

New York City College of Technology, CUNY

**CURRICULUM MODIFICATION PROPOSAL FORM**

<b>Title of Proposal</b>	<b>MTEC Pre-Req Updates</b>
<b>Date</b>	<b>2020-10-23</b>
<b>Major or Minor</b>	<b>Minor</b>
<b>Proposer's Name</b>	<b>John McCullough &amp; Heidi Boisvert</b>
<b>Department</b>	<b>Entertainment Technology</b>
<b>Date of Departmental Meeting in which proposal was approved</b>	<b>2020-10-26</b>
<b>Department Chair Name</b>	<b>John McCullough</b>
<b>Department Chair Signature and Date</b>	<i>John McCullough</i>
<b>Academic Dean Name</b>	<b>Gerarda Shields</b>
<b>Academic Dean Signature and Date</b>	
<b>Brief Description of Proposal</b> (Describe the modifications contained within this proposal in a succinct summary. More detailed content will be provided in the proposal body.)	<b>Update pre-requisites for MTEC courses.</b>
<b>Brief Rationale for Proposal</b> (Provide a concise summary of why this proposed change is important to the department. More detailed content will be provided in the proposal body).	<b>Ongoing curriculum development in MTEC courses has required an update to many pre-requisites to make sure students are prepared for their middle- and upper-level coursework and reduce the number of overrides required each semester.</b>
<b>Proposal History</b> (Please provide history of this proposal: is this a resubmission? An updated version? This may most easily be expressed as a list).	<b>New proposal. No History.</b>

## Chancellor’s Report Text

### MTEC 1001 Game Design and Interactive Media Skills Lab

<b>From:</b>		<b>To:</b>	
<b>Course Number:</b>	MTEC 1001	<b>Course Number:</b>	
<b>Course Title:</b>	Game Design and Interactive Media Skills Lab	<b>Course Title:</b>	
<b>Description:</b>		<b>Description:</b>	
<b>Class Hours :</b>		<b>Class Hours:</b>	
<b>Lab Hours :</b>		<b>Lab Hours:</b>	
<b>Credits:</b>		<b>Credits:</b>	
<b>Prerequisite:</b>		<b>Prerequisite:</b>	
<b>Corequisites:</b>		<b>Corequisites:</b>	
<b>Pre- or corequisites:</b>	<del>ENG 1101</del>	<b>Pre- or corequisites:</b>	None

**Rationale:** This course is taken in tandem with common core classes during a student’s first semester, so listing is redundant.

**MTEC 1003 Media Computation Skills Lab**

<b>From:</b>		<b>To:</b>	
<b>Course Number:</b>	MTEC 1003	<b>Course Number:</b>	
<b>Course Title:</b>	Media Computation Skills Lab	<b>Course Title:</b>	
<b>Description:</b>		<b>Description:</b>	
<b>Class Hours :</b>		<b>Class Hours:</b>	
<b>Lab Hours :</b>		<b>Lab Hours:</b>	
<b>Credits:</b>		<b>Credits:</b>	
<b>Prerequisite:</b>		<b>Prerequisite:</b>	
<b>Corequisites:</b>		<b>Corequisites:</b>	
<b>Pre- or corequisites:</b>	<del>ENG 1101</del>	<b>Pre- or corequisites:</b>	none

**Rationale:** This course is taken in tandem with common core classes during a student's first or second semester, so listing is redundant.

**MTEC 1005 Physical Computing Skills Lab**

<b>From:</b>		<b>To:</b>	
<b>Course Number:</b>	MTEC 1005	<b>Course Number:</b>	
<b>Course Title:</b>	Physical Computing Skills Lab	<b>Course Title:</b>	
<b>Description:</b>		<b>Description:</b>	
<b>Class Hours :</b>		<b>Class Hours:</b>	
<b>Lab Hours :</b>		<b>Lab Hours:</b>	
<b>Credits:</b>		<b>Credits:</b>	
<b>Prerequisite:</b>		<b>Prerequisite:</b>	
<b>Corequisites:</b>		<b>Corequisites:</b>	
<b>Pre- or corequisites:</b>	ENG 1101	<b>Pre- or corequisites:</b>	none

**Rationale:** This course is taken in tandem with common core classes during a student's first or second semester, so listing is redundant.

