AGENDA

College Mission: Saddleback College empowers its diverse student body to achieve personal, academic, and economic advancement through equitable and innovative educational experiences.

Tuesday, January 28, 2025

The meeting starts promptly at 3:00PM in AGB 106

- 1. Approval of Minutes - January 14, 2025, p. 3-6
- 2. Approval of Agenda
- 3. Public Comments - Anyone may address the Curriculum Committee on any item NOT on the Agenda within the subject matter and jurisdiction of the Senate pursuant to Section 53200 of Title 5 California Code of Regulations. Each speaker is limited to two minutes.
- 4. **Chair's Report**
- 5. **Curriculum Committee Training – Information Item**
- 6. Proposed New Credit Course Justifications for Academic Year 2026-27 - Action Item, p. 7-15
 - A. ES 603H (3H) Honors Introduction to Chicanx and Latinx Studies
 - B. ES 607 (7) Introduction to African American Studies
 - C. ES 608 (8) Introduction to Asian American Studies
- 7. Proposed New Credit Course and Program Justifications for Academic Year 2026-27 - Discussion and Action Item, p. 16-56
 - A. GD 601 (51) History of Games
 - B. GD 602 (52) Games and Society
 - C. GD 603 (53) Introduction to Game Design
 - D. GD 604 (54) Play Studies
 - E. GD 605 (55) Character Design
 - F. GD 606 (56) Environment Design
 - G. GD 607 (57) Interaction Design
 - H. GD 608 (58) Interactive Storytelling
 - I. GD 609 (59) 3D Modeling
 - J. GD 610 (60) Character Modeling
 - K. GD 611 (61) 3D Animation
 - L. GD 612 (62) Analog Games
 - M. GD 613 (63) User Experience Design

 - N. GD 614 (64) Level Design O. GD 615 (65) World Building
 - P. GD 616 (66) Capstone Game Game Art Production
 - Q. Games and Interactive Media Art Animation Certificate of Achievement
 - R. Games and Interactive Media Design Certificate of Achievement
 - S. Games and Interactive Media A.S. Degree
- 8. Representational Area Reports (if time allows)
- 9. **Announcements**
 - A. The next Curriculum Committee meeting is on Tuesday, February 11th at 3pm in AGB
 - B. The first GE Committee meeting of the spring semester is today, Tuesday, January 28th at 4pm in AGB 106.

AGENDA (Continued)

- 10. Public Interest Announcements (if time allows)
- 11. Adjourn

COMPLIANCE WITH BROWN ACT

The Curriculum Committee is a subcommittee of the Academic Senate and therefore must comply with the Brown Act. Section 54954.2(a) of the Ralph M. Brown Act states that "No action or discussion shall be undertaken on any item not appearing on the posted agenda, except that members of a legislative body or its staff may briefly respond to statements made or questions posted by persons exercising their public testimony rights under Section 54954.3. In addition, on their own initiative or in response to questions posted by the public, a member of a legislative body or its staff may ask a question for clarification....

Attendance

College Mission: Saddleback College empowers its diverse student body to achieve personal, academic, and economic advancement through equitable and innovative educational experiences.

Tuesday, January 14, 2025

Curriculum Team and Leadership in Attendance

Michelle Duffy
 Stephanie Di Alto
 Aimee Tran
 Curriculum Chair
 Curriculum Specialist
 Articulation Officer

Curriculum Team and Leadership in Absence

Tram Vo-Kumamoto VP

Voting Members in Attendance

Jessica Beck
 Mike Bennett
 Linda Call
 Extended Learning
 Kinesiology & Athletics
 Health and Wellness

4. Deborah Chau Counseling and Special Programs

Tom DeDonno Business and Industry

6. Carmenmara Hernandez-Bravo7. Farida GabdrakhmanovaHumanities and Social SciencesArts, Media, Performance, and Design

8. Annie Gilbert Extended Learning
9. Lori Hoolihan (alternate) Health and Wellness

10. Susan Miller Health and Wellness
11. June Millovich Humanities and Social Sciences

12. Brooke Sauter
 13. Carolyn Seaman
 14. Tamara Sison
 Counseling and Special Programs
 Instructional Support and Teaching Innovations
 Science, Technology, Engineering, and Math

15. Michelle Weckerly Business and Industry

Voting Members Absent

Ari Grayson
 Larry Perez
 Jennifer Rohles
 Arts, Media, Performance, and Design
 Science, Technology, Engineering, and Math
 Kinesiology & Athletics

Administrators in Attendance

None

MINUTES

College Mission: Saddleback College empowers its diverse student body to achieve personal, academic, and economic advancement through equitable and innovative educational experiences.

Tuesday, January 14, 2025

The meeting starts promptly at 3:00PM in AGB 106

- 1. Approval of Minutes November 26, 2024, p. 3-7
 - First: Carmenmara Hernandez-Bravo
 - Second: June Millovich
 - Motion passed
- 2. Approval of Agenda
 - First: Carmenmara Hernandez-Bravo
 - Second: Linda Call
 - Motion passed
- 3. Public Comments Anyone may address the Curriculum Committee on any item NOT on the Agenda within the subject matter and jurisdiction of the Senate pursuant to Section 53200 of Title 5 California Code of Regulations. Each speaker is limited to two minutes.
 - A question was raised regarding the status of the new GD course/program initiations that were presented last semester. Meetings are being held this week for further discussion.
 - A question was raised regarding whether a five unit course be taught in four or six weeks. That question is beyond the purview of curriculum.
- 4. Chair's Report
 - Michelle Duffy shared that the convenings for Phase 2 CCN courses have been completed.
 The post-convening surveys are still open for ASTR, BIO, CHEM, MATH, ANTH, CDE, COMM, and SOC.
 - Post-convening Zooms are scheduled for the following dates:
 - February 6th for CDE and MATH
 - o February 10th for ANTH and BIO
 - o February 11th for ASTR, COMM, and SOC
 - February 26th for BIO (Anatomy and Physiology)
 - February 27th for CHEM
 - CCN Templates for Phase 2 courses are anticipated to be released in early March.
 - An Academic Academy for AI is scheduled for February 20-22nd in San Diego; more information can be found on the ASCCC website.
 - The Spring Curriculum Regional meeting is scheduled for Friday, February 28th at San Bernardino College; more information can be found on the ASCCC website.
- 5. Curriculum Committee Training Information Item
 - The changeover for the user interface in CurriQunet from META to Maverick is being implemented Thursday night. This will necessitate updating training materials. Workshops will be forthcoming.
- 6. Proposed Taxonomy Changes for Culinary (Baking and Pastry) for 2025-26 Information Only Item, p. 8
 - New pathways are necessitated for the new Introduction to Baking and Pastry Certificate of Achievement and the new Advanced Baking and Pastry Certificate of Achievement and A.S. degree that will be offered beginning Fall 2025.
- 7. Proposed New Credit Course Justifications for Academic Year 2026-27 Information Item, p. 9-17
 - A. ES 603H (3H) Honors Introduction to Chicanx and Latinx Studies
 - B. ES 607 (7) Introduction to African American Studies
 - C. ES 608 (8) Introduction to Asian American Studies
 - Three new credit course justifications were provided for information; these courses will be submitted to UCTCA, for Cal-GETC, and be included in a new Ethnic Studies A.A. degree.

MINUTES

- 8. Proposed Course Revisions (N 170L, 171L, 172L, 173L, 174L, 176L) for Academic Year 2025-26 [Requisite changes for N 170L and N 171L were previously approved on 10/22/2024] Information and Action Item, p. 18-19
 - Item 8A Prerequisite change for N 170L
 - First: June Millovich
 - Second: Linda Call
 - Motion passed
 - Item 8B Recommended preparation change for N 171L
 - o First: June Millovich
 - Second: Carmenmara Hernandez-Bravo
 - Motion passed
 - Item 8C Remaining course changes for N 170L, 171L, 172L, 173L, 174L, and 176L
 - The grading method necessitates revision from Letter Grade Only to Pass/No Pass due to BRN requirements and a conflict with Title 5.
 - o First: June Millovich
 - Second: Linda Call
 - Motion passed
- 9. Proposed Course Revisions (Grade Option for BUS 405NC and BUS 472NC) for Academic Year 2024-25 Consent Item, p. 20
 - The grade option for BUS 405NC and BUS 472NC necessitates revision from Letter Grade or Pass/No Pass to Noncredit Graded Pass/SP/No Pass so that the courses can be included in the state's apportionment attendance report utilized for calculating FTES.
 - First: Annie Gilbert
 - Second: Farida Gabdrakhmanova
 - Motion passed
- 10. Proposed Program Revision (Architecture Certificate of Achievement) for Academic Year 2025-26 Consent Item, p. 21-22
 - First: Carmenmara Hernandez-Bravo
 - Second: Annie Gilbert
 - Motion passed
- 11. Proposed Program Deletions for Academic Year 2025-26 Consent Item, p. 23-26
 - First: Carmenmara Hernandez-Bravo
 - Second: Michelle Weckerly
 - Motion passed the proposed deletion of the Retail Management Certificate of Achievement and Retail Management A.S. degree was approved.
- 12. Representational Area Reports (if time allows)
 - Nursing and CNA both have new directors.
- 13. Announcements
 - A. The next Curriculum Committee meeting is on Tuesday, January 28th at 3pm in AGB 106.
 - B. The first GE Committee meeting of the spring semester is on Tuesday, January 28th at 4pm in AGB 106.
 - C. The deadline to submit new course and program intents for academic year 2026-27 is January 24th.
- 14. Public Interest Announcements (if time allows)
 - Members shared upcoming events.

College Mission: Saddleback College empowers its diverse student body to achieve personal, academic, and economic advancement through equitable and innovative educational experiences.

15. Adjourn

The meeting adjourned at 3:26pm.

COMPLIANCE WITH BROWN ACT

The Curriculum Committee is a subcommittee of the Academic Senate and therefore must comply with the Brown Act. Section 54954.2(a) of the Ralph M. Brown Act states that "No action or discussion shall be undertaken on any item not appearing on the posted agenda, except that members of a legislative body or its staff may briefly respond to statements made or questions posted by persons exercising their public testimony rights under Section 54954.3. In addition, on their own initiative or in response to questions posted by the public, a member of a legislative body or its staff may ask a question for clarification....

