



Media Design Unit Curriculum Proposals for Spring 2020

Summary

We are proposing the following changes to begin Spring 2020:

1. **Update Game Design and Digital Design & Animation (Animation track) programs** to better reflect student needs and program learning outcomes.
2. **Streamline the Digital Music program** to simplify major requirements, improving student retention and making graduation more practical.
3. **Make our capstone courses 4-credit hours** to better reflect course expectations and meet program learning outcomes.
4. **Update our elective lists** to reflect program developments and course offerings.
5. **Simplify the liberal arts requirements** that often leave students taking more than 60 credits to graduate from our 60-credit programs.

Voting Items (as recommended by Dean Cardona)

1. **New Course** - GD110 Visual Design for Games
2. **Program and Course Revisions** - AAS Game Design program changes and course prerequisite changes
3. **Capstone Course Revision** - GD210 Game Studio
4. **Program and Course Revisions** - AAS Digital Design & Animation (Animation track), AAS Digital Design & Animation (Design track), DD107 Concepts in Animation, DD108 Visual Narrative, DD111 Intro to Sound Design, DD207 3D Computer Animation I
5. **Capstone Course Revisions** - DD201 Communication Design, DD305 2D Computer Animation
6. **Program and Course Revisions** - AAS Digital Music, DM201, DM202, DM205
7. **Capstone Course Revision** - DM206 Production

Additional Details

Game Design Program Rationale

- We are creating a new course, **GD110 Visual Design for Games**, to take the place of **DD105 2D Design**, as a program requirement. This would be a pre or corequisite for **GD201 Digital Games**. This course will be able to better meet the learning outcomes and development needs of game design students than **DD105 2D Design**, which is often taught as a print design course. It will be similar to courses offered in 4 year programs at NYU, Bloomfield College and LIU. This course would also be an elective for both tracks of DD&A.
- Create an animation requirement of either a 3D (**DD207 3D Computer Animation I**) OR 2D animation course (**DD113 Motion Graphics**) ensures that students have important asset production skills for digital game development.
- Make **GD210 Game Studio** into a 4-credit course. It went through the Title V Capstone Seminar and serves as the capstone course for the AAS Game Design program. Making the course 4 credits acknowledges the demands of the course, clearly setting expectations for students of its importance and further integrating time spent on production. In concordance with the proposed program changes, students will be able to graduate with 60 credits, instead of the current de facto 61+ credits.
- Convert a major elective into a code elective. Programming skills are vital for digital game developers to execute their ideas.
- Make **DD112 Web Design I** into an elective course, as the program has moved away from web-based flash games when it was created in 2010.
- Add the following elective options:
 - **DD108 Visual Narrative**
 - **DD111 Intro to Sound Design**
 - **GD298/299 Independent Study**
- Remove the following elective options, which are being replaced by **DD111 Intro to Sound Design**, an existing course targeted at non-music majors:
 - **DM106 Intro to Recording Techniques**
 - **DM205 Sound Design**

DD&A (Design Track)

- Make **DD201 Communication Design** into a 4-credit course. It went through the Title V Capstone Seminar and serves as the capstone course for the AAS Game Design program. Making the course 4 credits acknowledges the demands of the course, clearly setting expectations for students of its importance and further integrating time spent on production. In concordance with the proposed program changes, students will be able to graduate within 60 credits, instead of the current de facto 61+ credits.

DD&A (Animation Track)

- Make **DD305 2D Computer Animation** into a 4-credit course, **DD250 2D Computer Animation**. It should serve as the capstone course for the Animation track of the AAS Digital Design & Animation program. Making the course 4 credits acknowledges the demands of the course, clearly setting expectations for students of its importance and further integrating time spent on production. In concordance with the proposed program changes, students will be able to graduate with 60 credits, instead of the current de facto 61+ credits.

Digital Music

- Make **DM206 Production** into a 4-credit course. It should serve as the capstone course for the Animation track of the AAS Digital Music program. Making the course 4 credits acknowledges the demands of the course, clearly setting expectations for students of its importance and further integrating time spent on production. In concordance with the proposed program changes, students will be able to graduate with 60 credits, instead of the current de facto 61+ credits.

