New York City College of Technology, CUNY

CURRICULUM MODIFICATION PROPOSAL FORM

This form is used for all curriculum modification proposals. See the [Proposal Classification Chart](http://openlab.citytech.cuny.edu/collegecouncil/files/2014/08/2013-10-09-Proposal_Classification_Chart.pdf) for information about what types of modifications are major or minor. Completed proposals should be emailed to the Curriculum Committee chair.

|  |  |
| --- | --- |
| **Title of Proposal** | **Emerging Media Technology** |
| **Date** | **January 31, 2016** |
| **Major or Minor** | **Minor** |
| **Proposer’s Name** | **Dr. Kevin Patton** |
| **Department** | **Entertainment Technology** |
| **Date of Departmental Meeting in which proposal was approved** | **January 28, 2016** |
| **Department Chair Name** | **Charles Scott** |
| **Department Chair Signature and Date** |  |
| **Academic Dean Name** | **Kevin Hom** |
| **Academic Dean Signature and Date** |  |
| **Brief Description of Proposal**(Describe the modifications contained within this proposal in a succinct summary. More detailed content will be provided in the proposal body. | 1. **Add COMD 3508 Introduction to Game Design Concepts and COMD 3470 3D Modeling and Animation II to Media Design Concentration Courses.**
2. **Add to degree electives: CST 2410 Intro to Computer Security, CST 3519 Advanced Web Client Technologies, and EET 4112 Mechatronics**
3. **Change IMT 1101 to MTEC 1101**
4. **Change IMT 1102 to MTEC 1102**
5. **Change name and description of MTEC 2120 Interaction Design**
6. **Change prerequisites for MTEC 2120, 2210, 2250**
7. **Change name and description of MTEC 2280 Ins and Outs of Physical Computing**
8. **Change prerequisite for MTEC 3140**
9. **Change prerequisite for MTEC 3230**
10. **Change name and description of MTEC 3240 Interactive Sound for Games and Simulations**
11. **Withdraw IMT 1100 from the catalog.**
 |
| **Brief Rationale for Proposal**(Provide a concise summary of why this proposed change is important to the department. More detailed content will be provided in the proposal body).  | **As the Emerging Media degree has transformed in the last years many prerequisites are vestigial. Furthermore some course descriptions are being altered to address the earlier curriculum changes to support core outcomes for the students.** |
| **Proposal History**(Please provide history of this proposal: is this a resubmission? An updated version? This may most easily be expressed as a list). | **This is a new proposal** |

Please include all appropriate documentation as indicated in the Curriculum Modification Checklist.

For each new course, please also complete the New Course Proposal and submit in this document.

Please submit this document as a single .doc or .rtf format. If some documents are unable to be converted to .doc, then please provide all documents archived into a single .zip file.

**ALL PROPOSAL CHECK LIST**

|  |  |
| --- | --- |
| Completed CURRICULUM MODIFICATION FORM including: |  |
| * Brief description of proposal
 | X |
| * Rationale for proposal
 | X |
| * Date of department meeting approving the modification
 | X |
| * Chair’s Signature
 | X |
| * Dean’s Signature
 | X |
| Evidence of consultation with affected departmentsList of the programs that use this course as required or elective, and courses that use this as a prerequisite. |  |
| Documentation of Advisory Commission views (if applicable). |  |
| Completed [Chancellor’s Report Form](http://openlab.citytech.cuny.edu/collegecouncil/files/2014/08/2013-10-09-Chancellor_Report_Quick_Reference_Guide1.doc). | X |

**EXISTING PROGRAM MODIFICATION PROPOSALS**

|  |  |
| --- | --- |
| Documentation indicating core curriculum requirements have been met for new programs/options or program changes.  |  |
| Detailed rationale for each modification (this includes minor modifications) | X |

