**AV: 1 Changes to be offered in the Humanities Department**

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| **CUNYFirst Course ID** | DD 207 | | |
| **FROM** |  | **TO** |  |
| Departments |  |  |  |
| Course |  | Course |  |
| Pre or co requisite | ~~DD 107~~ | Prerequisite | DD 107 or GD 110 |
| Hours |  | Hours |  |
| Credits |  | Credits |  |
| Description |  | Description |  |
| Requirement Designation |  | Requirement Designation |  |
| **Liberal Arts** | **[ ] Yes [ ] No** | **Liberal Arts** | **[ ] Yes [ ] No** |
| **Course Attribute (e.g. Writing Intensive, Honors, etc)** |  | **Course Attribute (e.g. Writing Intensive, Honors, etc)** |  |
| **Course Applicability** | **\_\_\_X\_ Major**  **\_\_\_\_ Gen Ed Required**  **\_\_\_\_ English Composition**  **\_\_\_\_ Mathematics**  **\_\_\_\_ Science**  **\_\_\_Gen Ed Flexible**  **\_\_\_ World Cultures**  **\_\_\_ US Experience in its Diversity**  **\_\_\_ Creative Expression**  **\_\_\_ Individual and Society**  **\_\_\_ Scientific World**  **\_\_\_\_\_Gen Ed – College Option**  **College Option Detail** | **Course Applicability** | **\_\_\_X\_ Major**  **\_\_\_\_Gen Ed Required**  **\_\_\_\_ English Composition**  **\_\_\_\_ Mathematics**  **\_\_\_\_ Science**  **\_\_\_ Gen Ed Flexible**  **\_\_\_ World Cultures**  **\_\_\_ US Experience in its Diversity**  **\_\_\_ Creative Expression**  **\_\_\_ Individual and Society**  **\_\_\_ Scientific World** |
| **EffectiveTerm** | Spring 2020 | | |

**Rationale:**

There is a strong need among game design majors to learn 3D computer animation software. Since game design majors are not required to take DD107, the prerequisite for DD207 (3D Computer Animation), we are making GD 110 (Visual Design for Games) an optional prerequisite in order to ensure game design majors have sufficient proficiency in digital design software.