Design (8 Hours)
- Documentation/ Asset List, Concept Art, System Architecture, Pitch
VIII. Development (36 Hours)
- POC, Code Integration, Asset Creation / Integration, Management
IX. Testing (8 Hours)
- Play, Review, Bug Tracking
X. Delivery (4 Hours)
- Compilation, Publish, Market

Total = 60 Hours
I. ACTION TO BE TAKEN: CREATE A NEW COURSE

Notes:
1. Complete each item in section I and section II.
2. If this course is to be used as a prerequisite for other university courses, Form Fs that reflect the prerequisite change must be submitted for those courses as well.


II. PROPOSED FOR NEW COURSE: Complete all sections of this part through Prerequisites. See instructions in manual for further clarification.

a. Course Prefix  b. Number  c. Enter Contact Hours or check Independent Study (X).
DAGD 490  Lecture 2 hr/week  Lab 2 hr/week  Independent Study  ☐
Practicum:  _______ hr/semester  Seminar:  _______ hr/week

d. Full Course Title: Game Studio - Graphics
e. Abbreviated Course Title:  (Abbreviate only if necessary. Use Arabic numerals. Limit to 26 characters and spaces.)
f. Semester(s) Offered: Fall, Spring  (See instructions for listing.)  g. Max. Section Enrollment:  20

Credit Hours: Check (x) type and enter maximum and minimum hours in boxes.

h. Type:  ☑ Variable  ☐ Fixed  i. Maximum Credit Hours 3  j. Minimum Credit Hours 3

k. Grade Method: Check  ☑ Normal Grading  ☐ Credit/No Credit only (Pass/Fail)
m. May Be Repeated for Added Credit: Check  ☑ Yes  ☐ No

n. Levels: Check  ☑ Undergraduate  ☐ Graduate  ☐ Professional

o. Does proposed new course replace an equivalent course? Check  ☑ Yes  ☐ No
p. Equivalent course: Prefix  Number  See instructions on Replacement courses.

q. CATALOG DESCRIPTION – Limit to 75 words – PLEASE BE CONCISE.
Students entering the work place are being challenged to demonstrate competency skills that come from building completed projects as part of a team. This class that lets students get as close as possible to a real studio experience while letting them work on a project bigger than a single homework assignment can allow. This course emphasizes the graphics discipline.

r. Prerequisites: (if no prerequisites, write “None”) Limited to 60 spaces. DAGD 460 Multimedia Authoring II.

UCC Chair Signature/Date:  

Academic Affairs Approval Signature/Date:  

To be completed by Academic Affairs Office: - Standard & Measures Coding and General Education Code

Basic Skill (BS)  General Education (GE)  Occupational Education (OC)  G.E. Codes

Office of the Registrar use ONLY

Date Received: _______ Date Completed: _______ Entered: SIS [125  1D4  12R  131]
I. ACTION TO BE TAKEN: CREATE A NEW COURSE
Notes
3. Complete each item in section I and section II.
4. If this course is to be used as a prerequisite for other university courses, Form Fs that reflect the prerequisite change must be submitted for those courses as well.


II. PROPOSED FOR NEW COURSE: Complete all sections of this part through Prerequisites. See instructions in manual for further clarification.

a. Course Prefix b. Number c. Enter Contact Hours or check Independent Study (X).
DAGD 490 LE Cture 2 hr/week LAB 2 hr/week INDependent Study ☐ Practicum: hr/semester Seminar: hr/week

d. Full Course Title: Game Studio - Programming
e. Abbreviated Course Title: (Abbreviate only if necessary. Use Arabic numerals. Limit to 26 characters and spaces.)
f. Semester(s) Offered: Fall, Spring (See instructions for listing.) g. Max. Section Enrollment: 20

Credit Hours: Check (x) type and enter maximum and minimum hours in boxes.

h. Type: ☐ Variable ☑ Fixed i. Maximum Credit Hours 3 j. Minimum Credit Hours 3

k. Grade Method: Check ☑ Normal Grading ☐ Credit/No Credit only (Pass/Fail)
m. May Be Repeated for Added Credit: Check ☑ Yes ☐ No

n. Levels: Check ☑ Undergraduate ☐ Graduate ☐ Professional

ô. Does proposed new course replace an equivalent course? Check ☐ Yes ☑ No

p. Equivalent course: Prefix ☐ Number ☑ See instructions on Replacement courses.

q. CATALOG DESCRIPTION – Limit to 75 words – PLEASE BE CONCISE.
Students entering the work place are being challenged to demonstrate competency skills that come from building completed projects as part of a team. This class that lets students get as close as possible to a real studio experience while letting them work on a project bigger than a single homework assignment can allow. This course emphasizes the programming discipline.

r. Prerequisites: (if no prerequisites, write “None”) Limited to 60 spaces. DAGD 460 – Multimedia Authoring II.

UCC Chair Signature/Date: Academic Affairs Approval Signature/Date:

_____________________________ / 3 / 11

To be completed by Academic Affairs Office: - Standard & Measures Coding and General Education Code

Basic Skill (BS) General Education (GE) Occupational Education (OC) G.E. Codes

Office of the Registrar use ONLY

Date Received: Date Completed: Entered: SIS [125 1D4 12R 131]
Please see attached forms for approval. Thanks

Jocelyn Goheen
Administrative Secretary to the Assistant Dean
Ferris State University - Grand Rapids
151 Fountain Street NE
Grand Rapids, MI 49503
Phone: 616-643-5743
Fax: 616-451-4740

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151 Fountain St. NE
Grand Rapids, MI
49503
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