NE	W COURSE PROPOSAL	
Date: 9/19/2024	Prepared & Submitted by:	Claire Cesareo
Department: Ethnic Studies	Course Prefix & Number 600:	ES 603H (ES 3H)

Obtain original (blue ink) signatures from your D submitting to the Cu	•		vean prior to
Click to enter date	Claire Cesareo Print Name	Signat	ure, Faculty Requ	estor
Click to enter date	Claire Cesareo Print Name	Signat	ure, Department	Chair Chair
Click to enter date	Click here to enter text Print Name	Signat Other	,	Chair (if relevant)
Click to enter date	Christina Hinkle Print Name	CITIS	stina Hinkle cure, Dean	
these symbols: ? < > ' Honors Introduction Units: 3	to Chicanx and Latinx Studies Lec hrs: 3		Lab hrs: 0	
Credit Status: 🗵 Cr	edit – Degree Applicable 🔲 Cre	dit – Non-degree	Applicable \Box	☐ Non-Credit
TOP Code: 2203.00	Non-Credit Category: Click h	ere to enter text.	Occupation	nal Code (SAM): E
in the United States imperialism, such as settler colonialism, will be enriched thro	-	porary experiences within the history, racial capitalism	orical context of	f U.S. colonialism and acy, immigration, uggles. This honors cours
C-ID Code: Click her	aligned to a C-ID descriptor? e to enter text. Ilation Officer for assistance with	☐ Yes	⊠ No	□ N/A
	oss-listed? Yes No ment is responsible for scheduling ing: Click here to enter text.	, updating, and as	ssessing the cou	urse?
B. If you are mirrori	ng a Non-Credit course with a Cre	dit course- nlease	list Credit cour	se here:

5.	Justification of recommendation for new course: How was the need for this course identified? How will this course meet student needs in ways that currently approved courses (including those from other departments) do not?
	Course is being proposed to expand the offerings of the Ethnic Studies program.
6.	Course Requisites: List all requisites*: Prerequisite: Click here to enter text. Co-requisite: Click here to enter text. Limitation on enrollment: Click here to enter text. Recommended Prep: Click here to enter text. *Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003
7.	Will this be a standalone course? ☐ Yes Course will NOT be included in a degree or certificate program. ☐ No Course WILL be included in a degree and/or certificate program. Which ones: Ethnic Studies AA *Paperwork for the program (new or revised) must be submitted at the same time as the new course is being developed.
8.	Proposed Grading System:
	 □ Letter Grade Only □ Pass/No Pass only □ Pass/Satisfactory Progress/No Pass (P/SP/NP)
9.	Will course be Repeatable? No Yes Additional skills that will be acquired by repeating this course must be included in the course outline. If yes, how many times? 1 2 3 Unlimited (Non-credit only) Reason for Repeating:* Intercollegiate Athletics Intercollegiate Competition Occupational Work Experience/General Work Experience Additional enrollment required by Transfer Institution (CSU & UC only) to meet lower division requirements for a baccalaureate degree. *Provide documentation
10	. Will this course be part of an approved family? ☐ Yes If yes, identify family: Click here to enter text. ☒ No

11. What resou equipment			n order to d	offer th	nis class at Sado	lleback?	' e.g. sta	ff, faculty, su	pplies/
The college	has all	the necessary	resources	to offe	er this class.				
12. If degree-ap the Articulati		please comple er for assistanc			formation on art	iculation	ı recomm	nendations. Pl	ease contact
	sfer: Wo	•		his cou	irse transfer to:	v			
CSU Priva	ıto.	⊠ Yes ⊠ Yes			UC 🗵	Yes \square	No		
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Course Title		Course No.	CSU Campu		UC Campus	S		Program	
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Studies	J	or a	it enter te	Λι.			for	Studies	
Course Title		Course No.	CSU Campu	us	UC Campus	s		Program	or Major
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Studies: Histor Culture	y and	ć	it				for	Studies	
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	(E Commu Thinking	age/Rationality nglish Comp, nication/Analytical g/Critical Thinking, athematics)	Arts/Huma	inities	Social/Behavioral Sciences	Natural S	Sciences	Life Long Understanding	Ethnic Studie
Local GE]		Х
Cal-GETC	1						1		х

NEV	W COURSE PROPOSAL	
Date: 9/19/2024	Prepared & Submitted by:	Claire Cesareo
Department: Ethnic Studies	Course Prefix & Number 600:	ES 607 (ES 7)

•	_							
Obtain original (I	Obtain original (blue ink) signatures from your Department Chair and Division Dean prior to submitting to the Curriculum Office.							
Click to enter date	Claire Cesareo Print Name	Signature, Facu	lty Requestor					
Click to enter date	Claire Cesareo Print Name	Signature, Depa	rtment Chair					
Click to enter date	Click here to enter text Print Name	Signature,	iscipline Chair (if relevant)					
Click to enter date	Christina Hinkle Print Name	——— <u>Christina H</u> Signature, Dear						
these symbols: ? < > " Introduction to Africa Units: 3		Short Title: INTRO AFRI	hrs: Click here to enter text.					
Credit Status: ⊠ Credit Status: ⊠ Credit Status: ⊠ Credit Status: □ Credi	edit – Degree Applicable							
. Anticipated first terr	n of offering: ⊠ Fall □ S	Spring Year 2026						
contributions of Blac and sexuality, exami this course are them concepts such as rac the cultural expressi	e African American experience, foc ck people in the United States. Stu- ning how these identities have sha es of Blackness, resistance, agenc- ial formation, the institution of sla ons of African Americans. By the e issues and recognize their historic	dents will explore the int aped the lived experience y, and social justice, as st wery, systemic racism, co nd of this course, studen	ersections of race, class, gender, es of African Americans. Central t udents critically engage with lonialism, intersectionality, and					
C-ID Code: Click here	aligned to a C-ID descriptor? e to enter text. lation Officer for assistance with C	☐ Yes	No □ N/A					
•	rss-listed? ☐ Yes ☒ No ment is responsible for scheduling, ing: Click here to enter text.	updating, and assessing	the course?					

B. If you are mirroring a Non-Credit course with a Credit course-please list Credit course here: N/A

5.	Justification of recommendation for new course: How was the need for this course identified? How will this course meet student needs in ways that currently approved courses (including those from other departments) do not?				
	Course is being proposed to expand the offerings of the Ethnic Studies program.				
6.	Course Requisites: List all requisites*: Prerequisite: Click here to enter text. Co-requisite: Click here to enter text. Limitation on enrollment: Click here to enter text. Recommended Prep: Click here to enter text. *Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003				
7.	Will this be a standalone course? ☐ Yes Course will NOT be included in a degree or certificate program. ☐ No Course WILL be included in a degree and/or certificate program. Which ones: Ethnic Studies AA *Paperwork for the program (new or revised) must be submitted at the same time as the new course is being developed.				
8.	Proposed Grading System: ☐ Letter Grade Only ☐ Pass/No Pass only ☐ Pass/Satisfactory Progress/No Pass (P/SP/NP)				
9.	Will course be Repeatable? No Yes Additional skills that will be acquired by repeating this course must be included in the course outline. If yes, how many times?				
10	. Will this course be part of an approved family? ☐ Yes If yes, identify family: Click here to enter text. ☒ No				

equipmen The colleg			resources to off	er this class.	Ü		
		please complete er for assistance	e the following in	formation on art	iculation recomr	nendations. Pl	ease contact
12A. Trai CSU Priv		uld you recomn Yes Yes	nend that this cou No No		Yes □ No		
			or requirement at and complete be		⊠ Yes	□ No	
Introduction African An Studies	to nerican	AFAM 107 at	CSU Fullerton	Click	Required fo	African Studies	American
Course Title	nerican	Course No. AFRAM 40A at	CSU Campus Click here to enter text.	UC Campus UC Irvine	Required fo	Program of African Or Studies	or Major American
Course Title	African dies	Course No. BL ST 1	CSU Campus Click	UC Campus UC Santa Barb	oara Required fo	Program o Black Studi	-
Course Title		Course No.	CSU Campus	UC Campus		Program (or Major
			u recommend that e Articulation Offi				the following
	(En Commun Thinking	age/Rationality nglish Comp, nication/Analytical //Critical Thinking, athematics)	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies
Local GE							Х
Cal-GETC							Х

11. What resources will be needed in order to offer this class at Saddleback? e.g. staff, faculty, supp

NE	W COURSE PROPOSAL	
Date: 9/16/2024	Prepared & Submitted by:	Claire Cesareo
Department: Ethnic Studies	Course Prefix & Number 600:	ES 608 (ES 8)

Obtain original (blue ink) signatures from your E submitting to the Cu	•	and Division	Dean prior to
Click to enter date	Claire Cesareo Print Name	Din IL	re, Faculty Requ	estor
Click to enter date	Claire Cesareo Print Name	Signatu	re, Department	Chair
Click to enter date	Click here to enter text Print Name	 Signatu	re,	Chair (if relevant)
Click to enter date	Christina Hinkle Print Name	CITISE	ina Hinkle re, Dean	
these symbols: ? < > " Introduction to Asian Units: 3	• • • • • • • • • • • • • • • • • • • •		Lah hrs: Cli	ck here to enter text.
Credit Status: ⊠ Cr TOP Code: 2203.00	edit – Degree Applicable			
. Anticipated first teri	m of offering:	Spring Year 2	026	
Asian Americans and focusing on several l colonialism and imposocial movements. Tintersectionality and	Field of Asian American Studies, the Pacific Islanders from the 1700s key themes including race and race erialism, diaspora, cultural represente course will also focus on how all the structural forces confronting experiences, and epistemologies of	to the contemporar ism, gender, labor, entations, self-deter Asian Americans and them. Students will	y era using the migration, citi mination, dec d Pacific Island learn how to	e lens of ethnic studies zenship, war, militarism colonization, civil rights ders negotiate their critically analyze event
C-ID Code: Click her	aligned to a C-ID descriptor? e to enter text. Ilation Officer for assistance with	☐ Yes C-ID descriptors.	⊠ No	□ N/A
	oss-listed? Yes No ment is responsible for scheduling ing: Click here to enter text.	g, updating, and ass	essing the cou	urse?

	B. If you are mirroring a Non-Credit course with a Credit course- please list Credit course here: N/A
5.	Justification of recommendation for new course: How was the need for this course identified? How will this course meet student needs in ways that currently approved courses (including those from other departments) do not?
	Course is being proposed to expand the offerings of the Ethnic Studies program.
6.	Course Requisites: List all requisites*: Prerequisite: Click here to enter text. Co-requisite: Click here to enter text. Limitation on enrollment: Click here to enter text. Recommended Prep: Click here to enter text. *Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003
7.	Will this be a standalone course? ☐ Yes Course will NOT be included in a degree or certificate program. ☐ No Course WILL be included in a degree and/or certificate program. Which ones: Ethnic Studies AA *Paperwork for the program (new or revised) must be submitted at the same time as the new course is being developed.
8.	Proposed Grading System: ☐ Letter Grade Only ☐ Pass/No Pass only ☐ Dass/No Pass only ☐ Pass/Satisfactory Progress/No Pass (P/SP/NP)
9.	Will course be Repeatable? No
10	. Will this course be part of an approved family? ☐ Yes If yes, identify family: Click here to enter text. ☒ No

11. What resou equipment, The college	facilitie	es.	order to offer t		lleback? e.g. sta	aff, faculty, su	pplies/
12. If degree-app the Articulation		please complet er for assistance	_	formation on art	iculation recomr	mendations. Pl	ease contact
12A. Trans CSU Priva		uld you recomr Yes Yes			Yes □ No		
			or requirement at and complete be		⊠ Yes	□No	
History of Asia the United Stat		AA S 210	San Francisco State	Click	Required f	Asian Studies or	American
Course Title Introduction Asian Ame Studies	to erican	Course No. ETST 05	CSU Campus Click here to	UC Campus UC Riverside	Required f	Asian Studies/Eth Studies	American
Course Title	ricans	Course No. ASIANA M 53 Course No.	CSU Campus Click CSU Campus	UC Campus UC Irvine	Required f	Program of Asian Or Studies Program of Pro	American
12B. Gene		ation: Would yo	ou recommend that e Articulation Offi	at this course sat		ment in any of	·
	(En Commun Thinking	age/Rationality nglish Comp, nication/Analytical i/Critical Thinking, athematics)	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies
Local GE							X

Cal-GETC

	NE	W COURSE PROPOSAL	
Date:	August 9, 2024	Prepared & Submitted by:	Jeffrey Bryan
Department:	Graphics	Course Prefix & Number 600:	GD 601 (51)

Obtain original (blue	ink) signatures from your Department Ch the Curriculum Office		vean prior to su	iomitting to
9/9/2024	Jeffrey Bryan	Signature, Facu	Ity Requestor	11
Click to enter date 09/15/2024	Click here to enter text. Print Name KARKN TAYLOR	Signature, Depa	artment Chair	w p
Click to enter date	Click here to enter text. Print Name	Signature, Other related d	iscipline Chair (if	evant)
Click to enter date	Click here to enter text. Print Name	Signature, Dear	Sul	
		n-degree Applical		
TOP Code: 0614.10	Non-Credit Category: Click here to en		upational Code (SAIVI). U
Anticipated first terCatalog Description	-	Year 2026		
esent digital formats.	rvey of games as a form of communication Games studied in relation to the culture a ents analyze and evaluate a large cross-se	nd society in whic	•	•
C-ID Code:	aligned to a C-ID descriptor?		Yes	N/A
A. Will course be cr	ross-listed? Yes No tment is responsible for scheduling, updat	ing and accepting	g the course?	

