TO: The Academic Senate
FROM: Committee on Instruction and Curriculum (CIC)
SUBJECT: 16-17 CIC 73: Revision request for Minors in Art
PURPOSE: Information to the Academic Senate
ACTION REQUESTED: That the Senate accept the information that the revision request for the following minors from the Department of Art have been approved by CIC: Art Studio, Game Design, and 3D Animation.

BACKGROUND INFORMATION:
The Senate process for approving transformed degree programs for the semester calendar is defined by 14-15 CIC 36. The Committee discussed the minors from the Department of Art at its February 27, 2017 meeting, which was attended by Gwyan Rhabit, Chair of the Department of Art (and also a member of the Committee). These was approved by CIC unanimously with the acknowledgement that some non-substantive changes may occur in the Catalog copy.

The proposals may be viewed within Curriculog; the summaries are attached as a PDF document per ExCom’s request.
Art Studio

4. Semester Conversion Request for Approval of New or Modified Minor

General Catalog Information

***READ BEFORE YOU BEGIN***

Use this form to request a new minor for the semester-system, or to directly convert, or transform, your existing quarter-system minor to a semester-system minor.

*Please turn on Help Text for this form by selecting the Show Help Text icon above this section of the form.*

Effective Term: Fall 2018          Effective Catalog: 2018-2019

Select Program unless otherwise instructed by APGS

Select PROGRAM*

○ Program
○ Shared Core

Action Requested*

○ New Minor
○ Revision of Minor (Direct Conversion)
○ Revision of Minor (Transformation)

Department:*  Department of Art

Full and exact title of Minor:*  Art Studio

Has your program received transformation funding?*

○ Yes  ○ No

If the program received transformation funding, please summarize the transformative change made:

All course in the minor have been transformed. The requirements have been structured (previously too amorphous). The units have been reduced (from 36 quarter units to 21 semester units) to boost enrollment.
Please read before completing Minor Requirements

Section

Instructions:

Start with the View Curriculum Courses icon directly beneath the Minor Requirements field. Select the Add Courses button to enter each individual course that will be used in your Minor. (Note: Include the Course Units in the Course Title (name) field for ease of review by campus committees).

Next select the View Curriculum Schema icon (to the left of the Curriculum Courses icon). Select Add Core to build the headers and requirements for your catalog page (i.e. add headers for Core Requirements, Electives, or subject areas.) Please include total units in core headers.

Preview your catalog chapter by selecting the Preview Curriculum icon.

Minor Requirements*

Drawing Core (3 units)

ART 100 Fundamentals of Drawing (3)

Three-Course Sequence Electives (9 units)

Take one three-course sequence from the following:

Sculpture I, II, III; or Ceramics I, II, III; or Painting I, II, III.

ART 111 Sculpture I (3)
ART 211 Sculpture II (3)
ART 311 Sculpture III (3)
ART 115 Ceramics I (3)
ART 215 Ceramics II (3)
ART 315 Ceramics III (3)
ART 172 Painting I (3)
ART 272 Painting II (3)
ART 472 Painting III (3)
Two-Course Sequence Electives (6 units)

Take one two-course sequence from the following:

Drawing II, III; or Figure Drawing I, II; or Bookmaking I, II; or Printmaking I, II.

- ART 270 Drawing II (3)
- ART 370 Drawing III (3)
- ART 274 Figure Drawing I (3)
- ART 474 Figure Drawing II (3)
- ART 278 Bookmaking I (3)
- ART 378 Bookmaking II (3)
- ART 279 Printmaking I (3)
- ART 379 Printmaking II (3)

ART History Elective (3 units)

Take one Upper Division Art History course

Total Units Required* 21

Additional Notes/Information

Please indicate which (if any) Minors have been discontinued:

Resource implications of the proposed revision, if any:

None beyond current allocation
Relationship of Revised Program to requirements for teaching credentials, accreditation, and/or licensing, if any:

None

Consultation with other affected departments and programs:

The following department(s) has (have) been consulted and raised no objections:

Department of Art

The following department(s) has (have) been consulted and raised concerns:

Catalog Item Types

Degree Type
(Select "Non-degree")

Non-Degree

Program Type

Minor

APGS USE ONLY
# Steps for Art Studio

## Originator
Status: Approved

<table>
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## Department Chair
Status: Approved

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## Dean's Office Review
Status: Approved

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## College Curriculum Committee Approval
Status: Approved
### Curriculum Committee

