

Curriculum Instructional Council
Actions Approved – March 12, 2015 Addendum

Subject: Computer And Information Sciences (CISC) Discipline: Computer Science

*~ 106 Introduction to Computer Science
 32 - 36 hours lecture, 96 - 108 hours lab, 4 units
 Grade Only

REQUISITES:
Advisory: Computer and Information Sciences 150 with a grade of "C" or better, or equivalent.
 This course is a hands-on study of the foundational principles of computer science. Emphasis is placed on fundamental computer science concepts and techniques through text-based software game development. Topics include conditional logic, looping, lists, arrays, circular lists, association lists, trees, undirected graphs, hash tables, algorithms, user-defined data types, lambdas, generic programming, complex data structures, input/output (I/O) streams, files, sockets, closures, memoization, tail call optimization, lazy evaluation, macros, and domains. This course is designed for students majoring in computer information sciences or multimedia and for anyone interested in the computer science of game development.

FIELD TRIP REQUIREMENTS: Not required

TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.

Offered At: NONE

Action(s) Proposed: New Course
Approved

Proposed for College(s): Mesa

Originating Campus: MESA

Dist. Ed Proposed For College(s):
 Mesa

Effective: Fall 2015

Subject: Computer And Information Sciences (CISC) Discipline: Computer Science

*~ 206 Mobile Game Development on iOS
 32 - 36 hours lecture, 96 - 108 hours lab, 4 units
 Grade Only

REQUISITES:
Advisory: Computer and Information Sciences 106 and Computer and Information Sciences 192, each with a grade of "C" or better, or equivalent.
 This course is an introduction to the development of mobile games for iOS platforms. Emphasis is placed on the use of the Xcode and Interface Builder developer tools, the Objective-C or Swift programming language, and the Cocoa software framework to develop a game application that runs on an iOS platform, such as an iPhone and/or iPad. Topics include the major design patterns of the Cocoa framework. This course is designed for students majoring in computer and information science, software engineering or game programming and anyone interested in updating their programming skills.

FIELD TRIP REQUIREMENTS: May be required

TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.

Offered At: NONE

Action(s) Proposed: New Course
Approved

Proposed for College(s): Mesa

Originating Campus: MESA

Dist. Ed Proposed For College(s):
 Mesa

Effective: Fall 2015

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<p>*~ 207 Mobile Game Development on Android 32 - 36 hours lecture, 96 - 108 hours lab, 4 units Grade Only</p> <p>REQUISITES: <i>Advisory:</i> Computer and Information Sciences 106 and Computer and Information Sciences 190, each with a grade of "C" or better, or equivalent. This course is an introduction to the development of mobile games for the Android platform. Emphasis is placed on the use of the Java programming language and support tools to develop a game application that runs on the Android platform. Topics include the major design patterns of the Android framework. This course is designed for students majoring in computer and information science, software engineering or game programming and anyone interested in updating their programming skills.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: NONE</p> <p>Action(s) Proposed: New Course Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Dist. Ed Proposed For College(s): Mesa</p> <p>Effective: Fall 2015</p>
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Subject: Computer And Information Sciences (CISC) Discipline: Computer Science

<p>*~ 221 Intermediate Game Programming: Integrating Art and Science 48 - 54 hours lecture, 48 - 54 hours lab, 4 units Letter Grade or Pass/No Pass Option</p> <p>REQUISITES: <i>Prerequisite:</i> Computer and Information Sciences 220 with a grade of "C" or better, or equivalent. This course covers the field of software game program development. Students work as a team to design and build a complex software game. Students learn the essential elements of game construction, the constituent technologies that facilitate their development, and collaborative software development and integration methodologies. This course is designed for students interested in entering the software game development field, or for working computer professionals who want to extend their knowledge and skills to include game programming technologies.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: NONE</p> <p>Action(s) Proposed: New Course Approved</p> <p>Proposed for College(s): City, Mesa</p> <p>Originating Campus: MESA</p> <p>Effective: Fall 2015</p>
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Subject: Multimedia (MULT) Discipline: Multimedia