- B. If you are mirroring a Non-Credit course with a Credit course-please list Credit course here:
- 5. Justification of recommendation for new course: How was the need for this course identified? How will this course meet student needs in ways that currently approved courses (including those from other departments) do not?

This course is meant to provide students with a strong foundation of literacy for the media they are creating, giving them a broad historical perspective of its antecedents and its cultural influences. We conducted surveys and interviews with stakeholders, including 4 year institutions and industry professionals, who identified the need for our students to have a strong media literacy foundation. There are currently no courses that cover the history of this media at Saddleback.

6.								
	List all requisites*:							
	Prerequisite:							
	Co-requisite: Limitation on enrollment:	Co-requisite:						
	Recommended Prep:							
	*Please attach justification for the recommended requisites. Refer to the <u>Chancellor's Guidelines for Title 5 §55003</u>							
7.	Will this be a standalone course?							
	☐ Yes Course will NOT be included in a degree or certificate program.							
	No Course WILL be included in a degree and/or certificate program.							
	Which ones:							
	Games and Interactive Media AS							
	Games and Interactive Media - Art Certificate of Achievement							
	Games and Interactive Media - Design Certificate of Achievement							
	*Paperwork for the program (new or revised) must be submitted at the same time as the new course is being developed							
0								
8.	Proposed Grading System:							
	☐ Letter Grade Only ☐ Option of a standard letter grade or Pass/No Pass							
	☐ Pass/No Pass only ☐ Pass/Satisfactory Progress/No Pass (P/SP/NP)							
9	Will course be Repeatable? ⊠ No □ Yes							
٥.	Additional skills that will be acquired by repeating this course must be included in the course outline.							
	If yes, how many times? $\Box 1 \Box 2 \Box 3 \Box$ Unlimited (Non-credit only)							
	Reason for Repeating:*							
	☐ Intercollegiate Athletics							
	☐ Intercollegiate Competition							
	☐ Occupational Work Experience/General Work Experience							
	☐ Additional enrollment required by Transfer Institution (CSU & UC only) to meet lower division requirements fo	ra						
	baccalaureate degree.							
	*Provide documentation							

10. Will this cour	se ne part or a	an approv	reu iaiiiiy?				
□ Yes If y ⊠ No	es, identify fa	mily: Clicl	chere to enter te	xt.			
facilities.	ıy employ curı			lass at Saddlebad			
12. If degree-appl	·	•		formation on art	iculation recomr	nendations. Pl	ease contact
12A. Transf	er: Would yo	u recomn	nend that this co	urse transfer to:			
CSU			□ No	UC 🗵	Yes □ No		
Private	e	☐ Yes	□ No				
Critical History of Dig Games Course Title Game History Course Title World Sports and Gal	GDIM 4 Course KINE 2	_{No.} at 19 _{No.} at	CSU Campus CSU Campus Chico	UCSC UC Campus UCI UC Campus	Required f	Game Design a Media, B.S. P ogram Kinesiology BA	ia B.A. or Major and Interactive or Major
Course Title History of Play, Game Interactivity	Course es, anc ART 12		CSU Campus East Bay	UC Campus	Required f	Or Program of Art, B.F.A.: Inte	eraction &
Course Title	Course		CSU Campus	UC Campus	Required f		
GE patterns?	Language/Rat (English Co Communication, Thinking/Critical	t with the ionality omp, Analytical Thinking,		at this course sat cer before comp Social/Behavioral Sciences		•	the following
Local GE	Mathemat	.163)					
Cal-GETC				П		П	

		NEW COURSE PROPOSAL	
Date:	August 9, 2024	Prepared & Submitted by:	Jeffrey Bryan
Department:	Graphics	Course Prefix & Number 600:	GD 603 (53)

Department.	Course Frenz	A C IVAINDEL 000.	00 000 (00)	
Obtain original (blue	ink) signatures from your Department	Chair and Division	Dean prior to subm	nitting to
	the Curriculum Of	fice.		
9/9/2024	Jeffrey Bryan	Signature, Facu	Ity Requestor	
Click to enter date 09 15 20 24	Click here to enter text. Print Name KAZEN TAYLOR	Signature, Depa	artment Chair	in
Click to enter date	Click here to enter text. Print Name	Signature, Other related d	iscipline Chair (if reley	ant)
Click to enter date	Click here to enter text. Print Name	Signature, Dear	Shurle	j
these symbols: ? < > " Introduction to Game	\	rt Title: Intro to Gar		
Units: 3	Lec hrs: 2	Lab	hrs: 3	
Credit Status: 🛛 Cre	edit – Degree Applicable 🔲 Credit – N	Ion-degree Applical	ole 🗆 Non-Credit	t
TOP Code: 0614.10	Non-Credit Category: Click here t	o enter text. Occ	upational Code (SAI	M): D
. Anticipated first ter	m of offering: ⊠ Fall □ Sprir	ng Year 2026		
. Catalog Description	:			
nd play of simple analog ands-on projects emph	als of game design and how games shap g game systems. Students explore the p asizing iteration and playtesting while v vey related topics. No programming ex	orinciples and usage working in teams. St	of game design ele udents develop nov	ements through vel games,
. Is this course being C-ID Code:	aligned to a C-ID descriptor?	Yes 🖄	No □ N/	A
If yes, see the Artico	ulation Officer for assistance with C-ID of	descriptors.		
. A. Will course be cro	oss-listed? Yes 🖄 No			

If yes, which department is responsible for scheduling, updating, and assessing the course?

	B. If you are mirroring a Non-Credit course with a Credit course- please list Credit course here:
	to the state of th
5.	Justification of recommendation for new course: How was the need for this course identified? How will this course meet student needs in ways that currently approved courses (including those from other departments) do not?
prog indu desi	course is meant to provide students with a strong foundation of the basics of game design without requiring any gramming background. We conducted surveys and interviews with stakeholders, including 4 year institutions and ustry professionals, who identified the need for our students to have a strong foundation in the basics of game ign. There are currently no courses that cover those basics at Saddleback without requiring programming wledge.
6.	Course Requisites: List all requisites*: Prerequisite: Co-requisite: Limitation on enrollment: Recommended Prep:. *Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003
7.	Will this be a standalone course?
	☐ Yes Course will NOT be included in a degree or certificate program.
	No Course WILL be included in a degree and/or certificate program.
	Which ones:
	Games and Interactive Media AS
	Games and Interactive Media - Art Certificate of Achievement
	Games and Interactive Media - Design Certificate of Achievement
	*Paperwork for the program (new or revised) must be submitted at the same time as the new course is being developed
8.	Proposed Grading System:
	☐ Letter Grade Only ☐ Option of a standard letter grade or Pass/No Pass
	☐ Pass/No Pass only ☐ Pass/Satisfactory Progress/No Pass (P/SP/NP)
9.	Will course be Repeatable? ⊠ No ☐ Yes Additional skills that will be acquired by repeating this course must be included in the course outline.
	If yes, how many times?
	Reason for Repeating:*
	☐ Intercollegiate Athletics
	☐ Intercollegiate Competition
	☐ Occupational Work Experience/General Work Experience
	☐ Additional enrollment required by Transfer Institution (CSU & UC only) to meet lower division requirements for a
	(357 51 55 51 51 51 51 51 51 51 51 51 51 51

	baccalaurea						
	*Provide docu	imentation					
10.	Will this cou	rse be part of an approv	ved family?				
	☐ Yes If	es, identify family: Clic	k here to enter te	xt.			
	⊠ No						
11.	What resour	ces will be needed in or	der to offer this o	class at Saddlebad	ck? e.g. staff, fac	ulty, supplies/	equipment,
		ay employ current and	possibly new-hire	faculty. Class red	nuires access to a	a hybrid space t	hat allows
		I and digital creation of					
	the space wo	ould also have lockers o	r lockable cabinet	ts that allow stud	ents to store ne	eded physical s	upplies. In-
	person versi	ons of the class will be t	aught in the ATAS	5 building.			
12	If dograp and	olicable please complet	a tha fallowing in	formation on art	iculation recomm	mandations DI	asso contact
		olicable, please complet on Officer for assistance		ioiniation on art	iculation recomi	nendations. Fi	ease contact
•	ine Ai tiediati	on Officer for assistance	🗀 ١٩/٨				
	12A. Trans	fer: Would you recomr	mend that this co	urse transfer to:			
	CSU		□No	UC ⊠	Yes □ No		
	Privat	te □ Yes	□ No				
		he course satisfy a majo	•		⊠ Yes	□ No	
	Pleas	e attach documentatior	and complete be	elow:			
Four	ndations of Vide	o Game				Art & Design: G	ames
Desi	gn	CMPM 80K		UCSC	Dogwind f	+Playable Medi	a B.A.
	se Title ie Design	Course No.	CSU Campus	UC Campus	Required for	Program o Game Design a	
	damentals	GDIM 25		UCI	— Dogwined f	Media, B.S.	
Cour	se Title	Course No.	CSU Campus	UC Campus	Required for	Program o Computer Anim	,
Vide	o Game Design	CAGD 170	Chico			Game Develop	
Cour	se Title	Course No. at	t CSU Campus	UC Campus	Required for		•
Gaп	ne Design I	ART 255	East Bay			Art, B.F.A.: Inte Game Design C	
	se Title	Course No.	t CSU Campus	UC Campus	Required f		
	12B. Gener	al Education: Would yo	ou recommend the	at this course sat	isfy a GF require	ment in any of	the following
		Please consult with the				•	
	1				ı		
		Language/Rationality (English Comp,		6-2-10			
		Communication/Analytical Thinking/Critical Thinking,	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies

Mathematics)

Local GE			
Cal-GETC			

	NEW COU	RSE PROPOSAL	
	Date: August 9, 2024	Prepared & Submitted by:	Jeffrey Bryan
Department:	: : Graphics	Course Prefix & Number 600:	GD 604 (54)

	ain originai (biue i	nk) signatures from your i	urriculum Offic		n Dean prior	to submitting to ti	ne
9/9/	2024	Jeffrey Bryan		Signature, Faculty	Requestor	12	
	to enter date 15/2024	Click here to enter text. Print Name LAPEN 1	TAYLOR	Signature, Depart	ment Chair	Ewer n-	
Click	to enter date	Click here to enter text. Print Name		Signature, Other related disc	cipline Chair (if	relevant)	
Click	to enter date	Click here to enter text. Print Name		Signature, Dean	Shut	lx.	
*:		cter max and do not use ar	ny of these syn	abols: ? < > "\1/5	Short Title: Pl	ay Studies	
Unit			VILE	ec hrs: 2		Lab hrs: 3	
Cred	dit Status: 🛛 Cre	dit – Degree Applicable	☐ Credit – No	n-degree Applic	able 🗆 No	n-Credit	
TOP	Code: 0614.10			on-Credit Catego nter text.	o ry: Click her	e to Occupational ((SAM): D	Code
1.	Anticipated first t	erm of offering:	⊠ Fall □ Spri	ng Year 20	26		
2.	Catalog Description	on:					
com play prod	munication. Stude as a force for crea ducers, consumers,	play as an expressive form nts study, experience, and tivity and as a changing co and institutions. Exposes tudies, performance studio	l design playful incept in histor students to th	performance ar ical and contem e study of play a	nd interactive porary terms	e experiments. Exp s from the perspec	lores tives of
3.	Is this course bein	g aligned to a C-ID descrip	otor?	Yes	⊠ No	□ N/A	
	If yes, see the Art	iculation Officer for assista	ance with C-ID	descriptors.			
4.	A. Will course be	cross-listed? Yes ortment is responsible for s	凶 No scheduling, up	dating, and asse	ssing the cou	rse?	