**College of Letters, Arts, and Social Sciences**

**CLASS Curriculum Meeting 4/25/16**

- Elizabeth Graw * 5/3/2016 12:20 PM
- Barbara Hall * 4/26/2016 4:23 PM

**Activity**

- Required for Approval: 100% required
- Date Completed: 5/3/2016 12:20 PM
- Changes: No
- Comments: No

* Agenda Administrator

### Dean's Office Approval

**Activity**

- Required for Approval: 100% required
- Date Completed: 5/3/2016 12:20 PM
- Changes: No
- Comments: No

### APGS (Technical Review)

**Activity**

- Required for Approval: 100% required
- Date Completed: 12/8/2016 12:24 PM
- Changes: No
- Comments: Yes

### APGS (Dean, Undergraduate Studies Review/AVP Review)

**Activity**

- Required for Approval: 50% required
- Date Completed: 1/6/2017 9:42 PM
- Changes: No
- Comments: Yes
## Committee on Instruction and Curriculum

### Participants

- **Academic Senate**
  - Sophie Rollins *
- **CIC**
  - Sophie Rollins *
  - Mitch Watnik *

### Activity

- **Required for Approval:**
  - 100% required
- **Time Spent:** 52 days
- **Changes:** No
- **Comments:** Yes
- **Agenda:** Yes

*Agenda Administrator*

## Executive Committee

### Participants

- **Academic Senate**
  - Sophie Rollins *
- **ExCom**
  - Mark Karplus *
  - Sophie Rollins *

### Step Details

- **Required for Approval:**
  - 100% required
- **Work:** comment
- **Agenda:** Yes

*Agenda Administrator*

## Academic Senate

### Participants

- **Academic Senate**
  - Sophie Rollins *

### Step Details

- **Required for Approval:**
  - 100% required
- **Work:** comment
- **Agenda:** Yes

*Agenda Administrator*

## President's Office

### Status:

Incomplete
### Academic Senate
- Sophie Rollins *

**Step Details**
- Required for Approval: 100% required
- Work: comment
- Agenda: Yes
- * Agenda Administrator

### APGS (Final Review & Export)

**Participants**
- Sarah Aubert
- Stephanie Matsuda

**Step Details**
- Required for Approval: 100% required
- Work: *edit*, *comment*
Attachments for Art Studio

This proposal does not have any attachments.
Comments for Art Studio

Gwyan Rhabyt 2/27/2017 2:46 pm Reply

I'll do this. I just don't have editing rights at this point.

Maureen Scharberg 1/6/2017 9:42 pm 1 Reply | Reply

I concur with Donna’s comment. A description would be helpful.

Gwyan Rhabyt 1/25/2017 3:00 pm

Where would this go? Under the transformation funding justification? Or the Other Notes section? Or in the body of the Schema?

Donna Wiley 12/19/2016 10:55 am Reply

I'd suggest adding a narrative intro to explain why students might be interested in this minor. See other minors as examples. This could be added before final publication.

Stephanie Matsuda 12/8/2016 12:24 pm Reply

Will update course proposals from "title 1,2,3" to "title I, II, II" as needed at final.

Signatures for Art Studio

There are no signatures required on this proposal.
# Decision Summary for Art Studio

## Committee on Instruction and Curriculum

### Step Summary

This step requires 100% approval from all participants to move forward.

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<thead>
<tr>
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<tr>
<td><strong>Academic Senate</strong></td>
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<tr>
<td>Sophie Rollins *</td>
<td>Users Rejected: 0</td>
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<td><strong>CIC</strong></td>
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<tr>
<td><strong>CIC Feb. 27</strong></td>
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<td>Sophie Rollins *</td>
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<td>Mitch Watnik *</td>
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Game Design

4. Semester Conversion Request for Approval of New or Modified Minor

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Effective Term: Fall 2018

Effective Catalog: 2018-2019

Select Program unless otherwise instructed by APGS

- Program
- Shared Core

Action Requested:

- New Minor
- Revision of Minor (Direct Conversion)
- Revision of Minor (Transformation)

Department:

Department of Art

Full and exact title of Minor:

Game Design

Has your program received transformation funding?

- Yes
- No

If the program received transformation funding, please summarize the transformative change made:

Just as the Multimedia option what broken into two parts: Interaction & Game Design, and Video & Animation, so the Multimedia minor has been broken in two: Game Design and 3D Animation. All course it is based on are either new or transformed.
Please read before completing Minor Requirements Section

Instructions:

Start with the View Curriculum Courses icon directly beneath the Minor Requirements field. Select the Add Courses button to enter each individual course that will be used in your Minor. (Note: Include the Course Units in the Course Title (name) field for ease of review by campus committees).