<p>*~ 130 Video Game Development I: Introduction to 3D Modeling and Animation 48 - 54 hours lecture, 48 - 54 hours lab, 4 units Letter Grade or Pass/No Pass Option</p> <p>REQUISITES: <i>Advisory:</i> English 47A or English 48 and English 49, each with a grade of "C" or better, or equivalent or Assessment Skill Levels R5 and W5; Multimedia 121 with a grade of "C" or better, or equivalent. This course is a guided digital studio approach to developing skills in the use of 3D modeling and animation software for use in digital interactive game environments. Emphasis is placed on optimized 3D design and visualization, 3D animated scenes, video game development and general multimedia. This course is intended for multimedia majors and anyone pursuing a career in video game development, 3D design and visualization, 3D animation, or general multimedia.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: NONE</p> <p>Action(s) Proposed: New Course Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Dist. Ed Proposed For College(s): Mesa</p> <p>Effective: Fall 2015</p>
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Subject: Multimedia (MULT) Discipline: Multimedia

<p>*~ 131 Video Game Development II: Game Character and Level Design 48 - 54 hours lecture, 48 - 54 hours lab, 4 units Letter Grade or Pass/No Pass Option</p> <p>REQUISITES: <i>Advisory:</i> Multimedia 130 and English 35 with a grade of "C" or better, or equivalent. This course is a guided digital studio approach to 3D character & game level design and production. This course combines exercises and individual and group projects to develop necessary skills and techniques in video game production. The course is intended for students who are preparing for more advanced study in 3D modeling, animation, and game design.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: NONE</p> <p>Action(s) Proposed: New Course Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Dist. Ed Proposed For College(s): Mesa</p> <p>Effective: Fall 2015</p>
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Subject: Multimedia (MULT) Discipline: Multimedia

<p>*~ 132 Video Game Development III: Advanced Game Art and Asset Design 48 - 54 hours lecture, 48 - 54 hours lab, 4 units Grade Only</p> <p>REQUISITES: <i>Advisory:</i> Multimedia 131 with a grade of "C" or better, or equivalent. This class engages the student of Video Game Development in an exploration of interactive environments using methodologies and concepts drawn from both inside and outside the traditional realms of interactive game design. It provides an opportunity for students to engage an audience by channeling their conceptual ideas into interactive digital environments via technologies incorporating programming, sound, compositing, virtual reality, interactivity, and three-dimensional modeling & animation. Emphases include an in-depth examination of contemporary examples of interactive gaming and a cross-sectioned exposure to the art, design, and programming involved in the creation of interactive games. This course serves as a preparatory environment for students to design and create a fully functional interactive game environment via digital means.</p> <p>FIELD TRIP REQUIREMENTS: Required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: NONE</p> <p>Action(s) Proposed: New Course Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Dist. Ed Proposed For College(s): Mesa</p> <p>Effective: Fall 2015</p>
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PROGRAM CHANGES

(Note: To view from *Proposals* screen, click *Program Search* button, scroll down to program name, then option title, if appropriate, and click *PR* icon.)

*Computer Business Technology

Program Deactivation- *Approved*

Computer Business Technology- City, PID 3046: Effective Fall 2015

Records Management Basics Certificate of Performance

*Multimedia

New Program- *Approved*

Multimedia- Mesa, PID 2916: Effective Fall 2015

Video Game Development Certificate of Achievement

*Multimedia

New Program- *Approved*

Multimedia- Mesa, PID 2296: Effective Fall 2015

Video Game Development Associate of Science

*Psychology

Program Deactivation-*Approved*

Psychology- City, PID 3045: Effective Fall 2015

Mental Health Work Certificate of Performance

*Requires Board of Trustees approval prior to implementation

~Course requires CCCC submission