



**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.

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

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

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

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

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

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

<b>List course prerequisite(s) and minimum grade(s) (must include minimum grade if higher than a "D").</b>	ART2600C Grade of C or better
<b>Provide justification for the proposed prerequisite(s).</b>	ART2600C is a survey of many techniques including coding that will be essential for DIG2626C.
<b>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)?</b>	No
<b>List course co-requisites.</b>	None
<b>Provide justification for the proposed co-requisite(s).</b>	
<b>Is any co-requisite for this course listed as a co-requisite on its paired course?</b> (Ex. CHM 2032 is a co-requisite for CHM 2032L, and CHM 2032L is a co-requisite for CHM 2032)	No
<b>Course credits or clock hours</b>	3 credits
<b>Contact hours (faculty load)</b>	4 contact
<b>Are the Contact hours different from the credit/lecture/lab hours?</b>	Yes
<b>Select grade mode</b>	Standard Grading (A, B, C, D, F)
<b>Credit type</b>	College Credit
<b>Possible Delivery Types (Online, Blended, On Campus)</b>	On Campus
<b>Course description (provide below)</b>	
<p>This is a course that explores the history and practice of using artificial intelligence (AI) in creative work. Throughout this class students will be exposed to methods and algorithms that are utilized in computing and creative fields. They will demonstrate a knowledge of AI in relation to many creative practices including writing, image making, game design, and music. The students will look at how to write code that is inspired by nature. They will also implement AI theories in relation to game design which includes decision trees and path planning. Critical and creative thinking will be encouraged through class projects and interactions.</p>	

**General topic outline** (type in outline below)

Goals and Objectives for the course

By the end of the course students will:

- Implement AI techniques for use in games.
- Utilize a neural network for creative purposes.
- Understand the theories and techniques that are utilized in AI.
- Author and modify code in multiple coding languages.
- Draw connections between code and the natural world.
- Analyze the work of scientists and artists to influence their projects.
- Demonstrate creative uses of AI in image and music making.

**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: THINK*

1. Utilize theories of Artificial Intelligence for creative purposes. This includes theories from the artistic and scientific communities.
2. Generate code to produce creative works of Artificial Intelligence.
3. Understand how to look at the natural world and translate that into code.
4. Master Mac and PC operating systems and be able to navigate from application to application.
5. Master several coding languages and techniques, including game design, neural networks, and creative coding.
6. Master manipulation of existing software for creative purposes through utilizing audio, video, animation and game industry standard software.
7. Demonstrate the creation of interactive projects utilizing code and industry standard software.
8. Create visual digitally designed solutions that effectively fulfill project goals.
9. Demonstrate various output processes and the use/role of professional service bureaus in the creation/presentation of finished work.

###### *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](http://scns.fldoe.org/scns/public/pb_index.jsp)).**

THIS COURSE COVERS KEY ASPECTS OF ARTIFICIAL INTELLIGENCE (AI) INCLUDING, THE ORIGINS AND HISTORY OF ARTIFICIAL INTELLIGENCE, CURRENT AND FUTURE USES OF AI, AI METHODS ALGORITHMS SUCH AS: PATH PLANNING, STIMULUS-RESPONSE AGENTS, AGENT ARCHITECTURES, DECISION-MAKING

SYSTEMS, GAME TREES, NEURAL NETWORKS, AND GENETIC ALGORITHMS. STUDENTS WILL CREATE AND MODIFY EXISTING GAMES TO INCLUDE AN AI SYSTEM. (3 HR. LECTURE 2 HR. LAB)

<b>ICS code for this course</b>	ADVANCED AND PROFESSIONAL - 1.12.10 - FINE AND APPLIED ARTS
<b>Institutional Reporting Code</b>	11210 FINE AND APPLIED ARTS
<b>Degree Attributes</b>	AS - AS COURSE
<b>Degree Attributes (if needed)</b>	AA- AA COURSE
<b>Degree Attributes (if needed)</b>	Choose an item.
<b>Degree Attributes (if needed)</b>	Choose an item.
<b>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".</b>	No List applicable major restriction codes
<b>Is the course an "International or Diversity Focus" course?</b>	No
<b>Is the course a General Education course?</b>	No
<b>Is the course a Writing Intensive course?</b>	No
<b>If Replacing a course, combining a Lecture/Lab or splitting a C course – Is there a course equivalency?</b>	No
<b>Is the course repeatable*?</b>  (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
<b>Do you expect to offer this course three times or less (experimental)?</b>	No

<b>Impact of Course Proposal</b>	
<b>Will this new course proposal impact other courses, programs, departments, or budgets?</b>	No
<b>If the answer to the question above is "yes", list the impact on other courses, programs, or budgets?</b>	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.