**MTEC 1101 Emerging Media Foundation**

<b>From:</b>		<b>To:</b>	
<b>Course Number:</b>	MTEC 1101	<b>Course Number:</b>	
<b>Course Title:</b>	Emerging Media Foundation	<b>Course Title:</b>	
<b>Description:</b>		<b>Description:</b>	
<b>Class Hours :</b>		<b>Class Hours:</b>	
<b>Lab Hours :</b>		<b>Lab Hours:</b>	
<b>Credits:</b>		<b>Credits:</b>	
<b>Prerequisite:</b>		<b>Prerequisite:</b>	
<b>Corequisites:</b>		<b>Corequisites:</b>	
<b>Pre- or corequisites:</b>	Pre- or corequisites: MTEC 4001, ENT 4100	<b>Pre- or corequisites:</b>	none

**Rationale:** This course is taken in tandem with common core classes during a student's second semester, and in conjunction with skills labs, so listing is redundant. It is a gateway course that enables students to determine their track. Experience has shown taken this course in conjunction with the skills labs offers valuable reinforcement of core concepts.

**MTEC 1102 Production Practices**

<b>From:</b>		<b>To:</b>	
<b>Course Number:</b>	MTEC 1102	<b>Course Number:</b>	
<b>Course Title:</b>	Production Practices	<b>Course Title:</b>	
<b>Description:</b>		<b>Description:</b>	
<b>Class Hours :</b>		<b>Class Hours:</b>	
<b>Lab Hours :</b>		<b>Lab Hours:</b>	
<b>Credits:</b>		<b>Credits:</b>	
<b>Prerequisite:</b>	MTEC 1101	<b>Prerequisite:</b>	MTEC 1001, 1003, 1005
<b>Corequisites:</b>		<b>Corequisites:</b>	
<b>Pre- or corequisites:</b>	MTEC 1003	<b>Pre- or corequisites:</b>	MTEC 1101

**Rationale:** This course is a compliment to MTEC 1101 and can be taken together, and students must have taken all the skills labs for proper scaffolding.

**MTEC 2120 Interactive Media Systems Design**

<b>From:</b>		<b>To:</b>	
<b>Course Number:</b>	MTEC 2120	<b>Course Number:</b>	
<b>Course Title:</b>	Interactive Media Systems Design	<b>Course Title:</b>	
<b>Description:</b>		<b>Description:</b>	
<b>Class Hours :</b>		<b>Class Hours:</b>	
<b>Lab Hours :</b>		<b>Lab Hours:</b>	
<b>Credits:</b>		<b>Credits:</b>	
<b>Prerequisite:</b>	<del>MTEC 1101</del>	<b>Prerequisite:</b>	MTEC 2210
<b>Corequisites:</b>		<b>Corequisites:</b>	
<b>Pre- or corequisites:</b>	MTEC 1102, CST 1101	<b>Pre- or corequisites:</b>	MTEC 1102, CST 1101

**Rationale:** As the game design program has evolved, the contents of the course have changed, this course now requires MTEC 2210 for proper scaffolding.

**MTEC 2210 Game Design and Interactive Media**

<b>From:</b>		<b>To:</b>	
<b>Course Number:</b>	MTEC 2210	<b>Course Number:</b>	
<b>Course Title:</b>	Game Design and Interactive Media	<b>Course Title:</b>	
<b>Description:</b>		<b>Description:</b>	
<b>Class Hours :</b>		<b>Class Hours:</b>	
<b>Lab Hours :</b>		<b>Lab Hours:</b>	
<b>Credits:</b>		<b>Credits:</b>	
<b>Prerequisite:</b>	MTEC 1102	<b>Prerequisite:</b>	MTEC 1102
<b>Corequisites:</b>	<del>MTEC 2120</del>	<b>Corequisites:</b>	none
<b>Pre- or corequisites:</b>		<b>Pre- or corequisites:</b>	

**Rationale:** As the game design program has evolved, the contents of MTEC 2120 have changed, and MTEC 2210 should precede 2120.



**MTEC 2250 Fabrication for Physical Computing**

<b>From:</b>		<b>To:</b>	
<b>Course Number:</b>	MTEC 2250	<b>Course Number:</b>	
<b>Course Title:</b>	Fabrication for Physical Computing	<b>Course Title:</b>	
<b>Description:</b>		<b>Description:</b>	
<b>Class Hours :</b>		<b>Class Hours:</b>	
<b>Lab Hours :</b>		<b>Lab Hours:</b>	
<b>Credits:</b>		<b>Credits:</b>	
<b>Prerequisite:</b>	MTEC 1005, MTEC 1102	<b>Prerequisite:</b>	MTEC 1102
<b>Corequisites:</b>		<b>Corequisites:</b>	
<b>Pre- or corequisites:</b>	CST 1101	<b>Pre- or corequisites:</b>	CST 1101

