



NEW YORK CITY  
COLLEGE OF TECHNOLOGY

THE CITY UNIVERSITY OF NEW YORK

DEPARTMENT OF ENGLISH

February 20, 2014

To: David Smith and Viviana Vladutescu, Curriculum Committee Co-Chairs

I write the committee to give my support for the new proposed course "Programming Narratives." This new course, designed by Professors Candido Cabo and Reneta D. Lansiquot began as a learning community (LC) that I observed Prof. Lansiquot teach for the first time five years ago. In her fall 2009 classroom observation report, I noted that "Using videogames to teach writing is an extremely inventive idea, and Dr. Lansiquot is doing a wonderful job with this special section." I believe that using the best practices and lessons learned from their LC for first-semester students in the Computer Systems major to create a general education co-taught interdisciplinary course that can fulfill a requirement for all students at the college is a perfectly timed and well-planned move forward. This course will provide a great opportunity for students at the college whose interests are in video games to explore narrative structures and will continue the efforts that the Department of English is making toward ensuring that all students have a solid writing foundation.

I believe this course has great potential as it thoughtfully and innovatively engages with literature and technology. Students will benefit in innumerable ways, most of all by the interdisciplinary nature of the course. We have many faculty committed to interdisciplinary work in the English department, and this new course represents one aspect of this commitment.

Sincerely,

A handwritten signature in cursive script that reads "Nina Barnett".

Nina Barnett,  
Associate Professor and Chairperson,  
English Department