

SADDLEBACK COLLEGE CURRICULUM COMMITTEE

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 Chicana 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 106.
 - B. The first GE Committee meeting of the spring semester is today, Tuesday, January 28th at 4pm in AGB 106.

**SADDLEBACK COLLEGE
CURRICULUM COMMITTEE**

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....

SADDLEBACK COLLEGE CURRICULUM COMMITTEE

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

- | | |
|----------------------|-----------------------|
| 1. Michelle Duffy | Curriculum Chair |
| 2. Stephanie Di Alto | Curriculum Specialist |
| 3. Aimee Tran | Articulation Officer |

Curriculum Team and Leadership in Absence

- | | |
|---------------------|-----|
| 1. Tram Vo-Kumamoto | VPI |
|---------------------|-----|

Voting Members in Attendance

- | | |
|-------------------------------|--|
| 1. Jessica Beck | Extended Learning |
| 2. Mike Bennett | Kinesiology & Athletics |
| 3. Linda Call | Health and Wellness |
| 4. Deborah Chau | Counseling and Special Programs |
| 5. Tom DeDonno | Business and Industry |
| 6. Carmenmara Hernandez-Bravo | Humanities and Social Sciences |
| 7. Farida Gabdrakhmanova | Arts, 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 | Counseling and Special Programs |
| 13. Carolyn Seaman | Instructional Support and Teaching Innovations |
| 14. Tamara Sison | Science, Technology, Engineering, and Math |
| 15. Michelle Weckerly | Business and Industry |

Voting Members Absent

- | | |
|--------------------|--|
| 1. Ari Grayson | Arts, Media, Performance, and Design |
| 2. Larry Perez | Science, Technology, Engineering, and Math |
| 3. Jennifer Rohles | Kinesiology & Athletics |

Administrators in Attendance

None

SADDLEBACK COLLEGE CURRICULUM COMMITTEE

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**
 - **February 10th for ANTH and BIO**
 - **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 Chicax 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.**

SADDLEBACK COLLEGE CURRICULUM COMMITTEE

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**
 - **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.**
 - **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.**

SADDLEBACK COLLEGE CURRICULUM COMMITTEE

MINUTES

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....

**SADDLEBACK COLLEGE
 CURRICULUM DEVELOPMENT**

NEW 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 Department Chair and Division Dean prior to submitting to the Curriculum Office.

Click to enter date	Claire Cesareo _____ Print Name	 _____ Signature, Faculty Requestor
Click to enter date	Claire Cesareo _____ Print Name	 _____ Signature, Department Chair
Click to enter date	Click here to enter text. _____ Print Name	_____ Signature, Other related discipline Chair (if relevant)
Click to enter date	Christina Hinkle _____ Print Name	<u>Christina Hinkle</u> _____ Signature, Dean

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * :)	Short Title: HON INTRO CHIC LAT STUD	
Honors Introduction to Chicanx and Latinx Studies		
Units: 3	Lec hrs: 3	Lab hrs: 0
Credit Status: <input checked="" type="checkbox"/> Credit – Degree Applicable <input type="checkbox"/> Credit – Non-degree Applicable <input type="checkbox"/> Non-Credit		
TOP Code: 2203.00	Non-Credit Category: Click here to enter text.	Occupational Code (SAM): E

1. Anticipated first term of offering: Fall Spring Year 2026

2. Catalog Description:
 Course is an introduction to the historical and contemporary experiences of Chicanx and Latinx peoples in the United States. It explores past and current issues within the historical context of U.S. colonialism and imperialism, such as race and racism, intersectionality, racial capitalism, white supremacy, immigration, settler colonialism, self-determination, racial formation, civil rights, and anti-racist struggles. This honors course will be enriched through limited class size, seminar format and an extensive research project. Credit may be earned in either ES 3 or ES 3H, but not both.

3. Is this course being aligned to a C-ID descriptor? Yes No N/A
 C-ID Code: [Click here to enter text.](#)
 If yes, see the Articulation Officer for assistance with C-ID descriptors.

4. A. Will course be cross-listed? Yes No
 If yes, which department is responsible for scheduling, updating, and assessing the course?
 Reason for cross-listing: [Click here to enter text.](#)

- 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?

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

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 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.

The college has all the necessary resources to offer this class.