	B. If you are mirroring a Non-Credit course with a Credit course- please list Credit course here:				
	and the state of t				
5.	Justification of recommendation for new course: How was the need for this course identified? How will this course meet student needs in ways that currently approved courses (including those from other departments) do not?				
ther pers	course is meant to provide students with a strong foundation of literacy for the media they are creating, giving ma broad societal perspective of its influence on culture while introducing students to contemporary academic spectives in the field of ludology. We conducted surveys and interviews with stakeholders, including 4 year itutions and industry professionals, who identified the need for our students to have a strong media literacy indation. There are currently no courses that cover sociological perspectives of this media at Saddleback.				
6.	Course Requisites: List all requisites*: Prerequisite: Co-requisite: Limitation on enrollment: Recommended Prep:. *Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003				
7.	Will this be a standalone course?				
	☐ Yes Course will NOT be included in a degree or certificate program.				
	☑ No Course WILL be included in a degree and/or certificate program.				
	Which ones:				
	Games and Interactive Media AS				
	Games and Interactive Media - Design Certificate of Achievement *Paperwork for the program (new or revised) must be submitted at the same time as the new course is being developed				
8.	Proposed Grading System:				
	☐ Letter Grade Only ☐ Option of a standard letter grade or Pass/No Pass				
	☐ Pass/No Pass only ☐ Pass/Satisfactory Progress/No Pass (P/SP/NP)				
9.	Will course be Repeatable? ⊠ No □ Yes				
	Additional skills that will be acquired by repeating this course must be included in the course outline.				
	If yes, how many times? \Box 1 \Box 2 \Box 3 \Box Unlimited (Non-credit only)				
	Reason for Repeating:*				
	☐ Intercollegiate Athletics				
	☐ Intercollegiate Competition				
	☐ Occupational Work Experience/General Work Experience				

	☐ Add	litional er	rollment	required by T	ransfer Institut	tion (CSU & L	JC only) to meet lo	wer division re	equirements for	a
		aureate d	•							
	*Provia	le docume	entation							
10.	Will th	is course	be part of	an approved	I family?					
	□Yes	If ves	. identify f	amilv: Click h	ere to enter te	xt.				
	⊠ No	,	,, .	,·						
	23110									
11.	What r	resources	will be ne	eded in orde	r to offer this c	class at Saddl	eback? e.g. staff, f	aculty, supplie	es/ equipment,	
	facilitie	es.								
	New cl	lass may e	employ cu	rrent and po	ssibly new-hire	faculty. In-p	erson versions of t	he class will b	e taught in the	
	ATAS b	ouilding. (Classroom	should have	sufficient space	e for student	s to practice perfo	rmance play a	ctivities, while	
	also pr	oviding d	lesks and o	computers fo	r artistic creation	on.				
12.	If degre	ee-applica	able, pleas	e complete t	he following in	formation or	n articulation recor	nmendations.	Please contact	
t	he Arti	culation (Officer for	assistance.	□ N/A					
	12A.	Transfer	: Would y	ou recomme	nd that this cou	urse transfer	to:			
		CSU			□No	UC	⊠ Yes □ No			
		Private		☐ Yes	□No					
		Will the	course sat	isfy a major r	equirement at	CSU or UC?	⊠ Ye s	□No		
		Please at	ttach docu	mentation a	nd complete be	elow:				
Play a	is a Radio	al Endeavo	rARTG 50	UC	SC	Art & Desig	gn: Games +Playable M	edia B.A.		
Course			Course No.	CSU CampusUC	Campus Required	l for	Program or Major			
Chang	ging Crea	tivity	ART 8	UC	Poquirod	Art BA				
Course					_{Campus} Required		Program or Major			
The G	ood Life		PHIL 104	Chico	Campus Required	Philosophy	Program or Major			
		nd Society	REC 235		campus Nequired	Recreation				
		ilu society			Campus Required					
course	e Title		Course No.	CSO CampusUC	Campus		Program or Major			

12B. General Education: Would you recommend that this course satisfy a GE requirement in any of the following GE patterns? Please consult with the Articulation Officer before completing this section.

	Language/Rationality (English Comp, Communication/Analytical Thinking/Critical Thinking, Mathematics)	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies
Local GE	0			0		
Cal- GETC						

NEW COURSE PROPOSAL								
Date:	August 9, 2024	Prepared & Submitted by:	Jeffrey Bryan					
Department:	Graphics	Course Prefix & Number 600:	GD 605 (55)					

ongmai (blue i	the Curriculum Office	air and Division Dean prior to submitting to 2.
/9/2024	Jeffrey Bryan	Signature, Faculty Requestor
lick to enter date 09/15/2024	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Chair
lick to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)
lick to enter date	Click here to enter text. Print Name	Signature, Dean
		itle: Character Design
Course Title (60 Charac hese symbols: ? < > " \ Character Design Units: 3	•	itle: Character Design Lab hrs: 3
hese symbols: ? < > " \ Character Design Units: 3	\/*:) Lec hrs: 2	Lab hrs: 3 -degree Applicable Non-Credit
hese symbols: ? < > " \ Character Design Jnits: 3 Credit Status: Cre	Lec hrs: 2 edit – Degree Applicable	Lab hrs: 3 -degree Applicable Non-Credit
hese symbols: ? < > " \ Character Design Units: 3 Gredit Status:	Lec hrs: 2 edit – Degree Applicable	Lab hrs: 3 -degree Applicable

If yes, which department is responsible for scheduling, updating, and assessing the course?

B. If you are mirroring a Non-Credit course with a Credit course-please list Credit course here:

the foreign of the period of the party of

5. Justification of recommendation for new course: How was the need for this course identified? How will this course meet student needs in ways that currently approved courses (including those from other departments) do not?

This course is meant to provide students with a strong foundation in the basic arts practices of the entertainment arts, arts that are pointedly character-driven. We conducted surveys and interviews with stakeholders, including 4 year institutions and industry professionals, who identified the need for our students to have strong training with particular specializations. As the focus of our program is developing art students for the games and interactive entertainment sectors, there is a need to have several specialized courses addressing the needs of that sector. There are currently no courses that focus on this fundamental concept at Saddleback. This course will also prove valuable for the animation degree program.

	rses that focus on this fundamental concept at Saddleback. This course will also prove valuable for the animation ree program.
6.	Course Requisites: List all requisites*: Prerequisite: Co-requisite: Limitation on enrollment: Recommended Prep:. *Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003
7.	Will this be a standalone course?
	☐ Yes Course will NOT be included in a degree or certificate program.
	○ No Course WILL be included in a degree and/or certificate program.
	Which ones:
	Games and Interactive Media AS
	Games and Interactive Media - Art Certificate of Achievement
	*Paperwork for the program (new or revised) must be submitted at the same time as the new course is being developed
8.	Proposed Grading System:
	☐ Letter Grade Only ☐ Option of a standard letter grade or Pass/No Pass
	□ Pass/No Pass only □ Pass/Satisfactory Progress/No Pass (P/SP/NP)
9.	Will course be Repeatable? ⊠ No □ Yes
	Additional skills that will be acquired by repeating this course must be included in the course outline.
	If yes, how many times? \Box 1 \Box 2 \Box 3 \Box Unlimited (Non-credit only)
	Reason for Repeating:*
	☐ Intercollegiate Athletics
	☐ Intercollegiate Competition
	☐ Occupational Work Experience/General Work Experience
	☐ Additional enrollment required by Transfer Institution (CSU & UC only) to meet lower division requirements for a

baccalaurea	te degree.						
*Provide docu	mentation						
10. Will this cou	rse be part of an ap	prove	ed family?				
☐ Yes If	es, identify family:	Click	here to enter te	xt.			
⊠ No							
What resour facilities.	ces will be needed i	n ord	ler to offer this c	lass at Saddlebad	ck? e.g. staff, fac	ulty, supplies/ 6	equipment,
New class m	ay employ current a	nd p	ossibly new-hire	faculty. Class red	quires access to a	computer for	the digital
creation of a	rt objects. Compute	ers sh	ould have variou	is drawing softwa	are installed and	should likely h	ave
accompanyi	ng drawing tablets.	ln-pe	rson versions of	the class will be t	taught in the ATA	AS building.	
12. If degree-app	licable, please com	plete	the following in	formation on arti	iculation recomn	nendations. Ple	ease contact
the Articulati	on Officer for assista	ance.	□ N/A				
	fer: Would you red						
CSU		Yes	□ No	UC 🗵	Yes 🗆 No		
Privat	ie 🗆	Yes	□ No				
Will t	he course satisfy a r	najo	requirement at	CSU or UC?	Yes	□ No	
Pleas	e attach documenta	ition	and complete be	elow:			
Anathoric Designs	ARTC 10			HCCC		Art & Design: G	
Aesthetic Designs Course Title	ARTG 10 Course No.	at	CSU Campus	UCSC UC Campus	Required for	or +Playable Medi	
Visual Design	553.55		330 Sampas	5 Gapus		Game Design a	-
Fundamentals	GDIM 51	- at		UCI	Doguired f	Media, B.S.	
Course Title	Course No.	at	CSU Campus	UC Campus	Required for	Program o Computer Anim	
Concept Design and Storyboarding	CAGD 117		Chico			Game Develop	
Course Title	Course No.	at	CSU Campus	UC Campus	Required for		
						Art, B.F.A.: Inte	raction &
Introduction to Illus	tration ART 260		East Bay			Game Design C	oncentration
Course Title	Course No.	at	CSU Campus	UC Campus	Required f	or Program o	r Major
	al Education: Woul				•	1	the following
GE patterns	Please consult wit	h the	Articulation Offi	cer before comp	leting this sectio	n.	
	Language /Daties - 19						
	Language/Rationaling (English Comp,	y					
	Communication/Analy	tical	Arts/Humanities	Social/Behavioral	Natural Sciences	Life Long	Ethnic Studies