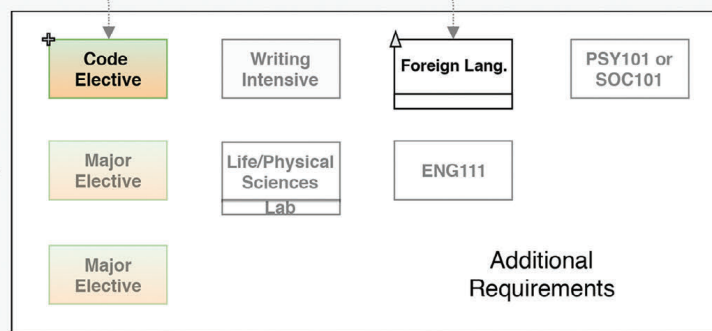
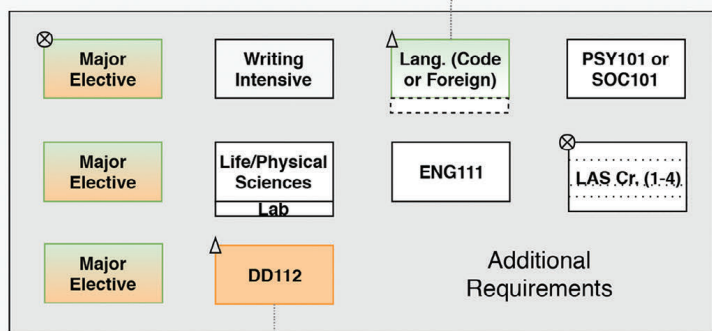
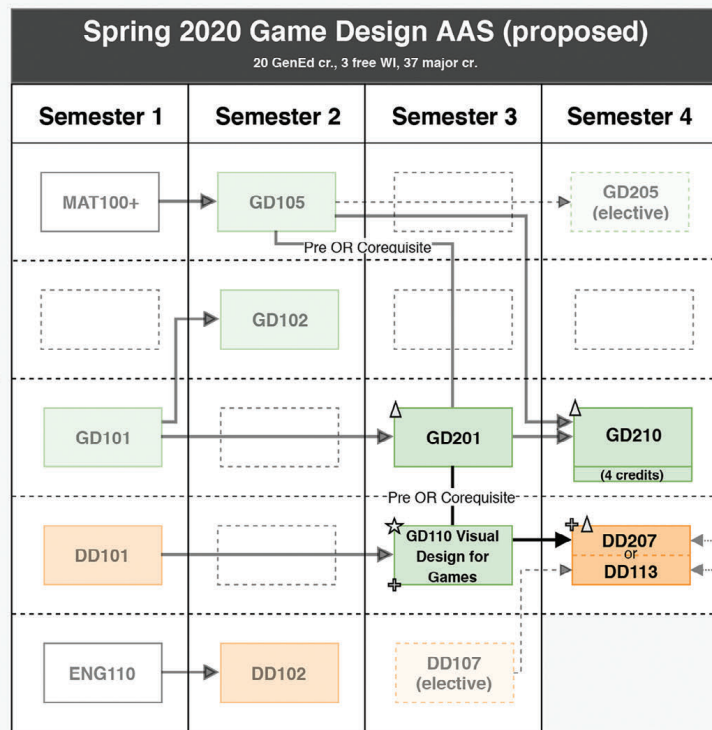
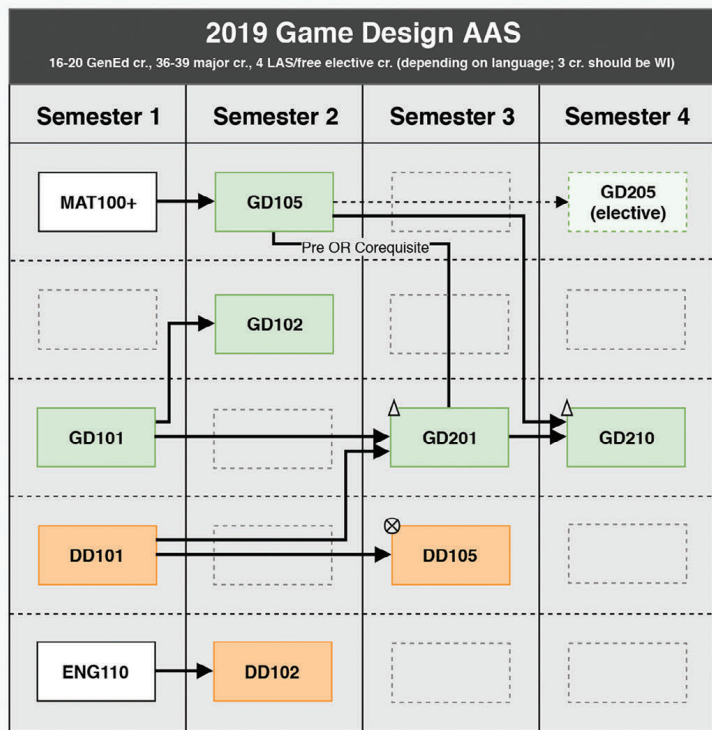
All MD Programs

