**FACULTY SENATE**

**NOVEMBER 19, 2020**

**AIII. CHANGE IN DEGREE REQUIREMENTS:**

AIII.1 DEPARTMENT OF MEDIA CULTURE: COMMUNICATIONS BS: JOURNALISM AND MHC COMMUNICTIONS BS: JOURNALISM

AIII.2 DEPARTMENT OF MEDIA CULTURE: COMMUNICATIONS BS: DESIGN AND DIGITAL MEDIA AND MHC COMMUNICATIONS BS: DESIGN AND DIGITAL MEDIA

AIII.3 DEPARTMENT OF COMPUTER SCIENCE: COMPUTER SCIENCE BS AND MHC COMPUTER SCIENCE BS

**AIV. NEW COURSES**

AIV.1 DEPARTMENT OF MEDIA CULTURE: CIN 214 Sound For Film and Media

AIV. 2 DEPARTMENT OF MEDIA CULTURE: COM 330 Data Visualization

AIV.3 DEPARTMENT OF HISTORY: HST 233 PIRATES IN THE EARLY MODERN WORLD: DIVERSITY, POWER, AND RESISTANCE

AIV.4 DEPARTMENT OF COMPUTER SCIENCE: CSC 250 Serious Game Development

AIV.5 DEPARTMENT OF COMPUTER SCIENCE: CSC 436 Modern Web Development

**AV. CHANGES IN EXISTING COURSES:**

AV.1 DEPARTMENT OF MEDIA CULTURE: CIN 111 Video I

AV.2 DEPARTMENT OF MEDIA CULTURE: COM 380 Web Design, Animation and Theory

AV.3 DEPARTMENT OF COMPUTER SCIENCE: CSC 220 Computers and Programming

**AIII. CHANGE IN DEGREE REQUIREMENTS:**

**AIII.1 DEPARTMENT OF MEDIA CULTURE: COMMUNICATIONS BS: JOURNALISM**

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| **FROM: USE STRIKETHROUGH FOR ~~CHANGES~~** | **TO: USE UNDERLINE FOR CHANGES** |
| DEPARTMENT/PROGRAM: Media Culture | DEPARTMENT/PROGRAM: Media Culture |
| TITLE OF DEGREE/MAJOR/MINOR/CERTIFICATE:  COM Journalism Specialization ~~51-56 credits~~ | TITLE OF DEGREE/MAJOR/MINOR/CERTIFICATE:  COM Journalism Specialization: 54-58 |
| REQUIREMENTS:  Major Requirements:  History and Theory of Communications  A grade of C or higher is required in COM 150.  CIN 100 Introduction to Film 3 credits  COM 150 Introduction to Communications 4 credits  COM 203 Theories of Communications 4 credits  One of the following:  CIN 220 Film History 4 credits  OR  COM 200 Media and Culture 4 credits  OR  COM 205 Media Industries 4 credits  OR  COM 220 History of Radio and Television 4 credits  OR  COM 230 History of Print Media 4 credits  OR  COM 232 History of Design and Digital Media 4 credits  Practical and Applied  COM 115 Introduction to Design and Digital Media Environments 1 credit  COM 315 Media Analysis 4 credits  COM 390 Media Internship 3-4 credits  COM 450 Senior Seminar in Communications Research 4 credits  Foreign Language Requirement 0-4 credits  ARB/ASL/CHN/FRN/ITL/SPN Demonstration of proficiency in a foreign language through the Intermediate level 213 or above  Journalism Specialization: ~~23-24~~  ~~Both of the following (8 credits)~~:  COM/ENL 277 Introduction to Journalism (4 credits)  COM 204 Online Journalism (4 credits)  ~~Two~~ of the following (8 credits):  COM/ENL 412 Broadcast Journalism (4 credits)  COM/ENL 438 Newspaper Reporting (4 credits)  COM/ENL 446 Digital Design Journalists (4 credits)  One of the Following Two (4 credits):  COM/ENL 445 Journalism and Society (4 credits)  COM/ ENL 480 Studies in Advanced Journalism (4 credits)  One of the following (3-4 credits):  ENL 433 Nonfiction Writing (4 credits)  ENL 440 Magazine Writing (4 credits)  ENL 441 Writing about the Media (4 credits)  COM/ENL 465 Writing for the Media (4 credits)  COM 310/ENL 313 Writing for Advertising and Public Relations (4 credits)  ~~CIN 212 – Documentary Video (3 credits/prereq CIN 111)~~ | REQUIREMENTS:  Major Requirements: No Change  Journalism Specialization:26 credits  Foundations for Journalism (11 credits)  CIN 111 Video I (3 credits)  COM/ENL 277 Introduction to Journalism (4 credits)  COM 204 Online Journalism (4 credits)  Intermediate Production for Journalism (3 credits)  One of the following:  COM 250 Typography & Design  COM 251 Digital Imaging I  COM 261 Television Studio Production  COM 270 Radio Production  CIN 120 Video II  CIN 212 Documentary Video  Intermediate/Advanced Practice in Journalism (4 credits)  One of the following:  COM 330 Data Visualization  COM/CIN 318 Advanced TV Studio (prereq COM 261)  COM/ENL 412 Broadcast Journalism  COM/ENL 438 Newspaper Reporting  COM/ENL 446 Digital Design for Journalists  Advanced History for Journalism (4 credits)  One of the following:  CIN 304 Nonfiction Media  COM 415 Media Audiences  COM 425 Media Regulation  COM/ENL 445 Journalism and Society  COM/ENL 480 Studies in Advanced Journalism  Intermediate/Advanced Writing for Journalism (4 credits)  One of the following:  COM 310/ENL 313 Writing for Advertising & Public Relations  COM/ENL 465 Writing for the Media  ENL 440 Magazine Writing  ENL 441 Writing About the Media  ENL 433 Nonfiction Writing |
| TOTAL NUMBER OF CREDITS: 120 | TOTAL NUMBER OF CREDITS: No Change |
| EFFECTIVE: Fall 2021 | |
| RATIONALE: Students’ progress through the Journalism concentration has been stymied by a curriculum containing too many infrequently offered courses, resulting in inconsistent, improvised substitutions. The proposed curriculum offers students additional choices, including both regularly offered courses and some less frequently offered alternatives that can be offered when appropriate staffing is available. Allowing students this range of choices allows us to incorporate them into existing sections. Additionally, students have been able to complete the journalism requirement without taking any courses requiring media production skills. We correct this oversight by requiring CIN 111 Video I and adding the category “Intermediate Production for Journalism” with several course options, to help prepare students for entry level positions in print, digital or broadcast likely to require some proficiency in audio, still- and moving-image components of news production. Adding CIN 111 also removes a hidden prerequisite for CIN 212 and expands the journalism student’s multimedia skill set. | |
| SUBMISSION TO COMMITTEE CHAIR: 10/13/2020 sent to Committee Chair and Curriculum Office | |
| APPROVAL: Department of Media Culture 10/20; Undergraduate Curriculum Committee 11/6/20 | |
| CONSULTATION: Department of English, completed 10/8/2020 via email with Chair Lee Papa and Curriculum Committee Rep Maria Bellamy | |