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 Yes No UC Yes No
 Private Yes No

Will the course satisfy a major requirement at CSU or UC? Yes No

Please attach documentation and complete below:

Introduction to Chicano and Latino Studies	CHLS 100	at Cal State Long Beach	Click	Required for	Chicano and Latino Studies
Course Title	Course No.	CSU Campus	UC Campus		Program or Major
Introduction to Chicano/Latino Studies	CHC/LAT 61	at Click here to enter text.	UC Irvine	Required for	Chicano/Latino Studies
Course Title	Course No.	CSU Campus	UC Campus		Program or Major
Introduction to Chicana/Chicano Studies: History and Culture	CCSA10A	at Click	UCLA	Required for	Chicana/o and Central American Studies
Course Title	Course No.	CSU Campus	UC 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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	x
Cal-GETC	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	x

SADDLEBACK COLLEGE
 CURRICULUM DEVELOPMENT

NEW COURSE PROPOSAL

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

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, Faculty Requestor
Click to enter date	Claire Cesareo _____ Print Name	 Signature, Department Chair
Click to enter date	Click here to enter text. _____ Print Name	_____ Signature, Other related discipline Chair (if relevant)
Click to enter date	Christina Hinkle _____ Print Name	<u>Christina Hinkle</u> Signature, Dean

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * :)	Short Title: INTRO AFRICAN AM STUD	
Introduction to African American Studies		
Units: 3	Lec hrs: 3	Lab hrs: Click here to enter text.
Credit Status: <input checked="" type="checkbox"/> Credit – Degree Applicable <input type="checkbox"/> Credit – Non-degree Applicable <input type="checkbox"/> Non-Credit		
TOP Code: 2203.00	Non-Credit Category: Click here to enter text.	Occupational Code (SAM): E

1. Anticipated first term of offering: Fall Spring Year 2026

2. Catalog Description:
 Course examines the African American experience, focusing on the social, cultural, political, and historical contributions of Black people in the United States. Students will explore the intersections of race, class, gender, and sexuality, examining how these identities have shaped the lived experiences of African Americans. Central to this course are themes of Blackness, resistance, agency, and social justice, as students critically engage with concepts such as racial formation, the institution of slavery, systemic racism, colonialism, intersectionality, and the cultural expressions of African Americans. By the end of this course, students will be able to analyze contemporary racial issues and recognize their historical roots.

3. Is this course being aligned to a C-ID descriptor? Yes No N/A
 C-ID Code: Click here to enter text.
 If yes, see the Articulation Officer for assistance with C-ID descriptors.

4. A. Will course be cross-listed? Yes No
 If yes, which department is responsible for scheduling, updating, and assessing the course?
 Reason for cross-listing: Click here to enter text.

- 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

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 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, supp equipment, facilities.

The college has all the necessary resources to offer this class.

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 Yes No UC Yes No

Private Yes No

Will the course satisfy a major requirement at CSU or UC? Yes No

Please attach documentation and complete below:

Introduction to African American Studies	AFAM 107	at	CSU Fullerton	Click	Required for	African American Studies
Course Title	Course No.		CSU Campus	UC Campus		Program or Major
African American Studies	AFRAM 40A	at	Click here to enter text.	UC Irvine	Required for	African American Studies
Course Title	Course No.		CSU Campus	UC Campus		Program or Major
Intro - African American Studies	BL ST 1	at	Click	UC Santa Barbara	Required for	Black Studies
Course Title	Course No.		CSU Campus	UC 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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	x
Cal-GETC	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	x

SADDLEBACK COLLEGE
 CURRICULUM DEVELOPMENT

NEW 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 Department Chair and Division Dean prior to submitting to the Curriculum Office.

Click to enter date	Claire Cesareo _____ Print Name	 Signature, Faculty Requestor
Click to enter date	Claire Cesareo _____ Print Name	 Signature, Department Chair
Click to enter date	Click here to enter text. _____ Print Name	_____ Signature, Other related discipline Chair (if relevant)
Click to enter date	Christina Hinkle _____ Print Name	<u>Christina Hinkle</u> Signature, Dean

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * :)	Short Title: INTRO ASIAN AM STUDIES	
Introduction to Asian American Studies		
Units: 3	Lec hrs: 3	Lab hrs: Click here to enter text.
Credit Status: <input checked="" type="checkbox"/> Credit – Degree Applicable <input type="checkbox"/> Credit – Non-degree Applicable <input type="checkbox"/> Non-Credit		
TOP Code: 2203.00	Non-Credit Category: Click here to enter text.	Occupational Code (SAM): E

1. Anticipated first term of offering: Fall Spring Year 2026

2. Catalog Description:
 Introduction to the field of Asian American Studies, this course will investigate the histories and experiences of Asian Americans and Pacific Islanders from the 1700s to the contemporary era using the lens of ethnic studies and focusing on several key themes including race and racism, gender, labor, migration, citizenship, war, militarism, colonialism and imperialism, diaspora, cultural representations, self-determination, decolonization, civil rights, and social movements. The course will also focus on how Asian Americans and Pacific Islanders negotiate their intersectionality and the structural forces confronting them. Students will learn how to critically analyze events, histories, cultures, experiences, and epistemologies of Asian Americans and Pacific Islanders, as well as identify struggles of racial and social justice.