**Rationale:** MTEC 1005 is a pre-requisite for MTEC 1102, so it is redundant to list.

**MTEC 2260 Music Synthesis and Sampling**

<b>From:</b>		<b>To:</b>	
<b>Course Number:</b>	MTEC 2260	<b>Course Number:</b>	
<b>Course Title:</b>	Music Synthesis and Sampling	<b>Course Title:</b>	
<b>Description:</b>		<b>Description:</b>	
<b>Class Hours :</b>		<b>Class Hours:</b>	
<b>Lab Hours :</b>		<b>Lab Hours:</b>	
<b>Credits:</b>		<b>Credits:</b>	
<b>Prerequisite:</b>	<del>ENT 1260</del>	<b>Prerequisite:</b>	ENT 1270
<b>Corequisites:</b>		<b>Corequisites:</b>	
<b>Pre- or corequisites:</b>		<b>Pre- or corequisites:</b>	

**Rationale:** ENT 1260 is no longer offered, and since establishing the Music Tech concentration, we've redesigned the pathway, but it is not currently reflected in catalogue & Degreeworks.

**MTEC 2280 Ins & Outs**

<b>From:</b>		<b>To:</b>	
<b>Course Number:</b>	MTEC 2280	<b>Course Number:</b>	
<b>Course Title:</b>	Ins and Outs	<b>Course Title:</b>	
<b>Description:</b>		<b>Description:</b>	
<b>Class Hours :</b>		<b>Class Hours:</b>	
<b>Lab Hours :</b>		<b>Lab Hours:</b>	
<b>Credits:</b>		<b>Credits:</b>	
<b>Prerequisite:</b>	CST 1101, ENT 1203 <del>or</del> MTEC 1005	<b>Prerequisite:</b>	MTEC 1102, CST 1201
<b>Corequisites:</b>		<b>Corequisites:</b>	
<b>Pre- or corequisites:</b>	<del>ENT 1250 or ENT 1260 or</del> ENT 1270 <del>or</del> CST 1201	<b>Pre- or corequisites:</b>	

**Rationale:** MTEC 1005 is a pre-req for MTEC 1102, and CST 1101 is a pre-req for CST 1201, so listing is redundant.

**MTEC 3125 Nonlinear Narrative**

<b>From:</b>		<b>To:</b>	
<b>Course Number:</b>	MTEC 3125	<b>Course Number:</b>	
<b>Course Title:</b>	Nonlinear Narrative	<b>Course Title:</b>	
<b>Description:</b>		<b>Description:</b>	
<b>Class Hours :</b>		<b>Class Hours:</b>	
<b>Lab Hours :</b>		<b>Lab Hours:</b>	
<b>Credits:</b>		<b>Credits:</b>	
<b>Prerequisite:</b>	ENG 1121, <del>MTEC 2210</del>	<b>Prerequisite:</b>	ENG 1121, MTEC 2120
<b>Corequisites:</b>		<b>Corequisites:</b>	
<b>Pre- or corequisites:</b>	<del>ENT 3320 or ENG 1710 or ENG 1773</del>	<b>Pre- or corequisites:</b>	none
<b>Course Attribute:</b>		<b>Course Attribute:</b>	Writing Intensive Course

**Rationale:** As the game design track has evolved, the contents of this course have changed, as have the course scaffolding. MTEC 2210 is a pre-requisite for MTEC 2120, so listing is redundant, but we also want to ensure students have completed all 2000-level classes before taking. ENT 3320 is no longer a requirement, and the emphasis is less-theoretical and more focused on making interactive non-linear narrative projects, so we've dropped ENG 1710 & 1773.

**MTEC 3140 Topics and Perspectives in Emerging Technology**

<b>From:</b>		<b>To:</b>	
<b>Course Number:</b>	MTEC 3140	<b>Course Number:</b>	
<b>Course Title:</b>	Topics and Perspectives in Emerging Technology	<b>Course Title:</b>	
<b>Description:</b>		<b>Description:</b>	
<b>Class Hours :</b>		<b>Class Hours:</b>	
<b>Lab Hours :</b>		<b>Lab Hours:</b>	
<b>Credits:</b>		<b>Credits:</b>	
<b>Prerequisite:</b>	MTEC 2210 and MTEC 2230; for non MTEC majors: ENG 1773 Weird Science or ENG 2420 Science Fiction.	<b>Prerequisite:</b>	MTEC 2120, MTEC 2250, MTEC 2230, MTEC 2280; for non MTEC majors: ENG 1773 Weird Science or ENG 2420 Science Fiction.
<b>Corequisites:</b>		<b>Corequisites:</b>	
<b>Pre- or corequisites:</b>		<b>Pre- or corequisites:</b>	
<b>Course Attribute:</b>		<b>Course Attribute:</b>	Writing Intensive Course

**Rationale:** Experience has shown that requiring all 2000-level foundation courses to be complete before taking advanced level course enables students to more successfully synthesize core concepts of the course.