**Chancellor’s University Report – Emerging Media Technology Minor Modification**

**Section AIII: Changes in Degree Programs**

**The following revisions are proposed for the Bachelor of Technology in Emerging Media Technology**

**Program: Emerging Media Technology**

Program Code: 33748

**Effective: Fall 2016**

|  |  |
| --- | --- |
| **FROM:**  | **TO:**  |
| **GENERAL EDUCATION COMMON CORE 42-48 CREDITS1****I – REQUIRED CORE** **English Composition (2 courses, 6 credits)**ENG 1101 English Composition I 3ENG 1121 English Composition II 3**Science and Math Required for Media Design**MAT 1190 Quantitative Reasoning or higher 3PHYS 1000 The Physical Universe or higher 3**Science and Math Required for Media Computation**MAT 1375 Precalculus2 or higher 4PHYS 1433 General Physics I: Algebra Basedor PHYS 1441 General Physics I: Calculus Based 4-5**Science and Math Required for Tangible Media**MAT 1475 Calculus2 or Higher 4PHYS 1441 General Physics I: Calculus Based 5**II – FLEXIBLE CORE** Select Any Approved**World Cultures and Global Issues** 3**US Experience in its Diversity** 3**Individual and Society** 3**Creative Expression** 3**Scientific World** 3-5(2) Tangible Media Concentration students must take PHYS 1442 General Physics II: Calculus Based 5(3) Media Computation Concentration students must take MAT 2440 Discrete Structures and Algorithms I 3One additional course from any group 3**III – COLLEGE OPTION REQUIREMENTS (12 CREDITS)**• One course in Speech/CommunicationCOM 1330 Public Speaking or higher 3• One interdisciplinary Liberal Arts and Sciences courseAny Approved Course 3• Additional liberal arts credits to reach a minimum of 42 credits in general education. In meeting their general education requirements overall, students must take at least one advanced liberal arts course or two sequential courses in a foreign language. Any Approved Course 3-4(2) Tangible Media Concentration students must take MAT 1575 4Any Approved Course 3**Writing Intensive Requirement**Students at New York City College of Technology must complete two courses designated WI for the associate level, one from GenEd and one from the major; and two additional courses designated WI for the baccalaureate level, one from GenEd and one from the major.Subtotal 42-48**THESE COURSES ARE REQUIRED FOR ALL** **THREE CONCENTRATIONS****PROGRAM-SPECIFIC DEGREE REQUIREMENTS:** **CREATIVE MEDIA FOUNDATIONS (14 COURSES, 32 CREDITS)**ENT 1100 Introduction to Entertainment Technology 3ENT 1103 Basic Electricity for Live Entertainment 1ENT 1203 Basic Electricity for Live Entertainment Lab 1IMT 1101 Emerging Media Foundation 3IMT 1102 Production Practices 3MTEC 1001 Media Design Skills Lab 1MTEC 1003 Media Computation Skills Lab 1MTEC 1005 Tangible Media Skills Lab 1MTEC 2230 Media Computation 3MTEC 2120 Interaction Design I 3MTEC 2250 Tangible Media 3MTEC 2280 Ins and Outs of Physical Computing 3CST 1101 Problem Solving with Computer Programming 3CST 1201 Programming Fundamentals 3**ADVANCED COURSES (6 COURSES, 22 CREDITS)**MTEC 3140 Topics and Perspectives in Emerging Technologies 3ENT 3320 Technical Production (must be taken 4 times) 8ENT 4430 Project Management 3 ENT 4499 Culmination Project 2 ENT 4900 Internship (135 Field Hours) 3MTEC 4800 