3. Is this course being aligned to a C-ID descriptor? Yes No N/A
 C-ID Code: Click here to enter text.
 If yes, see the Articulation Officer for assistance with C-ID descriptors.

4. A. Will course be cross-listed? Yes No
 If yes, which department is responsible for scheduling, updating, and assessing the course?
 Reason for cross-listing: Click here to enter text.

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

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 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.

The college has all the necessary resources to offer this class.

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 Yes No UC Yes No
 Private Yes No

Will the course satisfy a major requirement at CSU or UC? Yes No

Please attach documentation and complete below:

History of Asians in the United States	AA S 210	San Francisco State	Click	Required for	Asian American Studies
Course Title	Course No.	CSU Campus	UC Campus		Program or Major
Introduction to Asian American Studies	ETST 05	Click here to enter text.	UC Riverside	Required for	Asian American Studies/Ethnic Studies
Course Title	Course No.	CSU Campus	UC Campus		Program or Major
Asian Americans and Race	ASIANA M 53	Click	UC Irvine	Required for	Asian American Studies
Course Title	Course No.	CSU Campus	UC 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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	x
Cal-GETC	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	x

SADDLEBACK COLLEGE
 CURRICULUM DEVELOPMENT

NEW 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 Chair and Division Dean prior to submitting to the Curriculum Office.

9/9/2024	Jeffrey Bryan	Signature, Faculty Requestor	
Click to enter date 09/15/2024	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Chair	
Click to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)	
Click to enter date	Click here to enter text. Print Name	Signature, Dean	

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * :)	Short Title: History of Games	
History of Games		
Units: 3	Lec hrs: 3	Lab hrs: 0
Credit Status:	<input checked="" type="checkbox"/> Credit – Degree Applicable <input type="checkbox"/> Credit – Non-degree Applicable <input type="checkbox"/> Non-Credit	
TOP Code: 0614.10	Non-Credit Category: Click here to enter text.	Occupational Code (SAM): D

1. Anticipated first term of offering: Fall Spring Year 2026

2. Catalog Description:

Critical and historical survey of games as a form of communication and cultural expression, from prehistoric origins to present digital formats. Games studied in relation to the culture and society in which they were created including U.S., Europe, and Japan. Students analyze and evaluate a large cross-section of works.

3. Is this course being aligned to a C-ID descriptor? No Yes N/A

C-ID Code:

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

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?

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. 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? 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 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. 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 Yes No UC Yes No
 Private Yes No

Will the course satisfy a major requirement at CSU or UC? Yes No

Please attach documentation and complete below:

Critical History of Digital Games	ARTG 80H	at	_____	UCSC	Required for	Art & Design: Games + Playable Media B.A.
Course Title	Course No.		CSU Campus	UC Campus		Program or Major
Game History	GDIM 49	at	_____	UCI	Required for	Game Design and Interactive Media, B.S.
Course Title	Course No.		CSU Campus	UC Campus		Program or Major
World Sports and Games	KINE 247	at	Chico	_____	Required for	Kinesiology BA
Course Title	Course No.		CSU Campus	UC Campus		Program or Major
History of Play, Games, and Interactivity	ART 127	at	East Bay	_____	Required for	Art, B.F.A.: Interaction & Game Design Concentration
Course Title	Course No.		CSU Campus	UC Campus		Program or Major



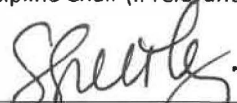
12B. General Education: Would you recommend that this course satisfy a GE requirement in any of the following GE patterns? Please consult with the Articulation Officer before completing this section.

	Language/Rationality (English Comp, Communication/Analytical Thinking/Critical Thinking, Mathematics)	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies
Local GE	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cal-GETC	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SADDLEBACK COLLEGE
 CURRICULUM DEVELOPMENT

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

Obtain original (blue ink) signatures from your Department Chair and Division Dean prior to submitting to the Curriculum Office.

8/9/2024	Jeffrey Bryan	Signature, Faculty Requestor	
Click to enter date 09/15/2024	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Chair	
Click to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)	
Click to enter date	Click here to enter text. Print Name	Signature, Dean	

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * :)	Short Title: Intro to Game Design		
Introduction to Game Design			
Units: 3	Lec hrs: 2	Lab hrs: 3	
Credit Status:	<input checked="" type="checkbox"/> Credit – Degree Applicable <input type="checkbox"/> Credit – Non-degree Applicable <input type="checkbox"/> Non-Credit		
TOP Code: 0614.10	Non-Credit Category: Click here to enter text.		Occupational Code (SAM): D

1. Anticipated first term of offering: Fall Spring Year 2026

2. Catalog Description:

Explores the fundamentals of game design and how games shape experiences and express ideas through the design and play of simple analog game systems. Students explore the principles and usage of game design elements through hands-on projects emphasizing iteration and playtesting while working in teams. Students develop novel games, interpret games, and survey related topics. No programming experience is required; this is not a programming course.