**MTEC 3160 Performance Design**

<b>From:</b>		<b>To:</b>	
<b>Course Number:</b>	MTEC 3160	<b>Course Number:</b>	
<b>Course Title:</b>	Performance Design	<b>Course Title:</b>	
<b>Description:</b>		<b>Description:</b>	
<b>Class Hours :</b>		<b>Class Hours:</b>	
<b>Lab Hours :</b>		<b>Lab Hours:</b>	
<b>Credits:</b>		<b>Credits:</b>	
<b>Prerequisite:</b>	MTEC 2120 <del>or</del> MTEC 2250	<b>Prerequisite:</b>	MTEC 2120 and MTEC 2250
<b>Corequisites:</b>		<b>Corequisites:</b>	
<b>Pre- or corequisites:</b>		<b>Pre- or corequisites:</b>	

**Rationale:** As the program has evolved, this course now lives at the intersection game design control systems and physical computing environmental interaction, so both courses are required for students to successfully engage with the course content.

**MTEC 3175 Experimental Game Design and Development**

<b>From:</b>		<b>To:</b>	
<b>Course Number:</b>	MTEC 3175	<b>Course Number:</b>	
<b>Course Title:</b>	Experimental Game Design and Development	<b>Course Title:</b>	
<b>Description:</b>		<b>Description:</b>	
<b>Class Hours :</b>		<b>Class Hours:</b>	
<b>Lab Hours :</b>		<b>Lab Hours:</b>	
<b>Credits:</b>		<b>Credits:</b>	
<b>Prerequisite:</b>	<del>MTEC 2210</del>	<b>Prerequisite:</b>	MTEC 2120, MTEC 2230
<b>Corequisites:</b>		<b>Corequisites:</b>	
<b>Pre- or corequisites:</b>	<del>MTEC 2230</del>	<b>Pre- or corequisites:</b>	

**Rationale:** Experience in the class showed that students were more successful when taking MTEC 2230 as a pre-requisite instead of a co-requisite and brings class in line with new sequence for MTEC 2120.

**MTEC 3230 Mixed Reality for Immersive Worlds**

<b>From:</b>		<b>To:</b>	
<b>Course Number:</b>	MTEC 3230	<b>Course Number:</b>	
<b>Course Title:</b>	Mixed Reality for Immersive Worlds	<b>Course Title:</b>	
<b>Description:</b>		<b>Description:</b>	
<b>Class Hours :</b>		<b>Class Hours:</b>	
<b>Lab Hours :</b>		<b>Lab Hours:</b>	
<b>Credits:</b>		<b>Credits:</b>	
<b>Prerequisite:</b>	<del>MTEC 2210</del>	<b>Prerequisite:</b>	MTEC 2120, MTEC 2230
<b>Corequisites:</b>		<b>Corequisites:</b>	
<b>Pre- or corequisites:</b>	<del>MTEC 2230</del>	<b>Pre- or corequisites:</b>	

**Rationale:** Experience in the class showed that students were more successful when taking MTEC 2230 as a pre-requisite instead of a co-requisite and brings class in line with new sequence for MTEC 2120.

**MTEC 4800 Interdisciplinary Team Project**

<b>From:</b>		<b>To:</b>	
<b>Course Number:</b>	MTEC 4800	<b>Course Number:</b>	
<b>Course Title:</b>	Interdisciplinary Team Project	<b>Course Title:</b>	
<b>Description:</b>		<b>Description:</b>	
<b>Class Hours :</b>		<b>Class Hours:</b>	
<b>Lab Hours :</b>		<b>Lab Hours:</b>	
<b>Credits:</b>		<b>Credits:</b>	
<b>Prerequisite:</b>	Department approval; <del>complete three of the required courses in selected media concentration.</del>	<b>Prerequisite:</b>	Department approval
<b>Corequisites:</b>		<b>Corequisites:</b>	
<b>Pre- or corequisites:</b>		<b>Pre- or corequisites:</b>	

**Rationale:** This change removes unnecessary wording.

**ALL PROPOSAL CHECK LIST**

Completed CURRICULUM MODIFICATION FORM including:	
<ul style="list-style-type: none"> <li>• Brief description of proposal</li> </ul>	
<ul style="list-style-type: none"> <li>• Rationale for proposal</li> </ul>	
<ul style="list-style-type: none"> <li>• Date of department meeting approving the modification</li> </ul>	
<ul style="list-style-type: none"> <li>• Chair’s Signature</li> </ul>	
<ul style="list-style-type: none"> <li>• Dean’s Signature</li> </ul>	
Evidence of consultation with affected departments List 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 <a href="#">Chancellor’s Report Form</a> .	

**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)	