Sciences

Thinking/Critical Thinking, Mathematics)

Local GE

Understanding

Cal-GETC						
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NEW COURSE PROPOSAL								
Date:	August 9, 2024	Prepared & Submitted by:	Jeffrey Bryan					
Department:	Graphics	Course Prefix & Number 600:	GD 606 (56)					

ostam original (side	ink) signatures from your Department Ch the Curriculum Offic		un prior to submitting to
9/9/2024	Jeffrey Bryan	Signature, Faculty	Requestor
Click to enter date 09/15/2024	Click here to enter text. Print Name KAREN TAYUN	Signature, Departn	nent Chair aver R
lick to enter date	Click here to enter text. Print Name	Signature, Other related disci	pline Chair (if relevant)
Click to enter date	Click here to enter text. Print Name	Signature, Dean	Shuty.
these symbols: ? < > " Environment Design Units: 3	Lec hrs: 2	Lab hrs	s: 3
Credit Status: ⊠ Cre TOP Code: 0614.10	edit - Degree Applicable ☐ Credit - Nor Non-Credit Category: Click here to en	n-degree Applicable ter text. Occupa	□ Non-Credit ational Code (SAM): D
. Anticipated first ter	rm of offering: Fall Spring	Year 2026	
Catalog Description	:		
vironments contextua thoring and implemen e various areas of desi	I techniques of environment design for sta lize art and characters to make and conve ting environmental components into gam gn practices for creating an original enviro cive media and game design, like virtual v	y meaning, and presences, animations, and on ment, including st	sents methods for designing, interactive artworks. Focuses age and scenic design, and
C-ID Code:	aligned to a C-ID descriptor? Violation Officer for assistance with C-ID des	eriptors 🖾 No	D □ N/A

If yes, which department is responsible for scheduling, updating, and assessing the course?

4. A. Will course be cross-listed? Yes 💆 No

- B. If you are mirroring a Non-Credit course with a Credit course-please list Credit course here:
- 5. Justification of recommendation for new course: How was the need for this course identified? How will this course meet student needs in ways that currently approved courses (including those from other departments) do not?

This course is meant to provide students with a strong foundation in the basic arts practices of the entertainment arts, arts that are pointedly character-driven; environments provide context for characters and characterization. We conducted surveys and interviews with stakeholders, including 4 year institutions and industry professionals, who identified the need for our students to have strong training with particular specializations. As the focus of our program is developing art students for the games and interactive entertainment sectors, there is a need to have several specialized courses addressing the needs of that sector. There are currently no courses that focus on this fundamental concept at Saddleback. This course will also prove valuable for the animation degree program.

_	
6.	Course Requisites: List all requisites*:
	Prerequisite:
	Co-requisite:
	Limitation on enrollment:
	Recommended Prep:.
	*Please attach justification for the recommended requisites. Refer to the <u>Chancellor's Guidelines for Title 5 §55003</u>
7.	Will this be a standalone course?
	☐ Yes Course will NOT be included in a degree or certificate program.
	☑ No Course WILL be included in a degree and/or certificate program.
	Which ones:
	Games and Interactive Media AS
	Games and Interactive Media - Art Certificate of Achievement
	*Paperwork for the program (new or revised) must be submitted at the same time as the new course is being developed
8.	Proposed Grading System:
	☐ Letter Grade Only ☐ Option of a standard letter grade or Pass/No Pass
	□ Pass/No Pass only □ Pass/Satisfactory Progress/No Pass (P/SP/NP)
۵	Will course be Repeatable? ⊠ No □ Yes
9.	Additional skills that will be acquired by repeating this course must be included in the course outline.
	If yes, how many times?
	Reason for Repeating:*
	☐ Intercollegiate Athletics
	☐ Intercollegiate Competition
	☐ Occupational Work Experience/General Work Experience
	\square Additional enrollment required by Transfer Institution (CSU & UC only) to meet lower division requirements for a
	9/2024

baccalaureate degree. *Provide documentation 10. Will this course be part of an approved family? ☐ Yes If yes, identify family: Click here to enter text. ⊠ No 11. What resources will be needed in order to offer this class at Saddleback? e.g. staff, faculty, supplies/equipment, facilities. New class may employ current and possibly new-hire faculty. Class requires access to a computer for the digital creation of art objects. Computers should have various drawing software installed and should likely have accompanying drawing tablets. Computers should also have several industry standard game engines installed, like Unity, Unreal, etc. In-person versions of the class will be taught in the ATAS building. 12. If degree-applicable, please complete the following information on articulation recommendations. Please contact the Articulation Officer for assistance. □ N/A 12A. Transfer: Would you recommend that this course transfer to: **CSU** X Yes □ No UC Yes □ No Private ☐ Yes ☐ No Will the course satisfy a major requirement at CSU or UC? □ No Please attach documentation and complete below: Environmental Art in the Art & Design: Games Expanded Field ART 80E UCSC +Playable Media B.A. Required for at CSU Campus Course Title Course No. **UC Campus** Program or Major Game Technologies and Game Design and Interactive UCI Interactive Media **I&C SCI 62** Media, B.S. Required for at CSU Campus Course Title Course No. **UC Campus** Program or Major Introduction to Technical Computer Animation and

12B. General Education: Would you recommend that this course satisfy a GE requirement in any of the following GE patterns? Please consult with the Articulation Officer before completing this section.

UC Campus

UC Campus

CGI

Course Title

Course Title

Pencil and Color Sketching

CAGD 250

Course No.

THEA 262

Course No.

Chico

at CSU Campus

East Bay

at CSU Campus

Language/Rationality (English Comp,	Arts/Humanities	Social/Behavioral	Natural Sciences	Life Long	Ethnic Studies	
 Communication/Analytical		Sciences	indian di delences	Understanding	Limit Studies	

Game Development BS

Concentration

Program or Major Theatre Arts, B.A.: Stage Technology and Design

Program or Major

Required for

Required for

	Thinking/Critical Thinking, Mathematics)			
Local GE				
Cal-GETC				

A PARTIES		NEW COU	RSE PROPO	OSAL	1 () ()				
	Date	: August 9, 2024	Prepared	& Submitted b	y: Jeffr	rey Bryan			
Department:	i i	: Graphics	Course Pr	refix & Numbe	r 600: G D 6	08 (58)			
Obtain original (b	lue in	k) signatures from		eartment Chair	and Divisio	n Dean pr	ior to submitting to the		
Jeffrey Bryan				Sign	Signature, Faculty Requestor				
Click to enter date	onen ner or onen cent			ylm Sign	Signature, Department Chair				
Click to enter date				Sign	nature, er related dis	r (if relevant)			
Click to enter date		Click here to ente Print Name	er text.	Sign	nature, Dean	Sh	W.		
Course Title (60 Ch	aract	er max and do no	t use any o	f these symbo	s: ? < > " \ /	Short Title	e: Interactive Story		
*:)									
Interactive Storyte	elling								
Units: 3				Lec h	rs: 2		Lab hrs: 3		
Credit Status:	Cred	it – Degree Applio	able 🗆 (Credit – Non-d	egree Applio	cable \square	Non-Credit		
TOP Code: 0614.10					Credit Categ text.	gory: Click	here toOccupational Code (SAM): D		
1. Anticipated fi	rst tei	rm of offering:	⊠F	all 🗆 Spring	Year 20	026			
2. Catalog Descr	iption	1:							
the styles, formats interactive enterta unique to interacti	and on inmed ve en	creative approach nt. Includes basic tertainment. Con	es used in s scriptwritir cepts are e	writing for visung and storyboxplored throug	ial media wi arding while gh play, anal	th a partice showcasi	ve media. An introduction to cular focus on writing for ing alternative approaches design culminating in an aracter-driven stories.		
3. Is this course	being	aligned to a C-ID	descriptor	? Y	es	∑ No	□ N/A		

If yes, which department is responsible for scheduling, updating, and assessing the course?

If yes, see the Articulation Officer for assistance with C-ID descriptors.

4. A. Will course be cross-listed? Yes 🖔 No

	B. If you are mirroring a Non-Credit course with a Credit course- please list Credit course here:						
	a Carata and the case of the Stage of well the Description and the Stage of the Sta						
5.	Justification of recommendation for new course: How was the need for this course identified? How will this course meet student needs in ways that currently approved courses (including those from other departments) do not?						
with incli traii inte sect	scourse is meant to provide students with a strong foundation in the basic arts practices of the entertainment arts, in a particular focus on interactive entertainment. We conducted surveys and interviews with stakeholders, auding 4 year institutions and industry professionals, who identified the need for our students to have strong ming with particular specializations. As the focus of our program is developing art students for the games and eractive entertainment sectors, there is a need to have several specialized courses addressing the needs of that cor. There are currently no courses that focus on this fundamental concept at Saddleback.						
6.	Course Requisites: List all requisites*: Prerequisite: Co-requisite: Limitation on enrollment: Recommended Prep:. *Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003						
7.	Will this be a standalone course?						
	☐ Yes Course will NOT be included in a degree or certificate program.						
	☑ No Course WILL be included in a degree and/or certificate program.						
	Which ones:						
	Games and Interactive Media AS						
	Games and Interactive Media - Design Certificate of Achievement						
	*Paperwork for the program (new or revised) must be submitted at the same time as the new course is being developed						
8.	Proposed Grading System:						
	☐ Letter Grade Only ☐ Option of a standard letter grade or Pass/No Pass						
	☐ Pass/No Pass only ☐ Pass/Satisfactory Progress/No Pass (P/SP/NP)						
9.	Will course be Repeatable? ⊠ No □ Yes						
	Additional skills that will be acquired by repeating this course must be included in the course outline.						
	If yes, how many times? \Box 1 \Box 2 \Box 3 \Box Unlimited (Non-credit only)						
	Reason for Repeating:*						
	☐ Intercollegiate Athletics						
	□ Intercollegiate Competition						

	☐ Occupational Work Experience/General Work Experience
	☐ Additional enrollment required by Transfer Institution (CSU & UC only) to meet lower division requirements for a
	baccalaureate degree.
	*Provide documentation
10.	. Will this course be part of an approved family?
	☐ Yes If yes, identify family: Click here to enter text.
	⊠ No
11	What resources will be needed in order to offer this class at Saddleback? e.g. staff, faculty, supplies/ equipment,
	facilities.
	New class may employ current and possibly new-hire faculty. Class requires access to a computer for the digital
	creation of art objects. Computers should have various drawing software installed and should likely have
	accompanying drawing tablets. In-person versions of the class will be taught in the ATAS building.
	accompanying drawing tablets. In-person versions of the class will be taught in the ATAS building.
12	If degree applicable places complete the following information on articulation recommendations. Places contact
	If degree-applicable, please complete the following information on articulation recommendations. Please contact
	the Articulation Officer for assistance.
	12A. Transfer: Would you recommend that this course transfer to:
	CSU ⊠ Yes □ No UC ⊠ Yes □ No
	Private
	Will the course satisfy a major requirement at CSU or UC? ⊠ Yes ☐ No
	Please attach documentation and complete below:
	·
Pixar	r - Story Matters THEA 80P UCSC Theater Arts BA
	se Title Course No. a CSU Campus Required for Program or Major
Story	ytelling for Interactive MediaGDIM 55 UCI Game Design and Interactive Media, B.S.
Cours	se Title Course No. a CSU Campus Required for Program or Major
_	ring for Screen Media MADT 103W Chico Media Arts BA
	se Title Course No. atCSU Campus UC Campus Required for Programor Major
Begin	nning Workshop in Fiction ENGL 205 East Bay English, B.A.: Creative Writing Concentration
Cours	se Title Course No. at CSU Campus UC Campus Required for Program or Major
	12B. General Education: Would you recommend that this course satisfy a GE requirement in any of the following
	TED. Someral additions from the recommendation of the court of the source of the sourc

GE patterns? Please consult with the Articulation Officer before completing this section.