**AIII.2 DEPARTMENT OF MEDIA CULTURE: COMMUNICATIONS BS: DESIGN AND DIGITAL MEDIA**

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| **FROM: USE STRIKETHROUGH FOR ~~CHANGES~~** | **TO: USE UNDERLINE FOR CHANGES** |
| DEPARTMENT/PROGRAM: Media Culture | DEPARTMENT/PROGRAM: Media Culture |
| TITLE OF DEGREE/MAJOR/MINOR/CERTIFICATE:  COM Journalism Specialization 51-56 credits | TITLE OF DEGREE/MAJOR/MINOR/CERTIFICATE:  COM Design and Digital Media Specialization: 21-22 credits |
| REQUIREMENTS:  Major Requirements:  History and Theory of Communications  A grade of C or higher is required in COM 150.  CIN 100 Introduction to Film 3 credits  COM 150 Introduction to Communications 4 credits  COM 203 Theories of Communications 4 credits  One of the following:  CIN 220 Film History 4 credits  OR  COM 200 Media and Culture 4 credits  OR  COM 205 Media Industries 4 credits  OR  COM 220 History of Radio and Television 4 credits  OR  COM 230 History of Print Media 4 credits  OR  COM 232 History of Design and Digital Media 4 credits  Practical and Applied  COM 115 Introduction to Design and Digital Media Environments 1 credit  COM 315 Media Analysis 4 credits  COM 390 Media Internship 3-4 credits  COM 450 Senior Seminar in Communications Research 4 credits  Foreign Language Requirement 0-4 credits  ARB/ASL/CHN/FRN/ITL/SPN Demonstration of proficiency in a foreign language through the Intermediate level 213 or above  Design and Digital Media Specialization: 21-22  COM 250 Typography and Design (3 credits)  COM 251 Digital Imaging I (3 credits)  COM 370 Web Design, Graphics, and Theory (4 credits)  Two of the following:  COM 313 Principles of Editorial Design: Integration of Writing and Graphics (4 credits)  COM 317 Information Design (4 credits)  COM 341 Communications Design Workshop (4 credits)  COM 351 Digital Imaging II (4 credits)  One of the following:  COM 320 Motion Graphics (4 credits)  COM 380 Web Design, Animation, and Theory (4 credits)  COM 451 Advanced Design and Digital Media Workshop (4 credits)  COM 492 Senior Project for Design and Digital Media (4 credits)  One of the following courses:  CIN 111 Video I (3 credits)  ART 130 Introductory Painting (3 credits)  ART 245 Printmaking (3 credits)  COM 313 Principles of Editorial Design: Integration of Writing and Graphics (4 credits)  COM 320 Motion Graphics (4 credits)  COM 332 History and Theory of Advertising and Public Relations (4 credits)  COM 341 Communications Design Workshop (4 credits)  COM 351 Digital Imaging II (4 credits)  COM 380 Web Design, Animation, and Theory (4 credits)  COM 310/ENL 313 Writing for Advertising and Public Relations (4 credits)  PHO 101 Introduction to Photography (3 credits) | REQUIREMENTS:  Major Requirements: No Change  Design and Digital Media Specialization: 21-22  COM 250 Typography and Design (3 credits)  COM 251 Digital Imaging I (3 credits)  COM 370 Web Design, Graphics, and Theory (4 credits)  Two of the following:  COM 313 Principles of Editorial Design: Integration of Writing and Graphics (4 credits)  COM 317 Information Design (4 credits)  COM 330 Data Visualization  COM 341 Communications Design Workshop (4 credits)  COM 351 Digital Imaging II (4 credits)  One of the following:  COM 320 Motion Graphics (4 credits)  COM 380 Web Design, Animation, and Theory (4 credits)  COM 451 Advanced Design and Digital Media Workshop (4 credits)  COM 492 Senior Project for Design and Digital Media (4 credits)  One of the following courses:  CIN 111 Video I (3 credits)  ART 130 Introductory Painting (3 credits)  ART 245 Printmaking (3 credits)  COM 313 Principles of Editorial Design: Integration of Writing and Graphics (4 credits)  COM 320 Motion Graphics (4 credits)  COM 332 History and Theory of Advertising and Public Relations (4 credits)  COM 341 Communications Design Workshop (4 credits)  COM 351 Digital Imaging II (4 credits)  COM 380 Web Design, Animation, and Theory (4 credits)  COM 310/ENL 313 Writing for Advertising and Public Relations (4 credits)  PHO 101 Introduction to Photography (3 credits) |
| TOTAL NUMBER OF CREDITS: 120 | TOTAL NUMBER OF CREDITS: No Change |
| EFFECTIVE: Fall 2021 | |
| RATIONALE: We are adding a new course in Data Visualization. In a world awash in data, visualization is increasingly important to diverse disciplines and industries who need to interpret this data. This course explores the will be crafted for students studying Journalism and Design and Digital Media in the Communication majors, and foreground the storytelling and aesthetic components. | |
| SUBMISSION TO COMMITTEE CHAIR: 10/13/2020 sent to Committee Chair and Curriculum Office | |
| APPROVAL: Department of Media Culture 10/20; Undergraduate Curriculum Committee BY EMAIL VOTE 11/20 | |
| CONSULTATION: N/A | |