Currently, the Game Design and Digital Design & Animation programs require 1-5 Liberal Arts/free elective credits, depending on whether students take a code course or a foreign language course and which WI course they take. Since very few 4, 2 and 1-credit classes are available, most students currently need 61-64 credits to graduate.

To fix this problem, we propose revising the general ed./liberal arts requirements to eliminate variability, which often leaves students needing to take more than 60 credits to graduate. By limiting the language requirement to just foreign language and changing our capstone and capstone-like courses to 4 credit classes, we will correct these issues.

Hostos **GAME DESIGN** PROGRAM

- ✚ New Requirement
- ☆ New course
- △ Prereq. or other change
- ⊗ Removal



Major Elective List

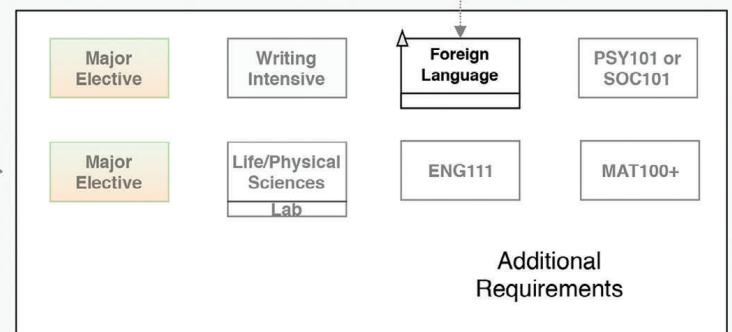
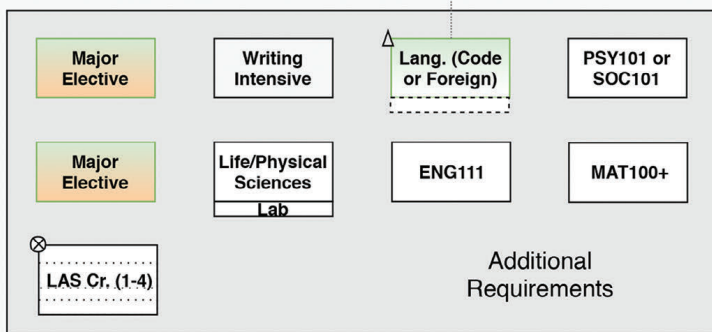
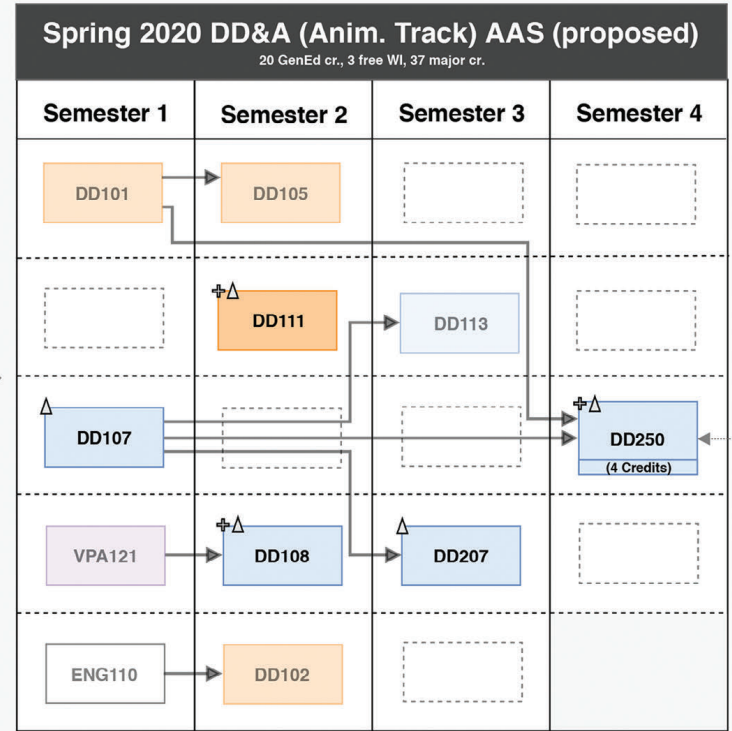
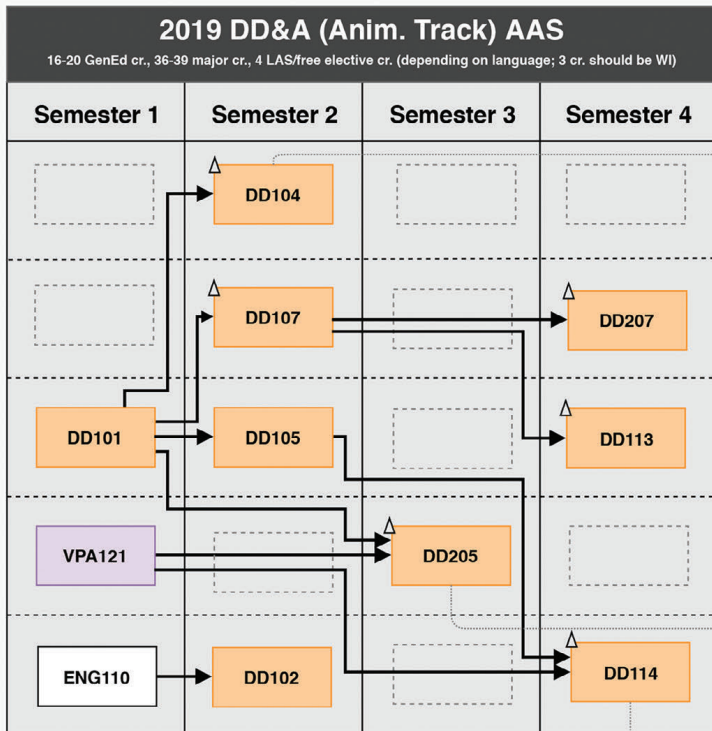
- BUS101 Intro to Business for the Digital Entrepreneur
- DD107 Concepts in Animation
- △ DD113 Motion Graphics
- DD202 Video Production
- △ DD207 3D Computer Animation I
- DD302 Web Design II
- DD307 3D Computer Animation II
- ⊗ DM106 Intro to Recording Techniques
- ⊗ DM205 Sound Design
- GD205 Game Programming II
- CSC215 Modern Programming (formerly MAT 215)
- VPA121 Painting & Drawing I

Major Elective List (*code options in italics*)