	Language/Rationality (English Comp, Communication/Analytical Thinking/Critical Thinking, Mathematics)	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies
Local GE						
Cal- GETC						

SADDLEBACK COLLEGE CURRICULUM DEVELOPMENT

	NI	W COURSE PROPOSAL	
Date:	August 9, 2024	Prepared & Submitted by:	Jeffrey Bryan
Department:	Graphics	Course Prefix & Number 600:	GD 609 (59)

	the Curriculum Office.	r and Division Dean prior to submitting to
)/9/2024	Jeffrey Bryan	Signature, Faculty Requestor
lick to enter date 09/15/2024	Click here to enter text. Print Name KAZEN TAYLOW	Signature, Department Chair av
lick to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)
lick to enter date	Click here to enter text. Print Name	Signature, Dean
these symbols: ? < > " \		ele: 3D Modeling
these symbols: ? < > " \ 3D Modeling	./*:)	
these symbols: ? < > " \ 3D Modeling Units: 3	Lec hrs: 2	Lab hrs: 3
these symbols: ? < > " \ 3D Modeling Units: 3	Lec hrs: 2	Lab hrs: 3 degree Applicable Non-Credit
these symbols: ? < > " \ 3D Modeling Units: 3 Credit Status: 🗵 Cree	Lec hrs: 2 dit – Degree Applicable	Lab hrs: 3 degree Applicable Non-Credit
these symbols: ? < > " \ 3D Modeling Units: 3 Credit Status: Credit C	Lec hrs: 2 dit – Degree Applicable	Lab hrs: 3 degree Applicable
chese symbols: ? < > " \ 3D Modeling Units: 3 Credit Status:	Lec hrs: 2 dit – Degree Applicable	Lab hrs: 3 degree Applicable □ Non-Credit er text. Occupational Code (SAM): C Year 2026 urse explores the basic concepts, principles,

4. A. Will course be cross-listed? Yes 图 No
If yes, which department is responsible for scheduling, updating, and assessing the course?

- B. If you are mirroring a Non-Credit course with a Credit course-please list Credit course here:
- 5. Justification of recommendation for new course: How was the need for this course identified? How will this course meet student needs in ways that currently approved courses (including those from other departments) do not?

This course is meant to provide students with a strong foundation in the basic arts practices of the entertainment arts, arts that are pointedly character-driven and heavily 3D CGI focused. We conducted surveys and interviews with stakeholders, including 4 year institutions and industry professionals, who identified the need for our students to have strong training with particular specializations. As the focus of our program is developing art students for the games and interactive entertainment sectors, there is a need to have several specialized courses addressing the needs of that sector. There are currently no courses that focus on this fundamental concept at Saddleback. This course will also рі

prov	ve valuable for the animation degree program.
6.	Course Requisites: List all requisites*: Prerequisite: Co-requisite: Limitation on enrollment: Recommended Prep:. *Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003
7.	Will this be a standalone course?
	☐ Yes Course will NOT be included in a degree or certificate program.
	☑ No Course WILL be included in a degree and/or certificate program.
	Which ones:
	Games and Interactive Media AS
	Games and Interactive Media - Art Certificate of Achievement
	*Paperwork for the program (new or revised) must be submitted at the same time as the new course is being developed
8.	Proposed Grading System:
	☐ Letter Grade Only ☐ Option of a standard letter grade or Pass/No Pass
	□ Pass/No Pass only □ Pass/Satisfactory Progress/No Pass (P/SP/NP)
9.	Will course be Repeatable? ⊠ No □ Yes
	Additional skills that will be acquired by repeating this course must be included in the course outline.
	If yes, how many times?
	Reason for Repeating:*
	☐ Intercollegiate Athletics
	☐ Intercollegiate Competition
	☐ Occupational Work Experience/General Work Experience
	☐ Additional enrollment required by Transfer Institution (CSU & UC only) to meet lower division requirements for a
	9/2024

	*Provide doc	umentation							
10.	Will this cou	rse be par	t of an app	rov	ed family?				
					here to enter te	ext.			
11.	facilities. New class m creation of a accompanyin	ay employ ort objects ng drawing	current ar Computer tablets. C	nd p rs sh om	ossibly new-hire nould have variou puters should als	class at Saddlebace faculty. Class recus drawing software various 30 will be taught in the	quires access to a are installed and D modeling softv	a computer for should likely h vare, prioritizin	the digital ave
		olicable, pl	ease comp	lete	the following in	nformation on art	_		ease contact
	12A. Trans	fer: Woul	d you reco	mm	end that this co	urse transfer to:			
	CSU		⊠ Y	'es	□ No	UC 🗵	Yes □ No		
	Priva	te	□Y	es	□ No				
		e attach d		71	r requirement at and complete be		⊠ Yes	☐ No Art & Design: G +Playable Medi	
_	rse Title		ourse No.	at	CSU Campus	UC Campus	Required for	Program o	
Virt	se Title ual and Physical neras Application		ourse No.	at	CSU Campus Chico	UC Campus	Required fo	Computer Anin Game Develop	nation and
Cour	se Title	C	ourse No.	at	CSU Campus	UC Campus	Required for		
3D F	Processes	А	RT 103		East Bay	-		Art, B.F.A.: Inte	
Cour	rse Title	C	ourse No.	at	CSU Campus	UC Campus	Required fo	or Program o	or Major
				-		at this course sat icer before comp		-	the following
		(Engl Communic	e/Rationality ish Comp, ation/Analyti iritical Thinkir	cal	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies

baccalaureate degree.

Mathematics)

1-28-25 Agenda Item 7 Page 40

Local GE			
Cal-GETC			

SADDLEBACK COLLEGE CURRICULUM DEVELOPMENT

	1	NEW COURSE PROPOSAL	
Date:	August 9, 2024	Prepared & Submitted by:	Jeffrey Bryan
Department:	Graphics	Course Prefix & Number 600:	GD 611 (61)

obtain ongmar (blue	nk) signatures from your Department Chai the Curriculum Office.	_
/9/2024	Jeffrey Bryan	Signature, Faculty Requestor
lick to enter date	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Chair Wee M
lick to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)
lick to enter date	Click here to enter text. Print Name	Signature, Dean
hese symbols: ? < > "		le: 3D Animation
hese symbols: ? < > " 3D Animation Jnits: 3 Credit Status: Cre	Lec hrs: 2	Lab hrs: 3 degree Applicable Non-Credit
hese symbols: ? < > " 3D Animation Jnits: 3 Credit Status: Credit Credit Status: Cred	Lec hrs: 2 edit – Degree Applicable	Lab hrs: 3
hese symbols: ? < > " 3D Animation Jnits: 3 Credit Status: Cre TOP Code: 0614.10	Lec hrs: 2 rdit – Degree Applicable	Lab hrs: 3 degree Applicable
hese symbols: ? < > " 3D Animation Jnits: 3 Credit Status: Cre OP Code: 06I4.IO Anticipated first ter Catalog Description roduces the tools and arse explores the basic nes, and simulations. ignments focused on a simulations.	Lec hrs: 2 dit – Degree Applicable	Lab hrs: 3 degree Applicable

If yes, which department is responsible for scheduling, updating, and assessing the course?

B. If you are mirroring a Non-Credit course with a Credit course-please list Credit course here:

5. Justification of recommendation for new course: How was the need for this course identified? How will this course meet student needs in ways that currently approved courses (including those from other departments) do not?

This course is meant to provide students with a strong foundation in the basic arts practices of the entertainment arts, arts that are pointedly character-driven and heavily 3D CGI focused. We conducted surveys and interviews with stakeholders, including 4 year institutions and industry professionals, who identified the need for our students to have strong training with particular specializations. As the focus of our program is developing art students for the games and interactive entertainment sectors, there is a need to have several specialized courses addressing the needs of that sector. There are currently no courses that focus on this fundamental concept at Saddleback. This course will also prove valuable for the animation degree program.

6.	Course Requisites: List all requisites*: Prerequisite: GD 609 (59) 3D Modeling and GD 610 (60) 3D Character Modeling Co-requisite: Limitation on enrollment: Recommended Prep:. *Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003
7.	Will this be a standalone course?
	☐ Yes Course will NOT be included in a degree or certificate program.
	☑ No Course WILL be included in a degree and/or certificate program.
	Which ones:
	Games and Interactive Media AS
	*Paperwork for the program (new or revised) must be submitted at the same time as the new course is being developed
8.	Proposed Grading System:
	☐ Letter Grade Only ☐ Option of a standard letter grade or Pass/No Pass
	□ Pass/No Pass only □ Pass/Satisfactory Progress/No Pass (P/SP/NP)
9.	Will course be Repeatable? ⊠ No □ Yes
	Additional skills that will be acquired by repeating this course must be included in the course outline.
	If yes, how many times? □ 1 □ 2 □ 3 □ Unlimited (Non-credit only)
	Reason for Repeating:*
	☐ Intercollegiate Athletics
	☐ Intercollegiate Competition
	☐ Occupational Work Experience/General Work Experience
	☐ Additional enrollment required by Transfer Institution (CSU & UC only) to meet lower division requirements for a
	baccalaureate degree.