**AIII.3 DEPARTMENT OF COMPUTER SCIENCE: COMPUTER SCIENCE BS AND MHC COMPUTER SCIENCE BS**

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| **FROM: USE STRIKETHROUGH FOR ~~CHANGES~~** | **TO: USE UNDERLINE FOR CHANGES** |
| DEPARTMENT/PROGRAM: COMPUTER SCIENCE | DEPARTMENT/PROGRAM: COMPUTER SCIENCE |
| TITLE OF DEGREE/MAJOR/MINOR/CERTIFICATE:  COMPUTER SCIENCE BS | TITLE OF DEGREE/MAJOR/MINOR/CERTIFICATE:  COMPUTER SCIENCE BS |
| REQUIREMENTS:  General Education Requirements: 42-45 credits  Note: This program has received a STEM waiver to specify particular courses students must take in the areas of the Common Core and the College Option. If students take different courses in these areas, they will be certified as having completed the Common Core and the College Option area, but it may not be possible for them to finish their degree program within the regular number of credits. General Education Requirements: 42-45 credits  ENG 111 INTRODUCTION TO COLLEGE WRITING 3 CREDITS  ENG 151 COLLEGE WRITING 3 CREDITS  MTH 231 ANALYTIC GEOMETRY AND CALCULUS I 3 CREDITS  AST 120 SPACE SCIENCE I  OR  BIO 170 GENERAL BIOLOGY I  OR  CHM 141 GENERAL CHEMISTRY I  OR  PHY 120 GENERAL PHYSICS I  OR  GEO 115 FUNDAMENTALS OF PHYSICAL GEOLOGY  NOTE: Students will be required to register for the sequence of science courses in the major.  COR 100 UNITED STATES ISSUES IDEAS AND INSTITUTIONS 3 CREDITS  INDIVIDUAL AND SOCIETY 3 CREDITS  WORLD CULTURES AND GLOBAL ISSUES 3 CREDITS  CREATIVE EXPRESSION 3 CREDITS  CSC 126 INTRODUCTION TO COMPUTER SCIENCE 4 CREDITS  ONE ADDITIONAL COURSE FROM ANY OF THE FLEXIBLE COMMON CORE AREAS 3 CREDITS.SOCIAL SCIENCE OR TALA COURSE AT OR ABOVE THE 200-LEVEL 4 CREDITS  BIO 171 GENERAL BIOLOGY I LABORATORY OR  CHM 121 GENERAL CHEMISTRY I LABORATORY OR  GEO 116 FUNDAMENTALS OF PHYSICAL GEOLOGY LABORATORY OR  PHY 121 GENERAL PHYSICS I LABORATORY OR  MTH 229 CALCULUS COMPUTER LABORATORY  AST 120 SPACE SCIENCE I OR  AST 160 Space Science II OR  BIO 170/171 General Biology I with Laboratory OR  BIO 180/181 General Biology II with Laboratory OR  CHM 141/121 General Chemistry I with Laboratory OR  CHM 142/127 General Chemistry II with Laboratory OR  GEO 115/116 Fundamentals of Physical Geology with Laboratory OR  ESC 110/111 Meteorology and Climatology with Laboratory OR  GEO 102/103 Earth Systems History with Laboratory OR  PHY 120/121 General Physics I with Laboratory OR  PHY 160/161 General Physics II Laboratory(RLA)  MTH 232 Calculus II   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | Major Requirements: 86-92\* credits  \*19-20 credits required for the Major also satisfy general education requirements.  Students majoring in Computer Science must complete:  CSC 126 Introduction to Computer Science 4 credits  A grade of C or above in CSC 126 is required for admission to the Computer Science Baccalaureate program. Students will be allowed to repeat the course, if necessary.  MTH 229 Calculus Computer Laboratory  MTH 230 Calculus I with Pre-Calculus  MTH 232 Analytic Geometry and Calculus II  or  MTH 229 Calculus Computer Laboratory  MTH 231 Analytic Geometry and Calculus I  MTH 232 Analytic Geometry and Calculus II  and  CSC/MTH 228 Discrete Mathematic Structures for Computer Science 4 credits  CSC 211 Intermediate Programming 4 credits  CSC 220 ~~Computers and Programming~~ 4 credits   |  |  |  | | --- | --- | --- | | [CSC 326](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-326-data-structures.htm) | Data Structures | 4 credits | | [CSC 330](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-330-object-oriented-software-design.htm) | Object-Oriented Software Design | 4 credits | | [CSC 332](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-332-operating-systems-i.htm) | Operating Systems I | 3 credits | | [CSC 305](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-305-operating-systems-programming-laboratory.htm) | Operating Systems Laboratory | 1 credit | | CSC 315 | Introduction to Databases | 4 credits | | [CSC/ENS 346](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-346-switching-and-automata-theory.htm) | Switching and Automata Theory | 4 credits | | [CSC 347](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-347-computer-circuits-laboratory.htm) | Computer Circuits Laboratory | 1 credit | | [CSC 382](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-382-analysis-of-algorithms.htm) | Analysis of Algorithms | 4 credits | | [CSC 430](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-430-software-engineering.htm) | Software Engineering | 4 credits | | [CSC 446](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-446-computer-architecture.htm) | Computer Architecture | 4 credits | | [CSC 490](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-490-seminar-in-computer-science.htm) | Seminar in Computer Science | 3 credits | | And | | | | Two courses in Mathematics having [MTH 232](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/mth-232-analytic-geometry-and-calculus-ii.htm) or higher as a prerequisite ([MTH 306](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/mth-306-history-of-mathematical-thought.htm) may not be used to fulfill this requirement). | | | | Twelve to Fourteen credits from the following, at least four credits must be taken in computer science courses. Only two 200-level courses may be included in the twelve credits. | | | | | | | |  | Computer Hacking Revealed | | 3 credits | | [CSC 225](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-225-introduction-to-web-development-and-the-internet.htm) | Introduction to Web Development and the Internet | | 3 credits | | [CSC 226](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-226-web-database-applications.htm) | Web Database Applications | | 3 credits | | [CSC 227](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-227-introductory-computer-game-programming.htm) | Introductory Computer Game Programming | | 3 credits | | [CSC 229](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-229-introduction-to-high-performance-computing.htm) | Introduction to High Performance Computing | | 3 credits | | [CSC 235](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-235-robotic-explorations.htm) | Robotic Explorations | | 3 credits | | CSC 245 | Introduction to Data Science | | 3 credits | | [CSC 420](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-420-concepts-of-programming-languages.htm) | Concepts of Programming Languages | | 4 credits | | [CSC 421](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-421-internet-data-communications-and-security.htm) | Internet Data Communications and Security | | 4 credits | | [CSC 424](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-424-database-management-systems.htm) | Database Management Systems | | 4 credits | | [CSC 427](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-427-advanced-computer-game-programming.htm) | Advanced Computer Game Programming | | 4 credits | | [CSC 429](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-429-advanced-high-performance-computing.htm) | Advanced High Performing Computing | | 4 credits | | [CSC 432](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-432-operating-systems-ii.htm) | Operating Systems II | | 4 credits | | [CSC 434](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-434-compiler-construction.htm) | Compiler Construction | | 4 credits | | [CSC 435](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-435-advanced-data-communications.htm) | Advanced Data Communications | | 4 credits | | [CSC 438](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-438-mobile-application-development.htm) | Mobile Application Development | | 4 credits | | [CSC 462](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-462-microcontrollers.htm)/ [ENS 362](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/ens-362-microcontrollers.htm) | Microcontrollers | | 4 credits | | [CSC 470](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-470-introductory-computer-graphics.htm) | Introductory Computer Graphics | | 4 credits | | [CSC 475](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-475-image-processing-in-computer-science.htm) | Image Processing in Computer Science | | 4 credits | | [CSC 480](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-480-artificial-intelligence.htm) | Artificial Intelligence | | 4 credits | | [CSC 482](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-482-discrete-simulation.htm) | Discrete Simulation | | 4 credits | | [CSC 484](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-484-theory-of-computation.htm) | Theory of Computation | | 4 credits | | CSC 412 | Machine Learning and Knowledge Discovery | | 4 credits | | OR |  |  |  | | An additional four credit MTH course having [MTH 232](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/mth-232-analytic-geometry-and-calculus-ii.htm) or higher as a prerequisite. [MTH 306](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/mth-306-history-of-mathematical-thought.htm) may not be used to fulfill this requirement.  