3. Is this course being aligned to a C-ID descriptor? Yes No N/A

C-ID Code:

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

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?

This course is meant to provide students with a strong foundation of the basics of game design without requiring any programming background. 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 foundation in the basics of game design. There are currently no courses that cover those basics at Saddleback without requiring programming knowledge.

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? 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 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 hybrid space that allows both physical and digital creation of art objects, requiring physical tables and space as well as computers. Ideally, the space would also have lockers or lockable cabinets that allow students to store needed physical supplies. 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 Yes No UC Yes No
- Private Yes No

Will the course satisfy a major requirement at CSU or UC? Yes No

Please attach documentation and complete below:

Foundations of Video Game Design	CMPM 80K	at	UCSC	Required for	Art & Design: Games + Playable Media B.A.
Course Title	Course No.		UC Campus		Program or Major
Game Design Fundamentals	GDIM 25	at	UCI	Required for	Game Design and Interactive Media, B.S.
Course Title	Course No.		UC Campus		Program or Major
Video Game Design	CAGD 170	at	Chico	Required for	Computer Animation and Game Development BS
Course Title	Course No.		UC Campus		Program or Major
Game Design I	ART 255	at	East Bay	Required for	Art, B.F.A.: Interaction & Game Design Concentration
Course Title	Course No.		UC 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
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Local GE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cal-GETC	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SADDLEBACK COLLEGE
 CURRICULUM DEVELOPMENT

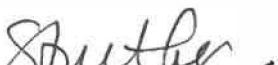
NEW COURSE PROPOSAL	
Date: August 9, 2024	Prepared & Submitted by: Jeffrey Bryan
Department: : : Graphics	Course Prefix & Number 600: GD 604 (54)

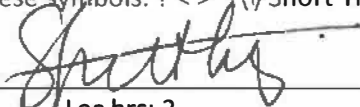
Obtain original (blue ink) signatures from your Department Chair and Division Dean prior to submitting to the Curriculum Office.

9/9/2024 Jeffrey Bryan Signature, Faculty Requestor 

Click to enter date Click here to enter text.
 09/15/2024 Print Name KAREN TAYLOR Signature, Department Chair 

Click to enter date Click here to enter text.
 Print Name Signature,
 Other related discipline Chair (if relevant)

Click to enter date Click here to enter text.
 Print Name Signature, Dean 

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / Short Title: Play Studies
 * : |)
 Play Studies 

Units: 3 Lec hrs: 2 Lab hrs: 3

Credit Status: Credit – Degree Applicable Credit – Non-degree Applicable Non-Credit

TOP Code: 0614.10 Non-Credit Category: Click here to Occupational Code enter text. (SAM): D

1. Anticipated first term of offering: Fall Spring Year 2026

2. Catalog Description:

Introduces students to play as an expressive form that extends across many mediums of cultural expression and communication. Students study, experience, and design playful performance and interactive experiments. Explores play as a force for creativity and as a changing concept in historical and contemporary terms from the perspectives of producers, consumers, and institutions. Exposes students to the study of play across multiple disciplines, including leisure studies, game studies, performance studies, psychology, sociology, etc.

3. Is this course being aligned to a C-ID descriptor? Yes No N/A

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

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?

This course is meant to provide students with a strong foundation of literacy for the media they are creating, giving them a broad societal perspective of its influence on culture while introducing students to contemporary academic perspectives in the field of ludology. 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 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? 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 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. In-person versions of the class will be taught in the ATAS building. Classroom should have sufficient space for students to practice performance play activities, while also providing desks and computers for artistic creation.

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 Yes No UC Yes No
- Private Yes No

Will the course satisfy a major requirement at CSU or UC? Yes No

Please attach documentation and complete below:

Play as a Radical Endeavor	ARTG 50	UCSC	Required for	Art & Design: Games + Playable Media B.A.
Course Title	Course No.	at CSU Campus UC Campus		Program or Major
Changing Creativity	ART 8	UCI	Required for	Art BA
Course Title	Course No.	at CSU Campus UC Campus		Program or Major
The Good Life	PHIL 104	Chico	Required for	Philosophy BA
Course Title	Course No.	at CSU Campus UC Campus		Program or Major
Leisure, Self, and Society	REC 235	East Bay	Required for	Recreation BS
Course Title	Course No.	at CSU Campus UC Campus		Program or Major


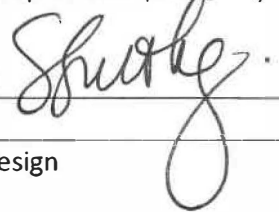
12B. General Education: Would you recommend that this course satisfy a GE requirement in any of the following GE patterns? Please consult with the Articulation Officer before completing this section.