*Provide documentation

10.	Will thi	s cour	se be part of an appr	ove	ed family?				
	☐ Yes	If y	es, identify family: Cl	ick	here to enter te	xt.			
	⊠ No								
11.	What re	esourc	es will be needed in	ord	der to offer this o	class at Saddlebad	ck? e.g. staff, fac	ulty, supplies/	equipment,
	facilitie								
	New cla	ass ma	y employ current and	d p	ossibly new-hire	faculty. Class red	quires access to a	a computer for	the digital
	creatio	n of ar	t objects. Computers	sh	ould have variou	us drawing softw	are installed and	should likely h	ave
	accomp	oanyin	g drawing tablets. Co	mp	puters should als	o have various 3	D modeling softv	vare, prioritizin	g free options
	for equ	itable	access. In-person ver	sic	ons of the class w	vill be taught in th	ne ATAS building		
12.	If degre	e-app	icable, please comple	ete	the following in	formation on art	iculation recomr	mendations. Pl	ease contact
	the Artic	culatio	n Officer for assistan	ce.	□ N/A				
	12A.	Transf	er: Would you recon	nm	end that this cou	urse transfer to:			
		CSU	⊠ Ye	25	□ No	UC 🗵	Yes □ No		
		Private	e □ Ye	S	□No				
	,	Will th	e course satisfy a ma	ior	requirement at	CSU or UC?	⊠ Yes	□ No	
			attach documentation	-	-				
Intr	oduction t	to 3D						Art & Design: G	iames
Ani	mation		CMPM 26	2+		UCSC	- Poquired f	+Playable Medi	ia B.A.
Cou	rse Title		Course No.	at	CSU Campus	UC Campus	Required for	Program o Game Design a	-
								Media, B.S.	nu mieractive
Cou	rse Title		Course No.	at	CSU Campus	UC Campus	Required for	Or Program o	
D:-:	امدا ۸ ماده	. :	CACD 240		China			Computer Anin	
_	ital Animai rse Title	tion	CAGD 240 Course No.	at	Chico CSU Campus	UC Campus	Required for	Game Develops Or Program of	
					300 Sumpus		. required is	Art, B.F.A.: Inte	
4D	Processes		ART 104		East Bay			Game Design C	
Cou	rse Title		Course No.	at	CSU Campus	UC Campus	Required for	or Program o	or Major
			l Education: Would y					-	the following
	GE patt	terns?	Please consult with t	he	Articulation Offi	cer before comp	leting this sectio	n.	
		-	i anguago /Dationalitu	-					
			Language/Rationality (English Comp,	-		Sacial/Dahaviaral		l Wallana	
			Communication/Analytica		Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies
			Thinking/Critical Thinking Mathematics)	3,				· ·	
Loc	al GE			7					

Cal-GETC			

SADDLEBACK COLLEGE CURRICULUM DEVELOPMENT

	N	EW COURSE PROPOSAL	
Date:	August 9, 2024	Prepared & Submitted by:	Jeffrey Bryan
Department:	Graphics	Course Prefix & Number 600:	GD 613 (63)

	the Curriculum Offi	hair and Division Dean prior to submitting to ce.
B/9/2024	Jeffrey Bryan	Signature, Faculty Requestor
Nick to enter date $09/15/2024$	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Chair
lick to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)
lick to enter date	Click here to enter text. Print Name	Signature, Dean
		Title: User Experisence Design
nese symbols: ? < > " ' Experience Design	\/*:)	
nese symbols: ? < > " ' Experience Design Units: 3	\	Lab hrs: 3
nese symbols: ? < > " ' Experience Design Units: 3	\	Lab hrs: 3 n-degree Applicable
nese symbols: ? < > " Experience Design Units: 3 Credit Status: 🗵 Cr	Lec hrs: 2 edit – Degree Applicable	Lab hrs: 3 on-degree Applicable
These symbols: ? < > "Yesperience Design Units: 3 Credit Status: 🗵 Cre TOP Code: 0614.10	Lec hrs: 2 edit – Degree Applicable	Lab hrs: 3 on-degree Applicable
Anticipated first tercoduces students to Hists. A project-based ernet-mediated social	Lec hrs: 2 edit – Degree Applicable	Lab hrs: 3 on-degree Applicable

If yes, which department is responsible for scheduling, updating, and assessing the course?

- B. If you are mirroring a Non-Credit course with a Credit course-please list Credit course here:
- 5. Justification of recommendation for new course: How was the need for this course identified? How will this course meet student needs in ways that currently approved courses (including those from other departments) do not?

3. 사용하다. ' Life 25m 5.1% 1752 ' Life(1947 - C. Life(1941 L. L. 1942) - 17 4. Life(1945) - 1945 - 1945 - 1945 -

This course is meant to provide students with a strong foundation in the basic arts practices of the entertainment arts, with a particular focus on interactive entertainment. We conducted surveys and interviews with stakeholders, including 4 year institutions and industry professionals, who identified the need for our students to have strong training with particular specializations. As the focus of our program is developing art students for the games and interactive entertainment sectors, there is a need to have several specialized courses addressing the needs of that sector. There are currently no courses that focus on this fundamental concept at Saddleback. This course will also prove valuable for the animation degree program.

6.	Course Requisites: List all requisites*: Prerequisite: GD 607 (57) Interaction Design Co-requisite: Limitation on enrollment: Recommended Prep:. *Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003						
7.	Will this be a standalone course?						
	☐ Yes Course will NOT be included in a degree or certificate program.						
	○ No Course WILL be included in a degree and/or certificate program.						
	Which ones:						
	Games and Interactive Media AS						
	*Paperwork for the program (new or revised) must be submitted at the same time as the new course is being developed						
8.	Proposed Grading System:						
	☐ Letter Grade Only ☐ Option of a standard letter grade or Pass/No Pass						
	☐ Pass/No Pass only ☐ Pass/Satisfactory Progress/No Pass (P/SP/NP)						
9.	Will course be Repeatable? ⊠ No □ Yes						
	Additional skills that will be acquired by repeating this course must be included in the course outline.						
	If yes, how many times? \Box 1 \Box 2 \Box 3 \Box Unlimited (Non-credit only)						
	Reason for Repeating:*						
	☐ Intercollegiate Athletics						
	☐ Intercollegiate Competition						
	□ Occupational Work Experience/General Work Experience						
	☐ Additional enrollment required by Transfer Institution (CSU & UC only) to meet lower division requirements for						
	baccalaureate degree.						

*Provide documentation

Cour Mat Cour Desi Cour Inte		on CN Co AF Co Studio TS AF Co	MPM 80I purse No. RT 50A purse No. ADT 102 purse No. RT 259 purse No.	at at at	CSU Campus CSU Campus Chico CSU Campus East Bay CSU Campus	UCSC UC Campus UCI UC Campus UC Campus UC Campus	Required fo Required fo Required fo Required fo Grequired fo	Art BA Program of Computer Anim Game Development Program of Theatre Arts, B. Technology and Concentration Program of Program of Theatre Arts of the Concentration Theatre Arts of the Concentration Program of the Concentration Theatre Arts of the Concentration Theatre Arts of the Concentration Theatre Arts of the Concentration Theatre	a B.A. or Major nation and ment BS or Major A.: Stage d Design
Cour Mat Cour Desi Cour Inte	nputer Interactionse Title ster and Media rse Title sign Thinking rse Title eraction Design S pools for Designer	nan Cn Co AF Co M Co Studio	MPM 80I ourse No. RT 50A ourse No. ADT 102 ourse No.	at at at	CSU Campus CSU Campus Chico CSU Campus	UCSC UC Campus UCI UC Campus UC Campus	Required fo Required fo Required fo	Art & Design: G +Playable Medi r Program of Art BA Program of Computer Anim Game Developm Program of Theatre Arts, B. Technology and Concentration	a B.A. or Major nation and ment BS or Major A.: Stage d Design
Cour Mat Cour Desi Cour Inte	nputer Interactionse Title ster and Media rse Title sign Thinking rse Title eraction Design S pools for Designer	nan Cn Co AF Co M Co Studio	MPM 80I ourse No. RT 50A ourse No. ADT 102 ourse No.	at at at	CSU Campus CSU Campus Chico CSU Campus	UCSC UC Campus UCI UC Campus UC Campus	Required fo Required fo Required fo	Art & Design: G +Playable Medi r Program of Art BA Program of Computer Anim Game Developm Program of Theatre Arts, B. Technology and Concentration	a B.A. or Major nation and ment BS or Major A.: Stage d Design
Cour Mat Cour	nputer Interaction rse Title iter and Media rse Title ign Thinking	nan On Co AF Co	MPM 80I ourse No. RT 50A ourse No.	at at	CSU Campus CSU Campus CSU Campus	UCSC UC Campus UCI UC Campus	Required fo Required fo	Art & Design: G +Playable Medi Program of Art BA Program of Computer Anim Game Developin Program of	a B.A. or Major nation and ment BS or Major
Cour Mat Cour	nputer Interaction rse Title Iter and Media rse Title	nan On Co AF Co	MPM 80I ourse No. RT 50A ourse No.	tion	CSU Campus	UCSC UC Campus	Required fo Required fo	Art & Design: G +Playable Medi Program of Art BA Program of Computer Anim Game Develops	a B.A. or Major or Major nation and
Cour Cour Mat	nputer Interactionse Title Title Iter and Media	nan on <u>CN</u> Co	MPM 80I ourse No. RT 50A	tion	and complete be	UCSC UC Campus	Required fo	Art & Design: G +Playable Medi r Program o Art BA	a B.A. or Major
Con	nputer Interaction	nan on <u>C</u> N	MPM 80I	tion	and complete be	ucsc		Art & Design: G +Playable Medi	a B.A.
		e attach do	ocumenta	7	_		⊠ Yes	□ No	
		he course s	satisfy a m	najor	requirement at				
	Priva	te		/es	□No				
	CSU		⊠ '		□ No		Yes □ No		
,					end that this cou	irse transfer to:			
	If degree-app		-			formation on arti	iculation recomm	endations. Ple	ease contact
	free alternat	ives to tho	se softwa	re. Ir	n-person version	s of the class will	be taught in the	ATAS building.	
							ter Effects and Illu		
						-	are installed and s	•	
				-			uires access to a		_
L.L.	What resour	ces will be	needed ir	n ord	ler to offer this c	lass at Saddlebac	k? e.g. staff, facu	lty, supplies/ e	equipment,
l1.	⊠ No								
11		yes, identif	y family: (Click	here to enter te	xt.			
	Will this cou ☐ Yes If	·			•				

	Thinking/Critical Thinking, Mathematics)			
Local GE				
Cal-GETC				

SADDLEBACK COLLEGE CURRICULUM DEVELOPMENT

NEW COURSE PROPOSAL					
Date:	August 9, 2024	Prepared & Submitted by:	Jeffrey Bryan		
Department:	Graphics	Course Prefix & Number 600:	GD 616 (66)		

	the Curriculum	nt Chair and Division Dean Office.	
9/9/2024	Jeffrey Bryan	Signature, Faculty Rec	uestor
Click to enter date	Click here to enter text. Print Name KAREN TAYLOR	 Signature, Department 	t Chair leve N
Click to enter date	Click here to enter text. Print Name	Signature, Other related disciplir	e Chair (if relevant)
Click to enter date	Click here to enter text. Print Name	Signature, Dean	Shurk.
Course Title (60 Cha these symbols: ? < > Game Art Production		nort Title: Game Art Producti	on <i>O</i>
Units: 3	Lec hrs: 2	Lab hrs: 3	
		- ''	□ Non-Credit
Credit Status: 🗵 C TOP Code: 061410 . Anticipated first t	Non-Credit Category: Click here	to enter text. Occupation	□ Non-Credit nal Code (SAM): B
TOP Code: 061410 . Anticipated first to a culminating cook in teams to design well as game aesthoth as an art object a coduction developmentategies. Students with a coduction developmentategies.	Non-Credit Category: Click here seem of offering:	ring Year 2026 etion of all other coursework teractive experience. Emplention should be paid to the ct presents opportunities to onding entry-level technica	rk for the degree. Students nasis on art and level design, e development of character o address milestones in the ar l and conceptual skills and d soft skills required in the