AND  Eight credits of science, with lab, chosen from the courses below (or having those courses as prerequisites)  AST 120 Space Science 1  AST 160 Space Science II  BIO 170/171 General Biology I with laboratory  BIO 180/181 General Biology II with laboratory  CHM 141/121 General Chemistry I with laboratory  CHM 142/127 General Chemistry II with laboratory  GEO 115/116 Fundamentals of Physical Geology with laboratory  GEO 102/103 Earth Systems History with laboratory  ESC 110/111 Meteorology and Climatology with laboratory  PHY 120/121 General Physics I with laboratory  PHY 160/161 General Physics II with laboratory  A grade of C or above is required in all CSC courses that are prerequisites for courses in the major requirements. Students will be allowed to repeat courses, if necessary. | | | |   A grade of C or above is required in all CSC courses that are prerequisites for courses in the major requirements. Students will be allowed to repeat courses, if necessary.  NOTE: Students planning to pursue a higher degree in Computer Science are recommended to take [MTH 233](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/mth-233-analytic-geometry-and-calculus-iii.htm). | REQUIREMENTS:  General Education Requirements: No Change  Major Requirements: 86-92\* credits  \*19-20 credits required for the Major also satisfy general education requirements.  Students majoring in Computer Science must Science must complete:  CSC 126 Introduction to Computer Science 4 credits  A grade of C or above in CSC 126 is required for admission to the Computer Science Baccalaureate program. Students will be allowed to repeat the course, if necessary.  MTH 229 Calculus Computer Laboratory  MTH 230 Calculus I with Pre-Calculus  MTH 232 Analytic Geometry and Calculus II  or  MTH 229 Calculus Computer Laboratory  MTH 231 Analytic Geometry and Calculus I  MTH 232 Analytic Geometry and Calculus II  And   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | CSC/MTH 228 Discrete Mathematic Structures for Computer Science 4 credits  CSC 211 Intermediate Programming 4 credits  CSC 220 Computers, Networking and Security 4 credits   |  |  |  | | --- | --- | --- | | [CSC 326](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-326-data-structures.htm) | Data Structures | 4 credits | | [CSC 330](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-330-object-oriented-software-design.htm) | Object-Oriented Software Design | 4 credits | | [CSC 332](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-332-operating-systems-i.htm) | Operating Systems I | 3 credits | | [CSC 305](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-305-operating-systems-programming-laboratory.htm) | Operating Systems Laboratory | 1 credit | | CSC 315 | Introduction to Databases | 4 credits | | [CSC/ENS 346](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-346-switching-and-automata-theory.htm) | Switching and Automata Theory | 4 credits | | [CSC 347](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-347-computer-circuits-laboratory.htm) | Computer Circuits Laboratory | 1 credit | | [CSC 382](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-382-analysis-of-algorithms.htm) | Analysis of Algorithms | 4 credits | | [CSC 430](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-430-software-engineering.htm) | Software Engineering | 4 credits | | [CSC 446](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-446-computer-architecture.htm) | Computer Architecture | 4 credits | | [CSC 490](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-490-seminar-in-computer-science.htm) | Seminar in Computer Science | 3 credits |   And | | | | | Two courses in Mathematics having [MTH 232](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/mth-232-analytic-geometry-and-calculus-ii.htm) or higher as a prerequisite ([MTH 306](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/mth-306-history-of-mathematical-thought.htm) may not be used to fulfill this requirement). | | | | | Twelve to Fourteen credits from the following, at least four credits must be taken in computer science courses. Only two 200-level courses may be included in these credits. | | | | | [CSC 223](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-223-computer-hacking-revealed.htm) | Computer Hacking Revealed | | 3 credits | | [CSC 225](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-225-introduction-to-web-development-and-the-internet.htm) | Introduction to Web Development and the Internet | | 3 credits | | [CSC 226](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-226-web-database-applications.htm) | Web Database Applications | | 3 credits | | [CSC 227](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-227-introductory-computer-game-programming.htm) | Introductory Computer Game Programming | | 3 credits | | [CSC 229](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-229-introduction-to-high-performance-computing.htm) | Introduction to High Performance Computing | | 3 credits | | [CSC 235](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-235-robotic-explorations.htm) | Robotic Explorations | | 3 credits | | CSC 245 | Introduction to Data Science | | 3 credits | | CSC 250 | Serious Game Development | | 4 credits | | [CSC 420](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-420-concepts-of-programming-languages.htm) | Concepts of Programming Languages | | 4 credits | | [CSC 421](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-421-internet-data-communications-and-security.htm) | Internet Data Communications and Security | | 4 credits | | [CSC 424](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-424-database-management-systems.htm) | Database Management Systems | | 4 credits | | [CSC 427](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-427-advanced-computer-game-programming.htm) | Advanced Computer Game Programming | | 4 credits | | [CSC 429](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-429-advanced-high-performance-computing.htm) | Advanced High Performing Computing | | 4 credits | | [CSC 432](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-432-operating-systems-ii.htm) | Operating Systems II | | 4 credits | | [CSC 434](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-434-compiler-construction.htm) | Compiler Construction | | 4 credits | | [CSC 435](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-435-advanced-data-communications.htm) | Advanced Data Communications | | 4 credits | | [CSC 438](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-438-mobile-application-development.htm) | Mobile Application Development | | 4 credits | | [CSC 462](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-462-microcontrollers.htm)/ [ENS 362](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/ens-362-microcontrollers.htm) | Microcontrollers | | 4 credits | | [CSC 470](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-470-introductory-computer-graphics.htm) | Introductory Computer Graphics | | 4 credits | | [CSC 475](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-475-image-processing-in-computer-science.htm) | Image Processing in Computer Science | | 4 credits | | [CSC 480](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-480-artificial-intelligence.htm) | Artificial Intelligence | | 4 credits | | [CSC 482](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-482-discrete-simulation.htm) | Discrete Simulation | | 4 credits | | [CSC 484](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/csc-484-theory-of-computation.htm) | Theory of Computation | | 4 credits | | CSC 412 | Machine Learning and Knowledge Discovery | | 4 credits | | CSC 436 | Modern Web Development | | 4 credits | | OR |  |  |  | | An additional four credit MTH course having [MTH 232](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/mth-232-analytic-geometry-and-calculus-ii.htm) or higher as a prerequisite. [MTH 306](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/mth-306-history-of-mathematical-thought.htm) may not be used to fulfill this requirement. | | | |   AND  Eight credits of science, with lab, chosen from the courses below (or having those courses as prerequisites)  AST 120 Space Science 1  AST 160 Space Science II  BIO 170/171 General Biology I with laboratory  BIO 180/181 General Biology II with laboratory  CHM 141/121 General Chemistry I with laboratory  CHM 142/127 General Chemistry II with laboratory  GEO 115/116 Fundamentals of Physical Geology with laboratory  GEO 102/103 Earth Systems History with laboratory  ESC 110/111 Meteorology and Climatology with laboratory  PHY 120/121 General Physics I with laboratory  PHY 160/161 General Physics II with laboratory  A grade of C or above is required in all CSC courses that are prerequisites for courses in the major requirements. Students will be allowed to repeat courses, if necessary.  NOTE: Students planning to pursue a higher degree in Computer Science are recommended to take [MTH 233](https://www.csi.cuny.edu/sites/default/files/catalog/undergraduate/mth-233-analytic-geometry-and-calculus-iii.htm). |
| TOTAL NUMBER OF CREDITS: 124 | TOTAL NUMBER OF CREDITS: NO CHANGE |
| EFFECTIVE: Fall 2020 | |
| RATIONALE: This reflects the change in elective offerings. | |
| SUBMISSION TO COMMITTEE CHAIR: 10/28/2020 sent to Committee Chair and Curriculum Office | |
| APPROVAL: Computer Science 4/2020; Undergraduate Curriculum Committee 11/6/20 | |
| CONSULTATION: N/A | |