	Language/Rationality (English Comp, Communication/Analytical Thinking/Critical Thinking, Mathematics)	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies
Local GE	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cal-GETC	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SADDLEBACK COLLEGE
 CURRICULUM DEVELOPMENT

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

Obtain original (blue ink) signatures from your Department Chair and Division Dean prior to submitting to the Curriculum Office.

9/9/2024	Jeffrey Bryan	Signature, Faculty Requestor	
Click to enter date 09/15/2024	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Chair	
Click to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)	
Click to enter date	Click here to enter text. Print Name	Signature, Dean	

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * :)	Short Title: Character Design	
Character Design		
Units: 3	Lec hrs: 2	Lab hrs: 3
Credit Status:	<input checked="" type="checkbox"/> Credit – Degree Applicable <input type="checkbox"/> Credit – Non-degree Applicable <input type="checkbox"/> Non-Credit	
TOP Code: 0614.10	Non-Credit Category: Click here to enter text.	Occupational Code (SAM): D

1. Anticipated first term of offering: Fall Spring Year 2026

2. Catalog Description:

The principles, tools, and techniques of character design for static and playable media. Explores the ways in which aesthetic designs in art and media influence, make, and convey meaning, and presents methods for designing, authoring and implementing aesthetic components into games, animations, and interactive artworks. Focuses on the various areas of design practice for creating an original character.

3. Is this course being aligned to a C-ID descriptor? Yes No N/A

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

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?

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.

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? 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 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.

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 Yes No UC Yes No
- Private Yes No

Will the course satisfy a major requirement at CSU or UC? Yes No

Please attach documentation and complete below:

Aesthetic Designs	ARTG 10	at	UCSC	Required for	Art & Design: Games + Playable Media B.A.
Course Title	Course No.		UC Campus		Program or Major
Visual Design					Game Design and Interactive
Fundamentals	GDIM 51	at	UCI	Required for	Media, B.S.
Course Title	Course No.		UC Campus		Program or Major
Concept Design and					Computer Animation and
Storyboarding	CAGD 117	at	Chico	Required for	Game Development BS
Course Title	Course No.		UC Campus		Program or Major
Introduction to Illustration	ART 260	at	East Bay	Required for	Art, B.F.A.: Interaction &
Course Title	Course No.		UC Campus		Game Design Concentration
					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.



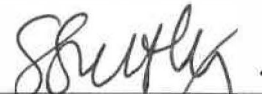
	Language/Rationality (English Comp, Communication/Analytical Thinking/Critical Thinking, Mathematics)	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies
Local GE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Cal-GETC	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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SADDLEBACK COLLEGE
 CURRICULUM DEVELOPMENT

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

Obtain original (blue ink) signatures from your Department Chair and Division Dean prior to submitting to the Curriculum Office.

9/9/2024	Jeffrey Bryan	Signature, Faculty Requestor	
Click to enter date 09/15/2024	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Chair	
Click to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)	
Click to enter date	Click here to enter text. Print Name	Signature, Dean	

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * :)	Short Title: Environment Design		
Environment Design			
Units: 3	Lec hrs: 2	Lab hrs: 3	
Credit Status:	<input checked="" type="checkbox"/> Credit – Degree Applicable	<input type="checkbox"/> Credit – Non-degree Applicable	<input type="checkbox"/> Non-Credit
TOP Code: 0614.10	Non-Credit Category: Click here to enter text.	Occupational Code (SAM): D	

1. Anticipated first term of offering: Fall Spring Year 2026

2. Catalog Description:

The principles, tools, and techniques of environment design for static and playable media. Explores the ways in which environments contextualize art and characters to make and convey meaning, and presents methods for designing, authoring and implementing environmental components into games, animations, and interactive artworks. Focuses on the various areas of design practices for creating an original environment, including stage and scenic design, and technologies for interactive media and game design, like virtual world platforms, and game engines.

3. Is this course being aligned to a C-ID descriptor? Yes No N/A

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

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?

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 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? 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 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 Yes No UC Yes No
 Private Yes No

Will the course satisfy a major requirement at CSU or UC? Yes No

Please attach documentation and complete below:

Environmental Art in the Expanded Field	ART 80E	at	UCSC	Required for	Art & Design: Games + Playable Media B.A.
Course Title	Course No.	CSU Campus	UC Campus		Program or Major
Game Technologies and Interactive Media	I&C SCI 62	at	UCI	Required for	Game Design and Interactive Media, B.S.
Course Title	Course No.	CSU Campus	UC Campus		Program or Major
Introduction to Technical CGI	CAGD 250	at	Chico	Required for	Computer Animation and Game Development BS
Course Title	Course No.	CSU Campus	UC Campus		Program or Major
Pencil and Color Sketching	THEA 262	at	East Bay	Required for	Theatre Arts, B.A.: Stage Technology and Design Concentration
Course Title	Course No.	CSU Campus	UC 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)	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies
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	Thinking/Critical Thinking, Mathematics)					
Local GE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cal-GETC	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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, 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.