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**Game Design Lower Division Core (9 units)**

ART 104 4D Processes (3)
ART 127 History of Play, Games, and Interactivity (3)
ART 255 Game Design I (3)

**Game Design Coding Elective (3-6 units)**

Students must either ART 259 or CS 101, or take both CS 100 and CS 200.

- ART 259 Coding for Interactivity (3)
- CS 100 Programming for Everyone (3)
- CS 101 Computer Science I (4)
- CS 200 Advanced Programming for Everyone (3)

**Game Design Upper Division Core (6 units)**

ART 323 Modern Media, Art, and Culture I (3)
ART 355 Game Design II (3)
# Game Design Elective (6 units)

Take six units from the following

- ART 251 Interaction Design (3)
- ART 351 Usability Theory & Experience Design (3)
- ART 356 Interactive Media Design I (3)
- ART 455 Game Development Team Project (3)

### Total Units
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### Additional Notes/Information

Please indicate which (if any) minors have been discontinued:

- None beyond current allocation.

Relationship of Revised Program to requirements for teaching credentials, accreditation, and/or licensing, if any:

- None
### Consultation with other affected departments and programs:

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### APGS USE ONLY
# Steps for Game Design

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### Participants

**College of Letters, Arts, and Social Sciences Curriculum Committee**

- **CLASS Curriculum Meeting 4/25/16**
  - Elizabeth Graw * 5/3/2016 12:22 PM
  - Barbara Hall * 4/26/2016 4:24 PM

**Activity**

- Required for Approval: 100% required
- Date Completed: 5/3/2016 12:22 PM
- Changes: No
- Comments: No
- * Agenda Administrator

### Dean's Office Approval

**Activity**

- Required for Approval: 100% required
- Date Completed: 5/12/2016 1:45 PM
- Changes: No
- Comments: No

### APGS (Technical Review)

**Activity**

- Required for Approval: 100% required
- Date Completed: 12/9/2016 9:30 AM
- Changes: No
- Comments: Yes

### APGS (Dean, Undergraduate Studies Review/AVP Review)

**Activity**

- Required for Approval: 50% required
- Date Completed: 1/6/2017 9:43 PM
- Changes: No
- Comments: Yes
Committee on Instruction and Curriculum

Participants

- **Academic Senate**
  - Sophie Rollins *

- **CIC**
  - [CIC Feb. 27](#)
  - Sophie Rollins *
  - Mitch Watnik * 2/27/2017 4:31 PM

Activity

- **Required for Approval:**
  - 100% required
- **Time Spent:** 52 days
- **Changes:** No
- **Comments:** Yes
- **Agenda:** Yes
  
  * Agenda Administrator

Executive Committee

Participants

- **Academic Senate**
  - Sophie Rollins *

- **ExCom**
  - Mark Karplus *
  - Sophie Rollins *

Step Details

- **Required for Approval:**
  - 100% required
- **Work:** comment
- **Agenda:** Yes

  * Agenda Administrator

Academic Senate

Participants

- **Academic Senate**
  - Sophie Rollins *

Step Details

- **Required for Approval:**
  - 100% required
- **Work:** comment
- **Agenda:** Yes

  * Agenda Administrator

President's Office

Status: Incomplete
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### APGS (Final Review & Export)

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<tr>
<td>Sarah Aubert, Stephanie Matsuda</td>
<td>Required for Approval: 100% required. Work: edit, comment.</td>
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</table>
Attachments for Game Design

This proposal does not have any attachments.
Comments for Game Design

**Mitch Watnik**  
2/27/2017 4:31 pm  
Approved unanimously by CIC on Feb. 27 and documented as part of 16-17 CIC 73.

**Gwyan Rhabyt**  
2/27/2017 2:47 pm  
I'll do it. I just don't have editing rights at this point.

**Maureen Scharberg**  
1/6/2017 9:43 pm  
1 Reply | Reply  
I concur with Donna's statement. A description explaining why this minor would be of interest would be nice, especially given the popularity of gaming these days.

**Gwyan Rhabyt**  
1/25/2017 3:03 pm  
I suggest adding an introduction telling students why this minor would be of interest. See other minors for examples.

**Donna Wiley**  
12/19/2016 11:09 am  
Reply  
Will update course proposals from "title 1,2,3" to "title I, II, II" as needed at final.

**Stephanie Matsuda**  
12/9/2016 9:29 am  
Reply

Signatures for Game Design

There are no signatures required on this proposal.
## Decision Summary for Game Design

### Committee on Instruction and Curriculum

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Minor in 3D Animation

4. Semester Conversion Request for Approval of New or Modified Minor

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Select Program unless otherwise instructed by APGS

Select PROGRAM

- Program
- Shared Core

Action Requested

- New Minor
- Revision of Minor (Direct Conversion)
- Revision of Minor (Transformation)

Department:

- Department of Art

Full and exact title of Minor:

Minor in 3D Animation

Has your program received transformation funding?