**AIV. NEW COURSES**

**AIV.1 DEPARTMENT OF MEDIA CULTURE: CIN 214 Sound For Film and Media**

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| DEPARTMENT/PROGRAM: Media Culture |
| CAREER LEVEL(UNDERGRADUATE OR GRADUATE) : Undergraduate |
| ACADEMIC LEVEL(REGULAR OR REMEDIAL): Regular |
| SUBJECT AREA (I.E. ART, BIOLOGY): CIN |
| PROPOSED COURSE NUMBER/LEVEL (100, 200, 300, 400, 500, 600, 700, 800: 214 |
| COURSE TITLE: Sound for Film and Media |
| PREREQUISITE: CIN 120 |
| COREQUISITE: none |
| PRE OR COREQUISITE: none |
| CREDITS: 3 |
| HOURS: 4 |
| CATALOG DESCRIPTION: Introduction to audio theory, production and post-production for film- and videomaking. |
| LIBERAL ARTS AND SCIENCES (YES OR NO): No |
| GENERAL EDUCATION: N/A |
| EFFECTIVE: Fall 2021 |
| ROLE IN CURRICULUM: Sound is at least as important as image in the creation of meaningful media, but the department has long lacked a course devoted to sound for film- and videomakers. This is a long over-due addition, much anticipated by students, and a corrective to the limits of our legacy curriculum. |
| RATIONALE : An essential addition to our Cinema Production major, this long over-due course attends a major capital investment in our facilities. The existing 200-level course offerings are targeted at essential areas: TV Studio, Media Workshop (Directing), Cinematography and Documentary. This course fills out the intermediate roster for students committed to the major. |
| SUBMISSION TO COMMITTEE CHAIR: 10/13/2020 sent to Committee Chair and Curriculum Office |
| APPROVAL: DEPARTMENT OF MEDIA CULTURE 10/13/20; Undergraduate Curriculum Committee 11/6/20 |
| CONSULTATION: N/A |