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? 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 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.

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 Yes No UC Yes No
- Private Yes No

Will the course satisfy a major requirement at CSU or UC? Yes No

Please attach documentation and complete below:

Pixar - Story Matters	THEA 80P	UCSC	Theater Arts BA
Course Title	Course No.	at <u>CSU Campus</u> UC Campus Required for	<u>Program or Major</u>
Storytelling for Interactive Media	GDIM 55	UCI	Game Design and Interactive Media, B.S.
Course Title	Course No.	at <u>CSU Campus</u> UC Campus Required for	<u>Program or Major</u>
Writing for Screen Media	MADT 103W	Chico	Media Arts BA
Course Title	Course No.	at <u>CSU Campus</u> UC Campus Required for	<u>Program or Major</u>
Beginning Workshop in Fiction	ENGL 205	East Bay	English, B.A.: Creative Writing Concentration
Course Title	Course No.	at <u>CSU Campus</u> UC Campus Required for	<u>Program or Major</u>



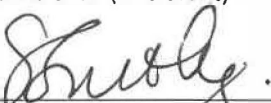
12B. General Education: Would you recommend that this course satisfy a GE requirement in any of the following GE patterns? Please consult with the Articulation Officer before completing this section.

	Language/Rationality (English Comp, Communication/Analytical Thinking/Critical Thinking, Mathematics)	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies
Local GE	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cal-GETC	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SADDLEBACK COLLEGE
 CURRICULUM DEVELOPMENT

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

Obtain original (blue ink) signatures from your Department Chair and Division Dean prior to submitting to the Curriculum Office.

9/9/2024	Jeffrey Bryan	Signature, Faculty Requestor	
Click to enter date 09/15/2024	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Chair	
Click to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)	
Click to enter date	Click here to enter text. Print Name	Signature, Dean	

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * :)		Short Title: 3D Modeling	
3D Modeling			
Units: 3	Lec hrs: 2	Lab hrs: 3	
Credit Status: <input checked="" type="checkbox"/> Credit – Degree Applicable <input type="checkbox"/> Credit – Non-degree Applicable <input type="checkbox"/> Non-Credit			
TOP Code: 0614.10	Non-Credit Category: Click here to enter text.	Occupational Code (SAM): C	

1. Anticipated first term of offering: Fall Spring Year 2026

2. Catalog Description:

Introduces the tools and practices of 3D computer graphics. This course explores the basic concepts, principles, practices, tools and techniques of digital modeling, and production pipeline used primarily in CGI, games, and simulations. Students develop proficiency in 3D modeling via lectures and assignments focused on the use of a 3D modeling tool. Students produce digital models that demonstrate such proficiencies, principles, workflow, and techniques.

3. Is this course being aligned to a C-ID descriptor? Yes No N/A

C-ID Code:

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

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?

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:

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? 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 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 various 3D modeling software, prioritizing free options for equitable access. 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 Yes No UC Yes No
- Private Yes No

Will the course satisfy a major requirement at CSU or UC? Yes No

Please attach documentation and complete below:

Introduction to 3D Modeling	CMPM 25	at	UCSC	Required for	Art & Design: Games + Playable Media B.A.
Course Title	Course No.	CSU Campus	UC Campus		Program or Major
Virtual and Physical Cameras Applications	CAGD 112	at	Chico	Required for	Computer Animation and Game Development BS
Course Title	Course No.	CSU Campus	UC Campus		Program or Major
3D Processes	ART 103	at	East Bay	Required for	Art, B.F.A.: Interaction & Game Design Concentration
Course Title	Course No.	CSU Campus	UC 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
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Local GE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cal-GETC	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**SADDLEBACK COLLEGE
 CURRICULUM DEVELOPMENT**

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

Obtain original (blue ink) signatures from your Department Chair and Division Dean prior to submitting to the Curriculum Office.