- Yes
- No

If the program received transformation funding, please summarize the transformative change made:

Just as the Multimedia option was divided into two concentrations under semesters, so the Multimedia minor has been divided into Game Design and 3D Animation. This minor is built entirely on transformed and new courses and represents a new emphasis for the department.
Please read before completing Minor Requirements Section

Instructions:

Start with the View Curriculum Courses icon directly beneath the Minor Requirements field. Select the Add Courses button to enter each individual course that will be used in your Minor. (Note: Include the Course Units in the Course Title (name) field for ease of review by campus committees). Next select the View Curriculum Schema icon (to the left of the Curriculum Courses icon). Select Add Core to build the headers and requirements for your catalog page (i.e. add headers for Core Requirements, Electives, or subject areas.) Please include total units in core headers.

Preview your catalog chapter by selecting the Preview Curriculum icon.

### 3D Animation Core (21 units)

- ART 100 Fundamentals of Drawing (3)
- ART 101 Photography I (3)
- ART 241 4D Project Development and Preproduction (3)
- ART 244 Animation I (3)
- ART 246 3D Modeling and Animation I (3)
- ART 327 Cinema Art Studies (3)
- ART 346 3D Modeling and Animation II (3)

### Upper Division Elective (3 units)

Take one course from the following:

- ART 310 3D Modeling and Fabrication (3)
- ART 361 Concept and Color in Illustration (3)
- ART 363 Narrative Illustration (3)
- ART 364 Advanced Illustration (3)
- ART 370 Drawing III (3)
- ART 448 Advanced 4D Practice (3)
- ART 474 Figure Drawing II (3)
Total Units Required*: 24 units

Additional Notes/Information:

Please indicate which (if any) Minors have been discontinued:

Resource implications of the proposed revision, if any:

None beyond current allocation

Relationship of Revised Program to requirements for teaching credentials, accreditation, and/or licensing, if any:

None

Consultation with other affected departments and programs:

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**APGS USE ONLY**
Steps for Minor in 3D Animation

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Date Completed: 4/22/2016 7:39 AM  
Changes: No  
Comments: No |

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* Agenda Administrator

### Dean's Office Approval

**Status:** Approved

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**Participants**

- Dennis Chester 5/12/2016 1:34 PM

### APGS (Technical Review)

**Status:** Approved

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**Participants**

- Sarah Aubert 5/17/2016 11:11 AM
- Stephanie Matsuda 12/8/2016 1:12 PM
- Stephanie Matsuda (System Administrator) 12/8/2016 3:30 PM

### APGS (Dean, Undergraduate Studies Review/AVP Review)

**Status:** Approved

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**Participants**

- Maureen Scharberg 1/3/2017 7:58 PM
- Donna Wiley 12/19/2016 11:11 AM
### Committee on Instruction and Curriculum

**Participants**
- **Academic Senate**
  - Sophie Rollins *
- **CIC**
  - Sophie Rollins *
- **CIC Feb. 27**
  - Sophie Rollins *
- **ExCom**
  - Mitch Watnik * 2/27/2017 4:32 PM

**Activity**
- **Required for Approval:**
  - 100% required
- **Time Spent:** 55 days
- **Changes:** No
- **Comments:** Yes
- **Agenda:** Yes
- * Agenda Administrator

### Executive Committee

**Participants**
- **Academic Senate**
  - Sophie Rollins *
- **ExCom**
  - Mark Karplus *
  - Sophie Rollins *

**Step Details**
- **Required for Approval:**
  - 100% required
- **Work:** comment
- **Agenda:** Yes
- * Agenda Administrator

### Academic Senate

**Participants**
- **Academic Senate**
  - Sophie Rollins *

**Step Details**
- **Required for Approval:**
  - 100% required
- **Work:** comment
- **Agenda:** Yes
- * Agenda Administrator

### President's Office

**Status:** Incomplete
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**APGS (Final Review & Export)**

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Status: Incomplete
Attachments for Minor in 3D Animation

This proposal does not have any attachments.
Signatures for Minor in 3D Animation

There are no signatures required on this proposal.
## Decision Summary for Minor in 3D Animation

### Committee on Instruction and Curriculum

| Step Summary |  
|-------------|---|
| This step requires 100% approval from all participants to move forward. |   |

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Status: Working