




Curriculum Committee



New Course Proposal

School or Division	School of Arts, Humanities, and Social Sciences
Program or Certificate	AS in Digital Art and Multimedia Production
Proposed by (faculty only)	Dr. Ryan Wurst
Presenter (faculty only)	Dr. Ryan Wurst
Note that the presenter (faculty) listed above must be present at the Curriculum Committee meeting or the proposal will be returned to the School or Division and must be submitted for a later date.	
Submission date	10/7/19
Course prefix, number, and title	DIG2318C - Animation Studio
<p>All Curriculum proposals require approval of the Curriculum Committee and the Provost. Final approval or denial of a proposal is reflected on the completed and signed proposal.</p> <p><input checked="" type="checkbox"/> Approve <input type="checkbox"/> Do Not Approve</p>	
 <hr/> Curriculum Committee Chair Signature	11-11-19 <hr/> Date
<p><input checked="" type="checkbox"/> Approve <input type="checkbox"/> Do Not Approve</p>	
 <hr/> Provost Signature	11-19-19 <hr/> Date
All Curriculum proposals require review by the Office of Accountability & Effectiveness.	
<input checked="" type="checkbox"/> Reviewed	
 <hr/> Office of Accountability & Effectiveness Signature	11/26/19 <hr/> Date

Section I, Important Dates and Endorsements Required

NOTE: Course and Program changes must be submitted by the dates listed on the published Curriculum Committee Calendar. Exceptions to the published submission deadlines must receive prior approval from the Provost' Office.

Term in which approved action will take place	Fall 2020
Provide an explanation below for the requested exception to the effective date.	
Type in the explanation for exception.	

Any exceptions to the term start date requires the signatures of the Academic Dean and Provost prior to submission to the Dropbox.		
Dean	Signature	Date
Dr. Deborah Teed		10/7/19
Provost	Signature	Date
Dr. Eileen DeLuca		

Required Endorsements	Type in Name	Select Date
Department Chair or Program Coordinator/Director	Professor Dana Roes	10/7/19
Academic Dean or Provost	Dr. Deborah Teed	10/7/19

List all faculty endorsements below. (Note that proposals will be returned to the School or Division if faculty endorsements are not provided).
Professor Dana Roes, Dr. Ryan Wurst

Has the Libraries' Collection Manager been contacted about the new course and discussed potential impacts to the libraries' collections?
There is no impact.

Revised: 11/11, 6/12, 6/13, 7/14, 8/15, 8/16, 8/17, 5/18, 6/18;10/18;7/19

Section II, New Course Information (must complete all items)

List course prerequisite(s) and minimum grade(s) (must include minimum grade if higher than a "D").	ART2600C Grade of C or better
Provide justification for the proposed prerequisite(s).	ART2600C is a survey of many techniques including coding that will be essential for DIG2316C.
Will students be taking any of the prerequisites listed for this course in different parts of the same term (ex. Term A and Term B)?	No
List course co-requisites.	None
Provide justification for the proposed co-requisite(s).	
Is any co-requisite for this course listed as a co-requisite on its paired course? (Ex. CHM 2032 is a co-requisite for CHM 2032L, and CHM 2032L is a co-requisite for CHM 2032)	No
Course credits or clock hours	3 credits
Contact hours (faculty load)	4 contact
Are the Contact hours different from the credit/lecture/lab hours?	Yes
Select grade mode	Standard Grading (A, B, C, D, F)
Credit type	College Credit
Possible Delivery Types (Online, Blended, On Campus)	On Campus
Course description (provide below)	
<p>This is an intermediate course that builds on the animation knowledge that students have gained from ART2600C. In this class students on make projects that advance their animation skills. These projects could include: 2D animation, Cel animation, Stop Motion, Motion Design, Compositing, VFX, Motion Capture, or 3D animation. Students will expand their technical understanding through software explorations in order to create compelling animated stories. They will be required to create written and visual planning documents like scripts, storyboards, and concept art. Students will be challenged to push their creativity and make expressive and conceptually challenging work.</p>	

General topic outline (type in outline below)

Goals and Objectives for the course

By the end of the course students will:

- Identify and implement the fundamentals of Animation
- Utilize planning documents to like scripts, storyboards, and concept art in order to tell compelling and creative stories.
- Demonstrate technical understanding of both 2D and 3D animation.
- Implement visual effects in works with live video.
- Create works for new technologies such as mobile or virtual reality.
- Compare animation throughout history and how it relates to their creative work.

Learning Outcomes: For information purposes only.

IV. Course Competencies, Learning Outcomes and Objectives

A. General Education Competencies and Course Outcomes

1. Integral General Education Competency or competencies: ANALYZE

1. Understand and implement the fundamentals of animation in creative projects.
2. Plan Animation through storyboards, scripts, and concept art.
3. Explore the history, theory, technical, and aesthetic issues of animation through analysis of other artists utilizing animation in their work.
4. Realize ways of investigating new technologies and how to implement their animation projects.
5. Be able to clearly communicate story and narrative structure through the creation of new animated works.

2. Supplemental General Education Competency or competencies:

B. In accordance with Florida Statute 1007.25 concerning the state's general education core course requirements, this course meets the general education competencies for

Part B would only be included in the course outlines of those courses are included in the FSW Catalog as a General Education Core Course. If this is not a core course, then outline letter C would become B.

C. Other Course Objectives/Standards

Copy and Paste the SCNS Course Profile Description below (http://scns.fldoe.org/scns/public/pb_index.jsp).

THIS COURSE IS FOR STUDENTS MAJORING IN ANIMATION AND GAME ART. STUDENTS WILL LEARN TO DESIGN AND IMPLEMENT A PROJECT INVOLVING COMPUTER ANIMATION, GAME PRODUCTION, VFX OR SCIENTIFIC/ARCHITECTURE VISUALIZATION. STUDENTS WILL WORK IN COLLABORATION WITH FACULTY AND INDUSTRY MENTORS.

ICS code for this course	ADVANCED AND PROFESSIONAL - 1.12.10 - FINE AND APPLIED ARTS
Institutional Reporting Code	11210 FINE AND APPLIED ARTS
Degree Attributes	AS - AS COURSE
Degree Attributes (if needed)	AA- AA COURSE
Degree Attributes (if needed)	Choose an item.
Degree Attributes (if needed)	Choose an item.
Should any major restriction(s) be listed on this course? If so, select "yes" and list the appropriate major restriction code(s) or select "no".	No List applicable major restriction codes
Is the course an "International or Diversity Focus" course?	No
Is the course a General Education course?	No
Is the course a Writing Intensive course?	No
If Replacing a course, combining a Lecture/Lab or splitting a C course – Is there a course equivalency?	No
Is the course repeatable*? (A repeatable course may be taken more than one time for additional credits. For example, MUT 2641, a 3 credit hour course can be repeated 1 time and a student can earn a maximum of 6 credits). *Not the same as Multiple Attempts or Grade Forgiveness	No
Do you expect to offer this course three times or less (experimental)?	No

Impact of Course Proposal	
Will this new course proposal impact other courses, programs, departments, or budgets?	No
If the answer to the question above is "yes", list the impact on other courses, programs, or budgets?	List impacts here

Have you discussed this proposal with anyone (from other departments, programs, or institutions) regarding the impact? Were any agreements made? Provide detail information below. Discussed with Dana Roes

Section III, Justification for proposal

Provide justification (below) for this proposed curriculum action.

In the development of the new AS in Digital Art and Multimedia Production, this class will be necessary for students to complete the program.