Interdisciplinary Team Project 3**1. MEDIA DESIGN CONCENTRATION****REQUIRED COURSES** 13-15Select five (5) courses from the following list:COMD 3540 2-Dimensional Animation 2COMD 3640 3-Dimensional Animation and Modeling I 3COMD 4720 Multimedia Design I 3ARCH 3550 Building Performance Workshop 3ARCH 3551 Sustainability: History and Practice 3ENT 1190/COMD 2320 Introduction to Film and Video Production Design 3ENT 1250 Lighting Technology 3ENT 1270 Sound Technology 3ENT 3390 Sound for Multimedia 3IND 2313 Industrial Design I 2MTEC 2210 Media Design 3MTEC 3125 Nonlinear Narrative 3MTEC 3160 Performance Design 3MTEC 3175 Ecological Design 3MTEC 3230 Introduction to Interactive  3D Environments Programming 3MTEC 3240 Interactive Sound for Games and Simulations 3Other Degree-Specific Elective Courses 9-11Select sufficient additional credits from the recommended degree electives list to equal 24 credits in the concentration**DEGREE ELECTIVES**Select from the following list, or any concentration specific course, or any MTEC or ENT course that is not already required for your degree.COMD 3640 3-Dimensional Animation and Modeling I 3COMD 3740 3-Dimensional Animation and Modeling II 3CET 3510 Microcomputer Systems Technology 4CET 4960 Applied Digital Technology 4CST 2307 Networking Fundamentals 3CST 2409 Web Programming II 3CST 2415 System Administration (UNIX/Linux) 3CST 3503 C++ Programming Part II 3IND 2401 Furniture Design 2MECH 2322 Engineering Materials 3Common core distribution credits in excess of 42 credits used to satisfy degree requirements up to 6 creditsCOMMON CORE AND COLLEGE OPTION 42PROGRAM-SPECIFIC DEGREE REQUIREMENTS 54CONCENTRATION 24REQUIRED FOR THE DEGREE 120 | **GENERAL EDUCATION COMMON CORE 42-48 CREDITS1****I – REQUIRED CORE** **English Composition (2 courses, 6 credits)**ENG 1101 English Composition I 3ENG 1121 English Composition II 3**Science and Math Required for Media Design**MAT 1190 Quantitative Reasoning or higher 3PHYS 1000 The Physical Universe or higher 3**Science and Math Required for Media Computation**MAT 1375 Precalculus2 or higher 4PHYS 1433 General Physics I: Algebra Basedor PHYS 1441 General Physics I: Calculus Based 4-5**Science and Math Required for Tangible Media**MAT 1475 Calculus2 or Higher 4PHYS 1441 General Physics I: Calculus Based 5**II – FLEXIBLE CORE** Select Any Approved**World Cultures and Global Issues** 3**US Experience in its Diversity** 3**Individual and Society** 3**Creative Expression** 3**Scientific World** 3-5(2) Tangible Media Concentration students must take PHYS 1442 General Physics II: Calculus Based 5(3) Media Computation Concentration students must take MAT 2440 Discrete Structures and Algorithms I 3One additional course from any group 3**III – COLLEGE OPTION REQUIREMENTS (12 CREDITS)**• One course in Speech/CommunicationCOM 1330 Public Speaking or higher 3• One interdisciplinary Liberal Arts and Sciences courseAny Approved Course 3• Additional liberal arts credits to reach a minimum of 42 credits in general education. In meeting their general education requirements overall, students must take at least one advanced liberal arts course or two sequential courses in a foreign language. 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|  |  |