**AV.2 DEPARTMENT OF MEDIA CULTURE: COM 330 Web Design, Animation and Theory**

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| DEPARTMENT/PROGRAM: MEDIA CULTURE |
| CAREER LEVEL(UNDERGRADUATE OR GRADUATE) : Undergraduate |
| ACADEMIC LEVEL(REGULAR OR REMEDIAL): Regular |
| SUBJECT AREA (I.E. ART, BIOLOGY): COM |
| PROPOSED COURSE NUMBER/LEVEL (100, 200, 300, 400, 500, 600, 700, 800: 330 |
| COURSE TITLE: Data Visualization |
| PREREQUISITE: (COM 204 and (COM 277 OR COM 250) and COM 251) OR (BUS 215 and ECO/MGT 230 AND COM 115) |
| COREQUISITE: N/A |
| PRE OR COREQUISITE: N/A |
| CREDITS: 4 |
| HOURS: 4 |
| CATALOG DESCRIPTION: Explores the principles and techniques of data visualization, the art and science of transforming data into visual graphic form. This interdisciplinary course emphasizes the journalistic possibilities, visual power, political persuasiveness, and ethical considerations of visualizing data. Students will learn theories and techniques of data visualization through critical analysis of theoretical and practical texts alongside their hands-on work. Students will learn how to process open data, and select the most effective visualization, all the while thinking critically about how each of their design decisions influences the meaning of their visualization. ​ |
| LIBERAL ARTS AND SCIENCES (YES OR NO): NO |
| GENERAL EDUCATION: N/A  If a course is being considered to satisfy general education requirements, the proposal will need the approval of both the UCC and the GEC before moving on to FS. |
| EFFECTIVE: FALL |
| ROLE IN CURRICULUM: This course fills a significant gap in both the Design & Digital Media and Journalism concentrations, as well as offering a unique interdisciplinary opportunity for cross pollination between the two concentrations. It creates a 300-level pathway for Journalism students interested in digital practice. It expands our 300 level offerings that constitute the bulk of the Design & Digital Media concentration, allowing us to vary our offerings (we currently offer all of these courses every year). |
| RATIONALE In a world awash in data, visualization is increasingly important to diverse disciplines and industries who need to interpret this data. Computer Science and Business have existing courses that explore data science and visualization in business analytics. This course will be crafted for students studying Journalism and Design and Digital Media in the Communication majors, and foreground the storytelling and aesthetic components. We anticipate this course will be offered every other year, alternating with COM 313 or 317; 15 students will register per semester, which is the maximum capacity of our Mac lab.  Include when the course will be (every semester or every other semester) and the expected enrollment (how many students will register per semester. |
| SUBMISSION TO COMMITTEE CHAIR: 11/2/2020 sent to Committee Chair and Curriculum Office |
| APPROVAL: Unanimously approved, Department of Media Culture, October 1, 2020; Undergraduate Curriculum Committee 11/6/20  Include Dean(s) Name, Department Chair(s) Name/Program Director(s) Name and Date(s) |
| CONSULTATION: Consultation with Jonathan Peters (Business Data Analytics Minor by email, 8/7/2020-11/2/20; consultation with Thomas Tellefsen, 11/1-2/2020.  Include (Dean(s) Name, Department Chair(s) Name/Program Director(s) Name and Date(s) |

**AIV.3 DEPARTMENT OF HISTORY: HST 233 PIRATES IN THE EARLY MODERN WORLD: DIVERSITY, POWER, AND RESISTANCE**

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| DEPARTMENT/PROGRAM: HISTORY |
| CAREER LEVEL(UNDERGRADUATE OR GRADUATE) : UNDERGRADUATE |
| ACADEMIC LEVEL(REGULAR OR REMEDIAL): REGULAR |
| SUBJECT AREA (I.E. ART, BIOLOGY): HISTORY |
| PROPOSED COURSE NUMBER/LEVEL (100, 200, 300, 400, 500, 600, 700, 800: 233 |
| COURSE TITLE: PIRATES IN THE EARLY MODERN WORLD: DIVERSITY, POWER, AND RESISTANCE |
| PREREQUISITE: ENGLISH 111 |
| COREQUISITE: NONE |
| PRE OR COREQUISITE: NONE |
| CREDITS: 4 |
| HOURS: 4 |
| CATALOG DESCRIPTION: An intersectional exploration of the rise, flourishing, and suppression of early modern pirates and pirate communities. Drawing on written texts, material culture, port excavations and shipwreck discoveries, the course will investigate pirates and their supporters, opponents, and victims in the Mediterranean, Atlantic, Indian Ocean, and Pacific Rim. Topics will include the political, religious, and economic background to piracy, the often-nebulous difference between pirates and privateers, the social and communal life of pirates at sea and ashore, efforts to suppress piracy, and pirate technology and tactics. The experiences of female, Native American, African, Asian, and mixed-descent pirates are considered, along with pirates of diverse gender and sexual identities and behaviors. The role of pirates as both participants in and opponents of the slave trade, and the often-ambivalent relationship between pirates and colonial regimes are also examined. Contemporary issues addressed include portrayals of pirates in modern popular culture, the ethics of underwater archaeology and salvage, and modern resurgences of piracy. For History majors and minors, this is designated as a world history or pre-1700 course. (social science) (p&d) |
| LIBERAL ARTS AND SCIENCES (YES OR NO): YES |
| GENERAL EDUCATION: Social Science Pluralism and Diversity  If a course is being considered to satisfy general education requirements, the proposal will need the approval of both the UCC and the GEC before moving on to FS. |
| EFFECTIVE: FALL 2021 |
| ROLE IN CURRICULUM: The course will serve as an elective 200-level course in History. It will satisfy the 200-level requirement for the History Major and the Minor. For History majors and minors, this is designated as a pre-1700 course and as a World History course. Additionally, it will satisfy the General Education College Option Individual and Society (social science) requirement and the Pluralism and Diversity (p&d) requirement. |
| RATIONALE: At present there is no history course at CSI which focuses on piracy. Piracy is a major theme in world, maritime, and outlaw histories, and has attracted attention from scholars in a wide array of fields including Women, Gender, and Sexuality, African diaspora, Latin American/Caribbean, Islamic, Mediterranean, Atlantic, Indian Ocean and Asia-Pacific studies. A dedicated class on this subject will introduce our students to piracy in its world-historical context, and to intersectionality as a framework for understanding oppression, resistance, and the diversity of human experience. It will expand the number of 200-level courses in pre-1700 and World History in the History Department, as well as providing an additional course which satisfies the General Education College Option Individual and Society (social science) requirement and the Pluralism and Diversity (p&d) requirement. This course will be offered every other academic calendar year and as needed. This course will be added to the list of existing courses. Because of the expectation of significant developmental writing at the 200 level, a course cap of 35 is appropriate.  Include when the course will be (every semester or every other semester) and the expected enrollment (how many students will register per semester. |
| SUBMISSION TO COMMITTEE CHAIR: 10/15/2020 sent to Committee Chair and Curriculum Office (Sarah Zelikovitz, Veronica DiMeglio).  11/6/2020 submitted to the General Education Committee Chair (Catherine Lavender) |
| APPROVAL: Approved by DEPARTMENT OF HISTORY, John Wing, Chair, 10/1/2020  Approved by UNDERGRADUATE CURRICULUM COMMITTEE, 11/6/2020  Approved by GENERAL EDUCATION COMMITTEE, 11/9/2020  Include Dean(s) Name, Department Chair(s) Name/Program Director(s) Name and Date(s) |
| CONSULTATION: WOMEN’S, GENDER, AND SEXUALITY STUDIES PROGRAM, Catherine Lavender, Director, 10/8/2020 LATIN AMERICAN, CARIBBEAN, AND LATINA/O STUDIES PROGRAM, Sarah Pollack and Rafael de la Dehesa, Co-Directors, 10/8/2020 AFRICAN AND AFRICAN DIASPORA STUDIES PROGRAM, Maria Bellamy, Director, 10/8/2020 DEPARTMENT OF SOCIOLOGY AND ANTHROPOLOGY, Ananya Mukherjea, Chair, 10/9/2020  Include (Dean(s) Name, Department Chair(s) Name/Program Director(s) Name and Date(s) |