4.	A. Will course be cross-listed? ☐ Yes ☐ No If yes, which department is responsible for scheduling, updating, and assessing the course?
	B. If you are mirroring a Non-Credit course with a Credit course- please list Credit course here:
5.	Justification of recommendation for new course: How was the need for this course identified? How will this course meet student needs in ways that currently approved courses (including those from other departments) do not?
indu prof dev	scourse is meant to provide students with an opportunity to develop portfolio work for competitive entry into the ustry. We conducted surveys and interviews with stakeholders, including 4 year institutions and industry fessionals, who identified the need for our students to have opportunities to develop games in teams for portfolio elopment. There are currently no courses that cover this need at Saddleback. There is also no course that satisfies collaborative group creation needed for <i>real</i> game design.
6.	Course Requisites: List all requisites*: Prerequisite: Co-requisite: Limitation on enrollment: Students must complete all other degree requirements before enrolling Recommended Prep:. *Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003
7.	Will this be a standalone course? ☐ Yes Course will NOT be included in a degree or certificate program. ☐ No Course WILL be included in a degree and/or certificate program. Which ones: Games and Interactive Media AS *Paperwork for the program (new or revised) must be submitted at the same time as the new course is being developed
8.	Proposed Grading System: ☐ Letter Grade Only ☐ Pass/No Pass only ☐ Pass/Satisfactory Progress/No Pass (P/SP/NP)
9.	Will course be Repeatable? No Yes Additional skills that will be acquired by repeating this course must be included in the course outline. If yes, how many times? 1 2 3 Unlimited (Non-credit only) Reason for Repeating:* Intercollegiate Athletics Intercollegiate Competition Occupational Work Experience/General Work Experience Additional enrollment required by Transfer Institution (CSU & UC only) to meet lower division requirements for a baccalaureate degree.
	*Provide documentation

TO. AAIII (1112 COL	ו אר אר	part of an appro	veu ranniy:				
☐ Yes If	yes, ide	ntify family: Clic	k here to enter te	ext.			
⊠ No							
11. What resou facilities.	rces wil	l be needed in o	rder to offer this (class at Saddlebad	ck? e.g. staff, fac	ulty, supplies/	equipment,
		l		faculty Class			that allanca
		-	possibly new-hire				
		_	fart objects, requ				
-			r lockable cabine		lents to store ne	eded physical s	upplies. In-
person vers	ions of t	the class will be	taught in the ATA	5 building.			
12. If degree-ap	plicable	, please complet	te the following in	formation on art	iculation recomi	mendations. Pl	ease contact
the Articulat	ion Offic	cer for assistance	e. 🗆 N/A				
12A. Tran	sfer: W	ould you recomi	mend that this co	urse transfer to:			
CSU		⊠ Y es	□No	UC 🗵	Yes □ No		
Priva	ate	☐ Yes	□No				
		_ , , ,					
NA CH				0011 1103	57.		
			or requirement at			□ No	
Pleas	se attac	h documentatio	n and complete be	elow:			
Introduction to Gar	me Art					Art & Design: 0	
Production Course Title		ARTG 91	t CSU Campus	UCSC	Required f	+Playable Med	
Introduction to Gar	me	Course No.	CSO Campus	UC Campus	•	Program of Game Design a	
Development		GDIM 61		UCI		Media, B.S.	
Course Title		Course No. a	t CSU Campus	UC Campus	Required f	Fiogram	
14	1	CACD 205	China			Computer Anir	
Managing Media Pi	ipelines	CAGD 295 Course No. a	t CSU Campus	UC Campus	Required f	Or Program	
4D Project Develop	ment	course No.	e coo campas	oc campus	nequirear	Art, B.F.A.: Inte	
and Preproduction		ART 241	East Bay			Game Design C	
Course Title		Course No. a		UC Campus	Required f		
ood/se //ile		200136 1101	ess campas	oc campus		1108/0111	71 Major
12B. Gene	eral Educ	cation: Would yo	ou recommend th	at this course sat	isfy a GE require	ment in any of	the following
GE patterns	? Please	consult with th	e Articulation Off	icer before comp	leting this section	n.	
					O .		
	Langu	uage/Rationality					
	1	inglish Comp,		Social/Behavioral		Life Long	
		inication/Analytical g/Critical Thinking,	Arts/Humanities	Sciences	Natural Sciences	Understanding	Ethnic Studies
		fathematics)				1	
Local GE					В		
Cal-GETC							

New Program Initiation Form (not needed for ADTs)

L	Idea for program. ADTs do NOT need to complete this process. Faculty Initiator completes Part 2 of this New Program Initiation Form in preparation for Step 3.						
	a. Program Name: Games and Interactive Media - Animation						
	b. Program Type: Certificate of Achievement						
	c. Program TOP code: 0614.10 CIP: 51.0304 SOC: 27-1014.00						
	d. Contact information for Program Initiator: Jeffrey Bryan jbryan@saddleback.edu 435-237-2935						
	e. Proposed Pathway for new program: Arts, Media, & Design						
2	f. Summary description of the new program: The Games and Interactive Media program prepares students for entry-level careers as artists in the game design and interactive media entertainment industries, for both analog and digital environments, such as character artists, environment artists, prop designers, level designers, animators, or 2D and 3D artists. The program also provides coursework for professionals interested in upgrading skills and/or receiving certification in the field. The certificate program has two tracks, one focusing on design and one focusing on animation. Along with providing certification for professionals in the field, these certifications are also meant to provide students from other degrees relevant to the industry, like Studio Arts, Illustration/Animation, Film, Television, and Electronic Media, Computer Science, etc. with a games and interactive media specialization for their coursework, increasing their job market competitiveness.						
	g. Brief Description of how the idea for the new program came about: We developed our games and interactive media program to expand and strengthen our broader graphic design program to meet the needs of the gaming and interactive media entertainment and tech industry sectors. We expanded our initial research via industry outreach and educational outreach and developed an advisory board to guide us as we develop the course structures for the certificates and degree. From this research, we have found a need to develop a program that includes inter-departmental collaboration to meet the needs of our students, the industry, and 4-year colleges.						
	h. Please list all courses to be included in the program and total units: *Indicates new courses *GD 601 History of Games (3 units) *GD 603 Introduction to Game Design (3 units) GD 150 Digital Animation (3 units) *GD 611 3D Animation (3 units) GD 210 Motion Graphics (3 units) 15 total units						
	Document Department/Inter-Departmental discussions with signatures in preparation for Step 4						
3	Signature/Date, Program Initiator 9/9/24						
	Signature/Date, Division Dean Other discipline faculty/chair (if applicable) or □ n/a						
1	Articulation Officer: Review date (if EWD Director: Review date (if applicable) applicable) Date Initials Initials Curriculum Committee: Review date						
5	Consultation Council: Review date Curriculum Chair posts cleared Notice of Intent on the Curriculum Website New Program Status link						

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	New Program Initiation Form (not needed for ADTs) Agenda Ite Page 53
1	Idea for program. ADTs do NOT need to complete this process.
	Faculty Initiator completes Part 2 of this New Program Initiation Form in preparation for Step 3.
	a. Program Name: Games and Interactive Media - Design
	b. Program Type: Certificate of Achievement
	c. Program TOP code: 0614.10 CIP: 51.0304 SOC: 27-1014.00
	d. Contact information for Program Initiator: Jeffrey Bryan jbryan@saddleback.edu 435-237-2935
	e. Proposed Pathway for new program: Arts, Media, & Design
2	f. Summary description of the new program: The Games and Interactive Media program prepares students for entry-level careers as artists in the game design and interactive media entertainment industries, for both analog and digital environments, such as character artists, environment artists, prop designers, level designers, animators, or 2D and 3D artists. The program also provides coursework for professionals interested in upgrading skills and/or receiving certification in the field. The certificate program has two tracks, one focusing on design and one focusing on animation. Along with providing certification for professionals in the field, these certifications are also meant to provide students from other degrees relevant to the industry, like Studio Arts, Illustration/Animation, Film, Television, and Electronic Media, Computer Science, etc. with a games and interactive media specialization for their coursework, increasing their job market competitiveness. g. Brief Description of how the idea for the new program came about: We developed our games and interactive media program to expand and strengthen our broader graphic design program to meet the needs of the gaming and interactive media entertainment and tech industry sectors. We expanded our initial research via industry outreach and educational outreach and developed an advisory board to guide us as we develop the course structures for the certificates and degree. From this research, we have found a need to develop a program that includes inter-departmental collaboration to meet the needs of our students, the industry, and 4-year colleges. h. Please list all courses to be included in the program and total units: *Indicates new courses *GD 601 History of Games (3 units) *GD 603 Introduction to Game Design (3 units) *GD 604 Play Studies (3 units)
3	*GD 613 Experience Design (3 units) *GD 608 Interactive Storytelling (3 units) 15 total units Document Department/Inter-Departmental discussions with signatures in preparation for Step 4 Signature/Date, Program Initiator Signature/Date, Dept. Chair 9/9/24 Signature/Date, Division Dean Other discipline faculty/chair (if applicable) or □ n/a
	Articulation Officer: Review date (if FWD Director: Review date (if applicable)

Date

applicable)

5 Curriculum Committee: Review date

Date Initials__ Initials _____

6 Consultation Council: Review date

7 Curriculum Chair posts cleared Notice of Intent on the Curriculum
Website New Program Status link

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	New Program	Initiati	on Form (not needed for ADTs)	Page 55				
1	Idea for program. ADTs do NOT need t	-	·	_				
	Faculty Initiator completes Part 2 of th	nis New Pr	rogram Initiation Form in preparation for	Step 3.				
	a. Program Name: Games and Interactive Media							
	b. Program Type: Associate of Science							
	c. Program TOP code: 0614.10 CIP:	51.0304	SOC: 27-1014.00					
	d. Contact information for Program In	itiator: Jef	ffrey Bryan jbryan@saddleback.edu 435-	237-2935				
e. Proposed Pathway for new program: Arts, Media, & Design								
2	prepares students for entry-level caree industries, for both analog and digital edesigners, level designers, animators, or professionals interested in upgrading slocused specialization, meant to guide producing highly specialized artists and for games and interactive media from edical street in the students of the second street in the second s	ers as artisenvironme or 2D and 3 kills and/o students to designers establishing.	e Associate of Science in Games and Intersts in the game design and interactive medents, such as character artists, environments and artists. The program also provides couper receiving certification in the field. The contoward transfer pathways while also satists. The program encompasses all phases or any visual aesthetics in concert with interaction, and distribution following incompasses.	dia entertainment nt artists, prop rsework for legree is designed as a fying industry goals of f the art design process ction dynamics (design,				
g. Brief Description of how the idea for the new program came about: We developed our games and interactive media program to expand and strengthen our broader graphic design program to meet the needs of the gar and interactive media entertainment and tech industry sectors. We expanded our initial research via indust outreach and educational outreach and developed an advisory board to guide us as we develop the course structures for the certificates and degree. From this research, we have found a need to develop a program to includes inter-departmental collaboration to meet the needs of our students, the industry, and 4-year colleges.								
	*GD 601 History of Games (3 units) GD	603 *Introunits) *G[ogram and total units: *Indicates new co oduction to Game Design (3 units) Art 40 D 605 Character Design (3 units) *GD 609 Game Art Production (3 units)	- 2D Foundations (3				
	OR	•	GD 611 3D Animation (3 units) GD 210 Mo Experience Design (3 units) *GD 608 Intera	, , , ,				
3	Signature/Date, Program Initiator 9/9/24	Signatu	cussions with signatures in preparation f re/Date, Dept. Chair	·				
	Signature/Date, Division Dean	Other d	liscipline faculty/chair (if applicable) or \Box	n/a				
4	Articulation Officer: Review date (if applicable)	EWD Di Date	irector: Review date (if applicable) Initials					

Date

Initials_____

5 Curriculum Committee: Review date

1-28-25 Agenda Item 7 Page 56

Consultation Council: Review date

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