Rationale: : Adding the media design concentration courses allows students with in the Media Design Concentration to focus on either Game design or Modeling as a part of their major, thus freeing up a broader range of elective courses. Adding the degree electives courses will enable students with an interest in advanced CST courses to pursue that within their degree. This is especially the case with our Computational Media Concentrators.

N.B. The perquisites for CST2410, CST 3519, COMD 3508, COMD 3523 are already included in the curriculum. However EET4112 will have to be by professor approval. Our Tangible Media concentrators will have sufficient math and programming experience to handle the course work.

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| --- | --- |
| NEW COURSE | PREREQUISITES |
| CST2410 | CST 2307 |
| CST 3519 | CST 2309 |
| COMD 3508 | COMD 2450 and COMD 3523 or MTEC 2120 and MTEC 3125 |
| COMD 3740 | COMD 3540, COMD 3640 |

**Section AV: Changes to Existing Courses**

**Changes to be offered in the Entertainment Technology department**

|  |  |  |  |
| --- | --- | --- | --- |
| **CUNYFirst Course ID** |  |  |  |
| **FROM:** |  | **TO:** |  |
| **Department(s)** |  | **Department(s)** |  |
| **Course** | ~~IMT1101 Emerging Media Foundation~~ | **Course** | MTEC1101 Emerging Media Foundation |
| **Prerequisite** |  | **Prerequisite**  |  |
| **Corequisite** |  | **Corequisite** |  |
| **Pre- or corequisite** |  | **Pre- or corequisite** |  |
| **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 |
| [ ] Speech |
| [ ] Interdisciplinary  |
| [ ] Advanced Liberal Arts |

 | **Course Applicability** |

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| --- |
| [ 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 |
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| [ ] Speech |
| [ ] Interdisciplinary  |
| [ ] Advanced Liberal Arts |

 |
| **Effective Term** | Fall 2016 |  |  |

**Rationale:** Having our courses listed with two different designations is confusing to many students. This will help students understand that these required courses are a part of their degree program. The IMT certificate has been withdrawn.

**Changes to be offered in the Entertainment Technology department**

|  |  |  |  |
| --- | --- | --- | --- |
| **CUNYFirst Course ID** |  |  |  |
| **FROM:** |  | **TO:** |  |
| **Department(s)** |  | **Department(s)** |  |
| **Course** | ~~IMT 1102 Production Practices~~ | **Course** | MTEC 1102 Production Practices |
| **Prerequisite** |  | **Prerequisite**  |  |
| **Corequisite** |  | **Corequisite** |  |
| **Pre- or corequisite** |  | **Pre- or corequisite** |  |
| **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 |
| [ ] Speech |
| [ ] Interdisciplinary  |
| [ ] Advanced Liberal Arts |

 | **Course Applicability** |

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| --- |
| [x ] Major |
| [ ] Gen Ed Required |
| [ ] English Composition |
| [ ] Mathematics |
| [ ] Science |
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| [ ] Scientific World |
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| [ ] Speech |
| [ ] Interdisciplinary  |
| [ ] Advanced Liberal Arts |

 |
| **Effective Term** | Fall 2016 |  |  |

Rationale: Having our courses listed with two different designations is confusing to many students. This will help students understand that these required courses are a part of their degree program. The IMT certificate has been withdrawn.

**Changes to be offered in the Entertainment Technology department**

|  |  |  |  |
| --- | --- | --- | --- |
| **CUNYFirst Course ID** |  |  |  |
| **FROM:** |  | **TO:** |  |
| **Department(s)** |  | **Department(s)** |  |
| **Course** | **~~MTEC 2120~~** ~~Interaction Design~~ | **Course** | MTEC2120 Interactive Media Systems Design |
| **Prerequisite** |  | **Prerequisite**  |  |
| **Corequisite** |  | **Corequisite** |  |
| **Pre- or corequisite** |  | **Pre- or corequisite** |  |
| **Hours** |  | **Hours** |  |
| **Credits** |  | **Credits** |  |
| **Description** |  ~~Fundamentals of design techniques facilitating interaction through media. Introduction to theories, models, and frameworks for designing user experiences for social and personal media, as well as to the ethnographic methods applied to understanding the space, users and their environment. Makes use of storyboards, use cases, situation design, situated devices and embodied interaction~~ | **Description** | *The course gives a nontraditional approach to the articulation of design techniques with different types of interactive media and is an introduction to the theories, models, and frameworks for designing interaction with sound and screen. Students sketch and prototype systems for the management and delivery of future media through multimedia visual programming languages.* |
| **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** |

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| --- |
| [ x] Major |
| [ ] Gen Ed Required |
| [ ] English Composition |
| [ ] Mathematics |
| [ ] Science |
| [ ] Gen Ed - Flexible |
| [ ] World Cultures |
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| [ ] Creative Expression |
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| [ ] Gen Ed - College Option |
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| [ ] Interdisciplinary  |
| [ ] Advanced Liberal Arts |

 | **Course Applicability** |

|  |
| --- |
| [ x] Major |
| [ ] Gen Ed Required |
| [ ] English Composition |
| [ ] Mathematics |
| [ ] Science |
| [ ] Gen Ed - Flexible |
| [ ] World Cultures |
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| [ ] Creative Expression |
| [ ] Individual and Society |
| [ ] Scientific World |
| [ ] Gen Ed - College Option |
| [ ] Speech |
| [ ] Interdisciplinary  |
| [ ] Advanced Liberal Arts |

 |
| **Effective Term** | Fall 2016 |  |  |

**Rationale:** By differentiating this course from COMD 4762, Interactive Interface Design, we better align with the courses objectives.