- BUS101 Intro to Business for the Digital Entrepreneur
- DD107 Concepts in Animation
- ✚ DD108 Visual Narrative
- ✚ DD111 Intro to Sound Design
- △ DD112 *Web Design I*
- DD202 Video Production
- DD302 *Web Design II*
- DD307 3D Computer Animation II
- GD205 *Game Programming II*
- ✚ GD298 Independent Study I
- ✚ GD299 Independent Study II
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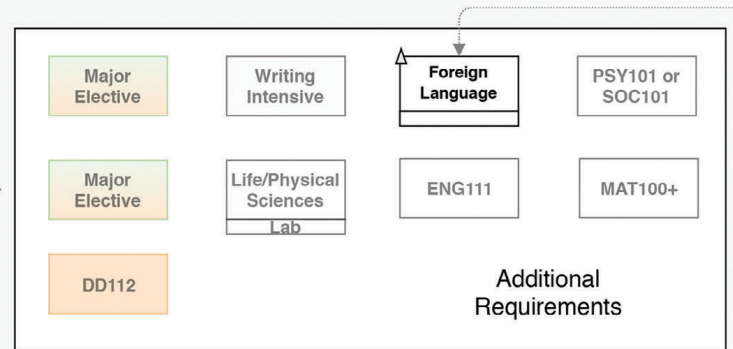
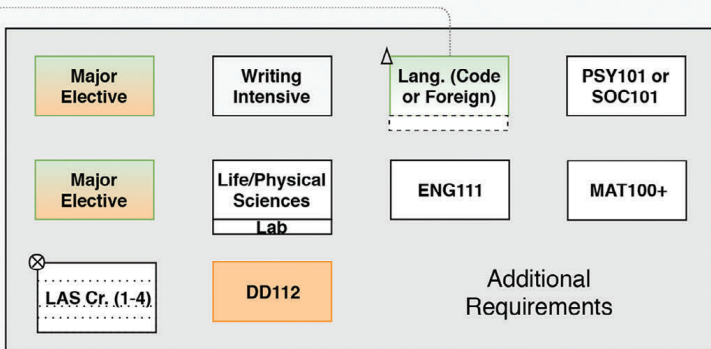
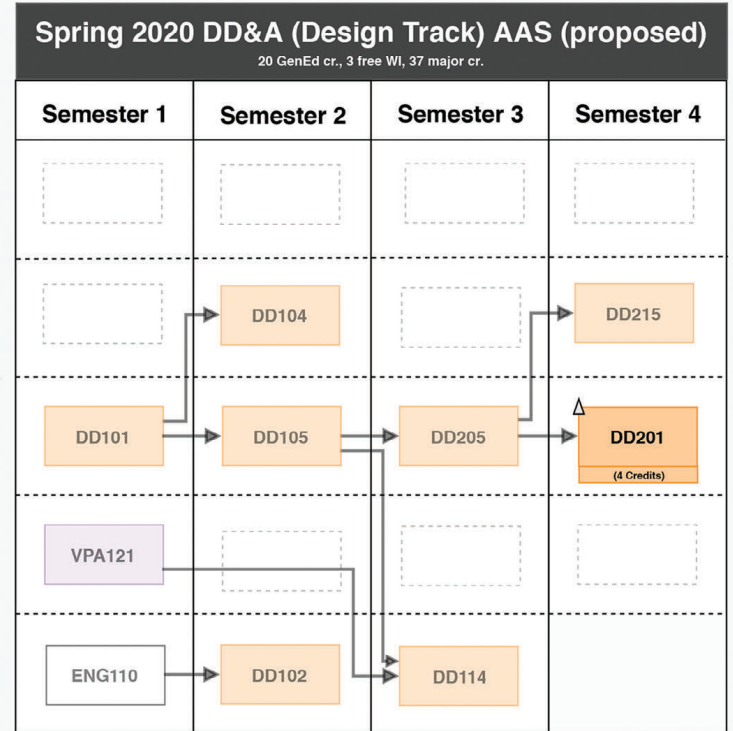
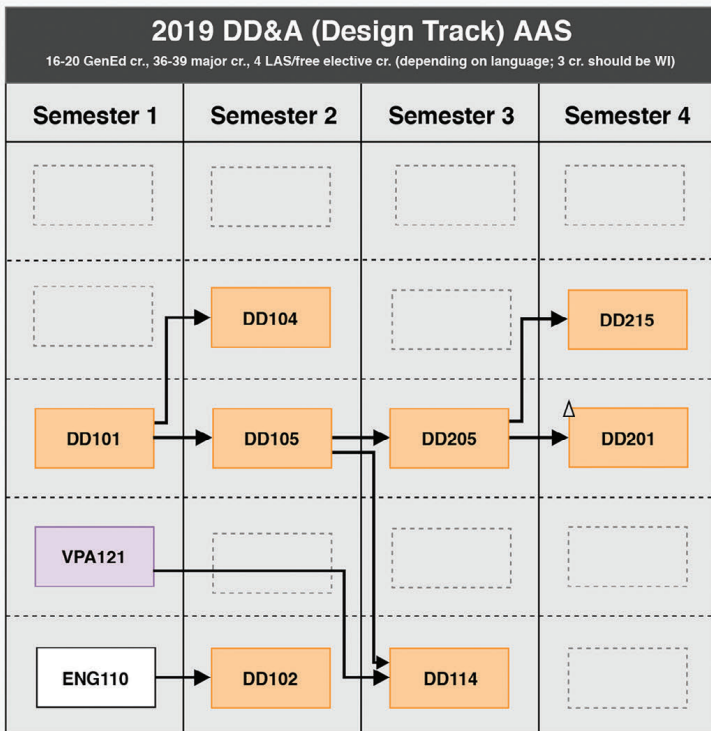
- ✚ New requirement
- ☆ New course
- △ Prereq. or other change
- ⊗ Removal