**AIV.4 DEPARTMENT OF COMPUTER SCIENCE: CSC 250 Serious Game Development**

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| DEPARTMENT/PROGRAM: Computer Science |
| CAREER LEVEL(UNDERGRADUATE OR GRADUATE) : Undergraduate |
| ACADEMIC LEVEL(REGULAR OR REMEDIAL): Regular |
| SUBJECT AREA (I.E. ART, BIOLOGY): Computer Science |
| PROPOSED COURSE NUMBER/LEVEL (100, 200, 300, 400, 500, 600, 700, 800: 250 |
| COURSE TITLE: Serious Game Development |
| PREREQUISITE: CSC 126 |
| COREQUISITE: none |
| PRE OR COREQUISITE: none |
| CREDITS: 3 |
| HOURS: 4 (2 lecture and 2 lab) |
| CATALOG DESCRIPTION: This course covers the process of serious game development including research games. It also discusses principles from game-based learning. Students will be expected to develop simple games, or portions of games, using appropriate game development tools. |
| LIBERAL ARTS AND SCIENCES (YES OR NO): YES |
| GENERAL EDUCATION: N/A  If a course is being considered to satisfy general education requirements, the proposal will need the approval of both the UCC and the GEC before moving on to FS. |
| EFFECTIVE: FALL |
| ROLE IN CURRICULUM: 200 level elective for CSC majors. This course ran three times as a special topics course. Assessment shows high student interest in this topic. Nine students continued working on their games after the semesters were over; 4 presented at conferences. One of the games was used in a Brooklyn College chemistry class to help teach the subject, and the CS department at BC modeled a gaming course after this one. |
| RATIONALE This adds to the offerings for electives in Computer Science, keeping curriculum current. |
| SUBMISSION TO COMMITTEE CHAIR: 10/15/2020 sent to Committee Chair and Curriculum Office |
| APPROVAL: Computer Science 4/2020; Undergraduate Curriculum Committee 11/6/20 |
| CONSULTATION: N/A |

**AIV.5 DEPARTMENT OF COMPUTER SCIENCE: CSC 436 Modern Web Development**

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| DEPARTMENT/PROGRAM: Computer Science |
| CAREER LEVEL(UNDERGRADUATE OR GRADUATE) : Undergraduate |
| ACADEMIC LEVEL(REGULAR OR REMEDIAL): Regular |
| SUBJECT AREA (I.E. ART, BIOLOGY): Computer Science |
| PROPOSED COURSE NUMBER/LEVEL (100, 200, 300, 400, 500, 600, 700, 800: 436 |
| COURSE TITLE: Modern Web Development |
| PREREQUISITE: CSC 326 and CSC 225 |
| COREQUISITE: none |
| PRE OR COREQUISITE: none |
| CREDITS: 4 |
| HOURS: 4 |
| CATALOG DESCRIPTION: A project-based course focusing on providing students with applied learning experiences that mirror how web developers operate in a modern professional environment. Students will individually develop a number of web applications leveraging public APIs while learning concepts and hearing from engineers in the industry -- culminating into a final team project. Students will gain a deeper understanding into the product development workflow at a large organization, and focus on concepts such as accessibility, automated testing, and advancing debugging techniques while leveraging current frameworks. |
| LIBERAL ARTS AND SCIENCES (YES OR NO): NO |
| GENERAL EDUCATION: N/A  If a course is being considered to satisfy general education requirements, the proposal will need the approval of both the UCC and the GEC before moving on to FS. |
| EFFECTIVE: FALL |
| ROLE IN CURRICULUM: 400 level elective for CSC majors. Assessment of this class (chair interviewed students and spoke to the professor) shows high student interest in the subject. In addition, the course helped students obtain internships and jobs. |
| RATIONALE This adds to the offerings for electives in Computer Science, keeping curriculum current. |
| SUBMISSION TO COMMITTEE CHAIR: 10/15/2020 sent to Committee Chair and Curriculum Office |
| APPROVAL: Computer Science 4/2020 and 10/2020; Undergraduate Curriculum Committee 11/6/20; Undergraduate Curriculum Committee 11/6/20 |
| CONSULTATION: N/A |

**AV. CHANGE IN EXISTING COURSES:**

**AV.1 DEPARTMENT OF MEDICA CULTURE: CIN 111 VIDEO I**

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| **FROM** | **USE STRIKETHROUGH FOR ~~CHANGES~~** | **TO** | **USE UNDERLINE FOR CHANGES** |
| Department/Program | Media Culture | Department/Program | Media Culture |
| Course No. and Title | CIN 111 | Course No. AND TITLE | CIN 111 |
| Prerequisite | ~~(None)~~ | Prerequisite | CIN 100 |
| Corequisite | (None) | Corequisite | (None) |
| Pre or corequisite | (None) | Pre or corequisite | (None) |
| Credits | 3 | Credits | NO CHANGE |
| Hours | 4 | Hours | NO CHANGE |
| CATALOG DESCRIPTION | An introductory workshop in the basic techniques of video production. Visual awareness as applied to composition and continuity is developed in a series of practical class projects. This course is a prerequisite for 200- and 300-level work in film/video production and is intended for Cinema and Communications majors and minors. | CATALOG DESCRIPTION | NO CHANGE |
| Liberal Arts AND SCIENCES | No | Liberal Arts AND SCIENCES | NO CHANGE |
| GenERAL EDUCATION | N/A | GenERAL EDUCATION | N/A |
| Effective | N/A | Effective | Fall 2021 |
| Role in Curriculum | The course is a requirement for Cinema Studies majors and is a prerequisite for CIN 120. It is also required for all Communications majors specializing in Media Studies. Not only are the techniques of video production taught familiarizing students with visual language, but it is also necessary to ensure that students learn the responsibilities of using departmental equipment. | | |
| Rationale | Requiring a semester of film history is a return to past-practice in order to better prepare students to take on the practice of video production. Temporarily eliminating this prerequisite resulted in CIN 111 students lacking in basic cinematic vocabulary and concepts. We expect this change to restore some needed preparation previously supported by Gen Ed before Pathways. | | |
| Submission to Committee Chair | 10/13/2020 sent to Committee Chair and Curriculum Office | | |
| APPROVAL | DEPARTMENT OF MEDIA CULTURE 10/1/20; Undergraduate Curriculum Committee 11/6/20 | | |
| CONSULTATION | NONE REQUIRED | | |