**N.B.** Max/MSP/Jitter and PureData are considered multimedia visual programing languages.

**Changes to be offered in the Entertainment Technology department**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **CUNYFirst Course ID** |  |  |  |  |
| **FROM:** |  | **TO:** |  |
| **Department(s)** |  | **Department(s)** |  |
| **Course** | ~~MTEC2280 Ins and Outs of Physical Computing~~ | **Course** | MTEC2280 Ins and Outs |
| **Prerequisite** |  | **Prerequisite**  |  |
| **Corequisite** |  | **Corequisite** |  |
| **Pre- or corequisite** |  | **Pre- or corequisite** |  |
| **Hours** |  | **Hours** |  |
| **Credits** |  | **Credits** |  |
| **Description** |  ~~An introduction to interactive technology with a focus on how we use technology to express ourselves and interact with our environment~~. ~~This class will combine a hands-on exploration of sensors and microcontrollers with concepts of interaction design employing a structured design process. Students will work on creative group projects and provide on-line documentation of their work. An array of sensing technologies from simple switches to video tracking will be introduced. Students will use the simple programming of microcontrollers to process incoming data from sensors.~~ | **Description** | An introduction to interactive technology with a focus on how we use technology to express ourselves and interact with our environment. This class combines a hands-on exploration of basic components of media, audio and control circuits. Students also develop interfacing technologies from simple switches to multidimensional sensors, integrated circuits, and microcontrollers. Students use a scripting environment to program microcontrollers in order to process incoming data from sensors for control of media systems. |
| **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 |
| [ ] Speech |
| [ ] Interdisciplinary  |
| [ ] Advanced Liberal Arts |

 | **Course Applicability** |

|  |
| --- |
| [ x ] Major |
| [ ] Gen Ed Required |
| [ ] English Composition |
| [ ] Mathematics |
| [ ] Science |
| [ ] Gen Ed - Flexible |
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| [ ] Individual and Society |
| [ ] Scientific World |
| [ ] Gen Ed - College Option |
| [ ] Speech |
| [ ] Interdisciplinary  |
| [ ] Advanced Liberal Arts |

 |
| **Effective Term** | Fall 2016 |  |  |

Rationale: This course serves both Entertainment Technology Majors as well as Emerging Media Majors. By changing the title and description we better prepare the student for the subject of the course and better reflect the course objectives.

**Changes to be offered in the Entertainment Technology department**

|  |  |  |  |
| --- | --- | --- | --- |
| **CUNYFirst Course ID** |  |  |  |
| **FROM:** |  | **TO:** |  |
| **Department(s)** |  | **Department(s)** |  |
| **Course** | MTEC 3140 Topics and Perspectives in Emerging Technologies | **Course** | MTEC 3140 Topics and Perspectives in Emerging Technologies |
| **Prerequisite** |  | **Prerequisite**  |  |
| **Corequisite** |  | **Corequisite** |  |
| **Pre- or corequisite** | ~~ENG 1121 and (MTEC 2280 or ENT 3200 or ENT 2280 or ENT 2370 or ENT 3390)~~ | **Pre- or corequisite** | ENG 1121 and anyone of the following: MTEC 2230, ENT 3200, ENT 2280, ENT 2370, or ENT 3390 |
| **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 |
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| [ ] Gen Ed - College Option |
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 | **Course Applicability** |

|  |
| --- |
| [x ] Major |
| [ ] Gen Ed Required |
| [ ] English Composition |
| [ ] Mathematics |
| [ ] Science |
| [ ] Gen Ed - Flexible |
| [ ] World Cultures |
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| [ ] Creative Expression |
| [ ] Individual and Society |
| [ ] Scientific World |
| [ ] Gen Ed - College Option |
| [ ] Speech |
| [ ] Interdisciplinary  |
| [ ] Advanced Liberal Arts |

 |
| **Effective Term:**  | **Fall 2016** |  |  |

**Rationale:** Changing this prerequisite aligns better with a new course added to our curriculum: MTEC 2230 Computational Media.