9/9/2024	Jeffrey Bryan	Signature, Faculty Requestor	
Click to enter date 09/15/2024	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Chair	
Click to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)	
Click to enter date	Click here to enter text. Print Name	Signature, Dean	

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * :)	Short Title: 3D Animation	
3D Animation		
Units: 3	Lec hrs: 2	Lab hrs: 3
Credit Status:	<input checked="" type="checkbox"/> Credit – Degree Applicable <input type="checkbox"/> Credit – Non-degree Applicable <input type="checkbox"/> Non-Credit	
TOP Code: 0614.I0	Non-Credit Category: Click here to enter text. Occupational Code (SAM): C	

1. Anticipated first term of offering: Fall Spring Year 2026

2. Catalog Description:

Introduces the tools and practices of 3D computer graphics with a focus on character creation and animation. This course explores the basic principles of animation while designing along the production pipeline used primarily in CGI, games, and simulations. Students develop proficiency in 3D modeling and character design via lectures and assignments focused on the use of a 3D modeling for designing a character. Students produce digital animations that demonstrate such proficiencies, principles, workflow, and techniques.

3. Is this course being aligned to a C-ID descriptor? Yes No N/A

C-ID Code:

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

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?

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 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 various 3D modeling software, prioritizing free options for equitable access. 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 Yes No UC Yes No
- Private Yes No

Will the course satisfy a major requirement at CSU or UC? Yes No

Please attach documentation and complete below:

Introduction to 3D Animation	CMPM 26	at	UCSC	UCSC	Required for	Art & Design: Games + Playable Media B.A.
Course Title	Course No.		CSU Campus	UC Campus		Program or Major
		at			Required for	Game Design and Interactive Media, B.S.
Course Title	Course No.		CSU Campus	UC Campus		Program or Major
Digital Animation	CAGD 240	at	Chico		Required for	Computer Animation and Game Development BS
Course Title	Course No.		CSU Campus	UC Campus		Program or Major
4D Processes	ART 104	at	East Bay		Required for	Art, B.F.A.: Interaction & Game Design Concentration
Course Title	Course No.		CSU Campus	UC 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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Cal-GETC	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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**SADDLEBACK COLLEGE
 CURRICULUM DEVELOPMENT**

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

Obtain original (blue ink) signatures from your Department Chair and Division Dean prior to submitting to the Curriculum Office.

9/9/2024	Jeffrey Bryan	Signature, Faculty Requestor	
Click to enter date 09/15/2024	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Chair	
Click to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)	
Click to enter date	Click here to enter text. Print Name	Signature, Dean	

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * :)		Short Title: User Experience Design	
Experience Design			
Units: 3	Lec hrs: 2	Lab hrs: 3	
Credit Status: <input checked="" type="checkbox"/> Credit – Degree Applicable <input type="checkbox"/> Credit – Non-degree Applicable <input type="checkbox"/> Non-Credit			
TOP Code: 0614.10	Non-Credit Category: Click here to enter text.		Occupational Code (SAM): C

1. Anticipated first term of offering: Fall Spring Year 2026

2. Catalog Description:

Introduces students to Human Computer Interaction and user experience design from the perspective of technical artists. A project-based introduction to tools and approaches for creating and sharing digital media content within internet-mediated social environments, with a particular emphasis on art-making and personal expression. Using methodologies or user-centered design, observational research, rapid prototyping, collaboration and system, this course explores creative problem solving.

3. Is this course being aligned to a C-ID descriptor? Yes No N/A

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

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?

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? 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 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 Adobe After Effects and Illustrator installed as well as free alternatives to those software. 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 Yes No UC Yes No
 Private Yes No

Will the course satisfy a major requirement at CSU or UC? Yes No

Please attach documentation and complete below:

Introduction to Human Computer Interaction	CMPM 80I	at	UCSC	Required for	Art & Design: Games +Playable Media B.A.
Course Title	Course No.	CSU Campus	UC Campus		Program or Major
Matter and Media	ART 50A	at	UCI	Required for	Art BA
Course Title	Course No.	CSU Campus	UC Campus		Program or Major
Design Thinking	MADT 102	at	Chico	Required for	Computer Animation and Game Development BS
Course Title	Course No.	CSU Campus	UC Campus		Program or Major
Interaction Design Studio I: Tools for Designers	ART 259	at	East Bay	Required for	Theatre Arts, B.A.: Stage Technology and Design Concentration
Course Title	Course No.	CSU Campus	UC 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.



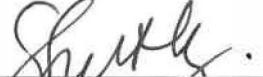
Language/Rationality (English Comp, Communication/Analytical	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies
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	Thinking/Critical Thinking, Mathematics)					
Local GE	<input type="checkbox"/>	<input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

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)

Obtain original (blue ink) signatures from your Department Chair and Division Dean prior to submitting to the Curriculum Office.