**AV.2 DEPARTMENT OF MEDIA CULTURE: COM 380 Web Design, Animation and Theory**

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| **FROM** | **USE STRIKETHROUGH FOR ~~CHANGES~~** | **TO** | **USE UNDERLINE FOR CHANGES** |
| Department/Program | Media Culture | Department/Program | No Change |
| Course No. and Title | ~~COM380 Web Design, Animation and Theory~~ | Course No. AND TITLE | COM 380 Web Design, Interaction and Theory |
| Prerequisite | ~~COM 370~~ | Prerequisite | N/A |
| Corequisite | N/A | Corequisite | N/A |
| Pre or corequisite | N/A | Pre or corequisite | COM 370 |
| Credits | 4 | Credits | No Change |
| Hours | 4 | Hours | No Change |
| CATALOG DESCRIPTION | ~~A course focusing on digital animation for the Internet. This course will cover the technical aspects of digital animation, as well as historical and theoretical topics. Students will create animations as stand-alone pieces and as components in web pages.~~ | CATALOG DESCRIPTION | Focusing on the best practices of interaction design. Will cover diverse techniques and approaches to creating meaningful experiences on interactive platforms. Students will create interactive experiences and interfaces through research, concept creation, and the prototyping and development process. The course covers cultural, historical, and theoretical topics as well as current trends in digital technologies and internet culture. The course includes readings, screenings, presentations, lectures, group and individual critiques, and hands-on technical workshops and assignments. |
| Liberal Arts AND SCIENCES | No | Liberal Arts AND SCIENCES | No change |
| GenERAL EDUCATION | N/A | GenERAL EDUCATION | No Change |
| Effective | N/A | Effective | Fall 2021 |
| Role in Curriculum | COM 380 is an upper-division course that fulfills a degree requirement in the Design and Digital Media concentration of the Communications major. It is an option for the DDM majors that provides practical and hands-on experience of creating rich user experiences for interactive platforms commonly utilized in web design and software application design. | | |
| Rationale | The field of web design has grown and changed considerably since the original design of the DDM curriculum. The course content has already been updated to reflect these trends. This change formalizes and updates the outdated course description to reflect the current course content as well as to open up the possibility for future innovation. The prerequisite of COM 370 inadvertently restricted access to this course, since COM 370 is taken by many seniors right before graduation. While COM 370 focuses on the fundamental technical skills of web design and development, COM 380 addresses wider applications of interaction design beyond the web (mobile, touch-screen and immersive.) Students who are taking COM 370 at the same time as COM 380 will be able to widen as well as reinforce the skillsets and techniques used in web and interaction design. | | |
| Submission to Committee Chair | 10/13/2020 sent to Committee Chair and Curriculum Office | | |
| APPROVAL | DEPARTMENT OF MEDIA CULTURE 10/1/20; Undergraduate Curriculum Committee 11/6/20 | | |
| CONSULTATION | N/A | | |

**AV.3 DEPARTMENT OF COMPUTER SCIENCE: CSC 220 Computers and Programming**

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| --- | --- | --- | --- |
| **FROM** | **USE STRIKETHROUGH FOR ~~CHANGES~~** | **TO** | **USE UNDERLINE FOR CHANGES** |
| Department/Program | Computer Science | Department/Program | Click or tap here to enter text |
| Course No. and Title | ~~CSC220 Computers and Programming~~ | Course No. AND TITLE | CSC 220 Computers, Networking and Security |
| Prerequisite | CSC126 with a grade of C or higher | Prerequisite | No Change |
| Corequisite | none | Corequisite | n/a |
| Pre or corequisite | none | Pre or corequisite | n/a |
| Credits | 4 | Credits | No Change |
| Hours | 4 | Hours | No Change |
| CATALOG DESCRIPTION | ~~Binary and hexadecimal number systems and digital representation of data. Introduction to computer systems organization, and architecture, processor,memory, and external devices. CPU instruction formats and execution, addressing techniques. Assembly language, programming techniques, program segmentation and linkage. The role of assembly language in software development. Students will complete computer projects in assembly language.~~ | CATALOG DESCRIPTION | An introduction to computer organization and architecture, networking and communication basics, incorporating principles and practice in secure computing. Specific topics include coding and assembly language programming, number systems and Boolean expressions, processor architecture, interrupts, data transfers and arithmetic, procedures and conditional processing, data communication basics, network structures, IP, TCP, application protocols, confidentiality integrity and availability principles, software security, network security, and defense mechanisms. |
| Liberal Arts AND SCIENCES | ~~No~~ | Liberal Arts AND SCIENCES | Yes |
| GenERAL EDUCATION | N/A | GenERAL EDUCATION | No Change |
| Effective |  | Effective | Fall 2021 |
| Role in Curriculum | Computer Science major class | | |
| Rationale | Update of curriculum, based on assessment and senior survey. This course also addresses ABET General Criteria 5 item-2 “Principles and practices for secure computing,” and Program Criteria 5a item-3 “Exposure to computer architecture and organization, information management, networking and communication, operating systems, and parallel and distributed computing.” | | |
| Submission to Committee Chair | 10/28/2020 sent to Committee Chair and Curriculum Office | | |
| APPROVAL | Computer Science 9/2020  Include Dean(s) Name, Department Chair(s) Name/Program Director(s) Name and Date(s) | | |
| CONSULTATION | N/A  Include Dean(s) Name, Department Chair(s) Name/Program Director(s) Name and Date(s). | | |

| REQUIRED FOR UNDERGRADUATE CURRICULUM AND GRADUATE STUDIES COMMITTEE SUBMISSION | |
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| LEARNING OBJECTIVES | ASSESSMENT PLAN |
| Describe and define basic computer organization and architecture | Assembly language programming labs will be assigned and evaluated. In addition, exam questions will target this topic and student performance on these questions will be assessed. |
| Explain data communication and networking basics, LAN, WAN and network models, including the basics of Internet protocols | Homework, lab and exam questions will target this topic and student performance on these questions will be assessed. |
| Describe secure computing principles, confidentiality, integrity and availability and secure computing practice in software security, secure programing and network security | Homework, lab and exam questions will target this topic and student performance on these questions will be assessed. |