**Changes to be offered in the Entertainment Technology department**

|  |  |  |  |
| --- | --- | --- | --- |
| **CUNYFirst Course ID** |  |  |  |
| **FROM:** |  | **TO:** |  |
| **Department(s)** |  | **Department(s)** |  |
| **Course** | MTEC 3230 Introduction to Interactive 3-Dimensional Environments Programming | Course | MTEC 3230 Introduction to Interactive 3-Dimensional Environments Programming |
| **Prerequisite** |  | **Prerequisite**  |  |
| **Corequisite** |  | **Corequisite** |  |
| **Pre- or corequisite** | ~~MTEC 2280, MAT 1280 or higher~~ | **Pre- or corequisite** | MTEC 2230, MAT 1190 or higher |
| **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 |
| [ ] Speech |
| [ ] Interdisciplinary  |
| [ ] Advanced Liberal Arts |

 | **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 |
| [ ] Speech |
| [ ] Interdisciplinary  |
| [ ] Advanced Liberal Arts |

 |
| **Effective Term** | Fall 2016 |  |  |

Rationale: Changing this prerequisite aligns better with a new course added to our curriculum: MTEC 2230 Computational Media.

**Changes to be offered in the Entertainment Technology department**

|  |  |  |  |
| --- | --- | --- | --- |
| **CUNYFirst Course ID** |  |  |  |
| **FROM:** |  | **TO:** |  |
| **Department(s)** |  | **Department(s)** |  |
| **Course** | ~~MTEC3240 Interactive Sound for Games and Simulations~~ | **Course** | MTEC3240 Data Sonification and Visualization |
| **Prerequisite** |  ~~CST1101, ENT1260, ENT3390~~ | **Prerequisite**  | ENT1270, MTEC 2230 |
| **Corequisite** |  | **Corequisite** |  |
| **Pre- or corequisite** |  | **Pre- or corequisite** |  |
| **Hours** |  | **Hours** |  |
| **Credits** |  | **Credits** |  |
| **Description** |  ~~An introduction to interactive sound for games and simulation-based media. The technical skills and foundations covered apply to game audio, interactive music performance, and interactive media scores. Students learn to use game audio engines, sound computation basics, and open source and proprietary tools. Professional audio quality standards are emphasized, and aesthetic sensitivity for final product is developed. For final projects, students design and program a complete sound environment for a game scene or interactive simulation.~~  | **Description** | *An introduction to data sonification and visualization for games, installations, and scientific display. The technical skills and foundations covered apply to computer games, interactive music performance, multimedia art installations, and environments for exploring multimedia scientific data. Students are exposed to audiovisual programming engines and sound computation basics. For final projects, students design and program an immersive environment, a game scene, or an interactive simulation incorporating both sonic and visual representations of data.* |
| **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 |
| [ ] Speech |
| [ ] Interdisciplinary  |
| [ ] Advanced Liberal Arts |

 | **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 |
| [ ] Speech |
| [ ] Interdisciplinary  |
| [ ] Advanced Liberal Arts |

 |
| **Effective Term** | Fall 2016 |  |  |

**Rationale:** By changing Interactive sound for Games and Simulations to Data Sonification and **Visualization** we can achieve the same course objectives, but in a broader context that will allow students across our conce**n**trations to benefit.

**Section AVI: Courses Withdrawn**

**Entertainment Technology Department**

IMT1100 Media Technology Skills Lab

**Rationale:** The IMT1100 course is an artifact from a certificate program that is no longer offered.