9/9/2024	Jeffrey Bryan	Signature, Faculty Requestor	
Click to enter date 09/15/2024	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Chair	
Click to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)	
Click to enter date	Click here to enter text. Print Name	Signature, Dean	

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * :)		Short Title: Game Art Production	
Game Art Production			
Units: 3	Lec hrs: 2	Lab hrs: 3	
Credit Status: <input checked="" type="checkbox"/> Credit – Degree Applicable <input type="checkbox"/> Credit – Non-degree Applicable <input type="checkbox"/> Non-Credit			
TOP Code: 061410	Non-Credit Category: Click here to enter text.		Occupational Code (SAM): B

1. Anticipated first term of offering: Fall Spring Year 2026

2. Catalog Description:

This is a culminating course meant to be taken at the completion of all other coursework for the degree. Students work in teams to design and implement a unique game or interactive experience. Emphasis on art and level design, as well as game aesthetics and world building. Particular attention should be paid to the development of character both as an art object and as a narrative element. Each project presents opportunities to address milestones in the art production development pipeline, and demonstrates corresponding entry-level technical and conceptual skills and strategies. Students will also be expected to address and practice the various team-based soft skills required in the industry. Students are expected to carry additional workload requirements outside of class.

3. Is this course being aligned to a C-ID descriptor? Yes No N/A
 C-ID Code:
 If yes, see the Articulation Officer for assistance with C-ID descriptors.

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?

This course is meant to provide students with an opportunity to develop portfolio work for competitive entry into the industry. We conducted surveys and interviews with stakeholders, including 4 year institutions and industry professionals, who identified the need for our students to have opportunities to develop games in teams for portfolio development. There are currently no courses that cover this need at Saddleback. There is also no course that satisfies the collaborative group creation needed for *real* 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

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 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 hybrid space that allows both physical and digital creation of art objects, requiring physical tables and space as well as computers. Ideally, the space would also have lockers or lockable cabinets that allow students to store needed physical supplies. 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 Yes No UC Yes No
- Private Yes No

Will the course satisfy a major requirement at CSU or UC? Yes No

Please attach documentation and complete below:

Introduction to Game Art Production	ARTG 91	at	UCSC	Required for	Art & Design: Games + Playable Media B.A.
Course Title	Course No.		UC Campus		Program or Major
Introduction to Game Development	GDIM 61	at	UCI	Required for	Game Design and Interactive Media, B.S.
Course Title	Course No.		UC Campus		Program or Major
Managing Media Pipelines	CAGD 295	at	Chico	Required for	Computer Animation and Game Development BS
Course Title	Course No.		UC Campus		Program or Major
4D Project Development and Preproduction	ART 241	at	East Bay	Required for	Art, B.F.A.: Interaction & Game Design Concentration
Course Title	Course No.		UC 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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cal-GETC	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

New Program Initiation Form (not needed for ADTs)

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 - 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

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**

2

Document Department/Inter-Departmental discussions with signatures in preparation for Step 4

3

Signature/Date, Program Initiator

Signature/Date, Dept. Chair


 9/9/24

Signature/Date, Division Dean

Other discipline faculty/chair (if applicable) or n/a

4

Articulation Officer: Review date (if applicable)

Date _____
 Initials _____

EWD Director: Review date (if applicable)

Date _____ Initials _____

5

Curriculum Committee: Review date

6

Consultation Council: Review date

7

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

Do not go over 1 page. If document expands further, review to be more concise. You can remove this warning.

New Program Initiation Form (not needed for ADTs)

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

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.

2

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)

*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

3 Signature/Date, Program Initiator

Signature/Date, Dept. Chair

9/9/24 

Signature/Date, Division Dean

Other discipline faculty/chair (if applicable) or n/a

4 Articulation Officer: Review date (if applicable)
Date

EWD Director: Review date (if applicable)
Date Initials _____

Initials _____

5 Curriculum Committee: Review date

6 Consultation Council: Review date

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

Do not go over 1 page. If document expands further, review to be more concise. You can remove this warning.

New Program Initiation Form (not needed for ADTs)

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

b. Program Type: Associate of Science

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

f. Summary description of the new program: The Associate of Science in 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 degree is designed as a focused specialization, meant to guide students toward transfer pathways while also satisfying industry goals of producing highly specialized artists and designers. The program encompasses all phases of the art design process for games and interactive media from establishing visual aesthetics in concert with interaction dynamics (design, layout, and prototyping) through iteration, implementation, and distribution following industry standard pipelines.

2

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) Art 40 - 2D Foundations (3 units) Art 41 - 3 Dimensional Design (3 units) *GD 605 Character Design (3 units) *GD 609 3D Modeling (3 units) *GD 606 Environment Design (3 units) *GD 616 Game Art Production (3 units)

Choose a track:

Animation: GD 150 Digital Animation (3 units) *GD 611 3D Animation (3 units) GD 210 Motion Graphics (3 units)

OR

Design: *GD 604 Play Studies (3 units) *GD 613 Experience Design (3 units) *GD 608 Interactive Storytelling (3 units)

33 total units

3

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

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Articulation Officer: Review date (if applicable)

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