- ### Major Elective List
- DD106 Usability
 - DD112 Web Design
 - ⊗ DD201 Communication Design
 - DD202 Video Production
 - DD204 Typography
 - DD298 Independent Study I
 - DD299 Independent Study II
 - ⊗ DD301 Digital Illustration II
 - △ DD305 2D Computer Animation
 - DD307 3D Computer Animation II
 - ⊗ DM106 Intro to Recording Techniques
 - ⊗ DM205 Sound Design
 - GD101 Intro to Games
 - GD105 Game Programming I
 - VPA133 Digital Photography I
 - ⊗ VPA134 Digital Photography II
 - BUS101 Intro to Business for the Digital Entrepreneur

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- △ DD104 Color Theory
 - DD112 Web Design
 - △ DD205 3D Design
 - △ DD114 Digital Illustration
 - DD202 Video Production
 - DD204 Typography
 - DD298 Independent Study I
 - DD299 Independent Study II
 - DD301 Digital Illustration II
 - DD307 3D Computer Animation II
 - GD101 Intro to Games
 - ✚• GD102 Beyond Games
 - GD105 Game Programming I
 - ✚• GD110 Visual Design for Games
 - ✚• VPA122 Painting & Drawing II
 - VPA133 Digital Photography I
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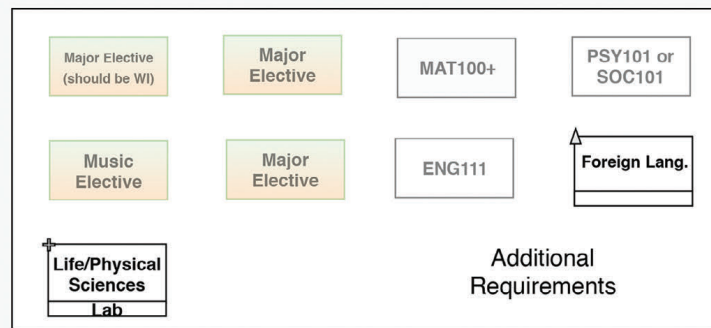
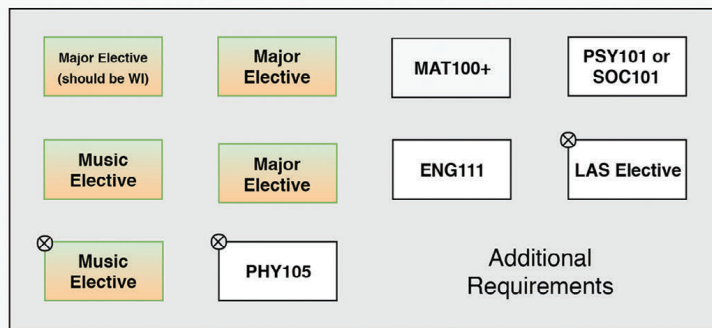
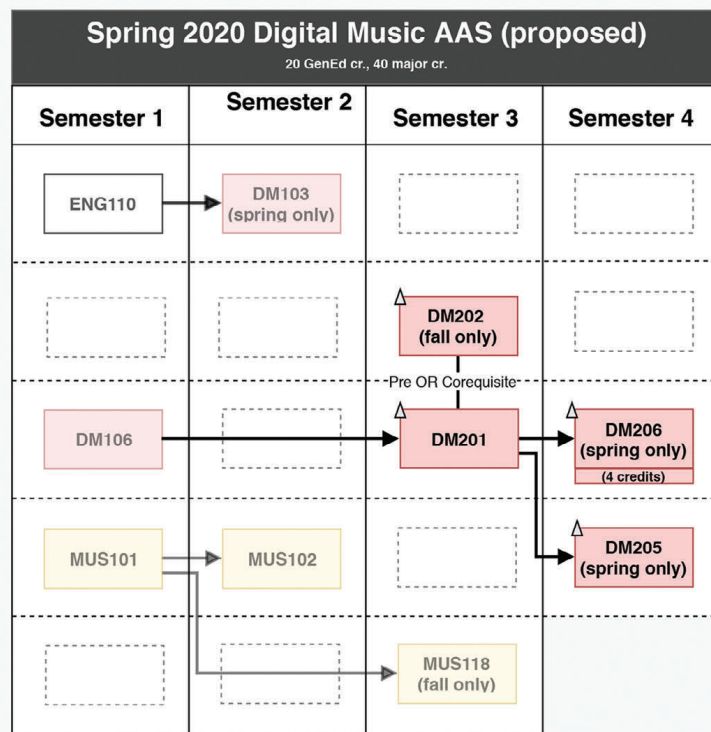
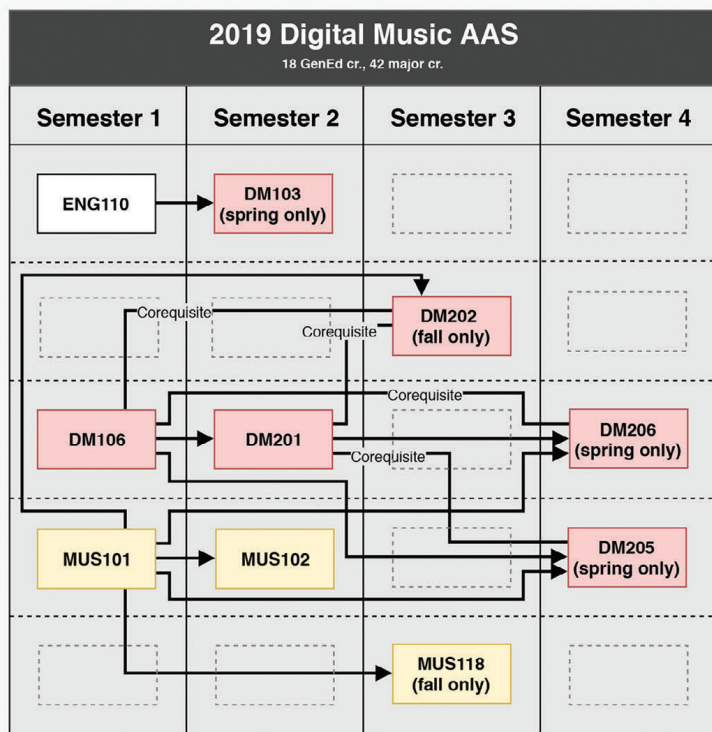
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Major Elective List

- BUS101 Intro to Business for the Digital Entrepreneur
- DD101 Intro to Digital Toolbox
- DD102 Media Design in the Digital Age
- DD107 Concepts in Animation
- ⊗ DD112 Web Design I
- DD202 Video Production
- DM301 Sound Lab II
- DM310 Sound as Story
- DM315 Sound Design in Context
- ⊗ DM216 Production II
- ⊗ GD101 Intro to Games
- MUS207 Music Theory & Ear Training II

Music Elective List

- BLS161 Hip-Hop Worldview
- LAC262 History of Latin American and Caribbean Music
- MUS114 History of the Film Score
- MUS116 World Music

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- DM301 Sound Lab II
- DM310 Sound as Story
- DM315 Sound Design in Context
- MUS207 Music Theory & Ear Training II
- ✚ VPA141 Music Appreciation
- ✚ DM298 Independent Study I
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