

UNIVERSITY CURRICULUM COMMITTEE

Minutes #13

Members Present: Akman, Allbaugh, Howell, Jadallah, Lippert, Savage, Thayn, Wolf, Zeng, Hurd, Allen

Members Absent: Carlson, Fillman, Johnston, Jia

Guests: Jess Ray – Registrar’s Office, Danielle Lindsey – Registrar’s Office, Ian Gawron – Registrar’s Office, Brent Simonds – School of Communication, Elizabeth Chupp – School of Communication, Stephen Hunt – School of Communication, Aaron Paolucci – Department of Creative Technology, Rose Marshack – Department of Creative Technology

1. CONVENE: Lippert convened February 5, 2020 UCC Meeting

2. INTRODUCTIONS:

3. APPROVAL OF MINUTES: Minutes #12 – 01/29/2020 – Motioned by Savage. Allen seconded. 3 Abstained (Wolf, Thayn, Lippert). 7 voted in favor. Zero voted against.

4. PROPOSED DISCUSSION AND ACTION:

a. **Management, Promotion and Sales Sequence – Allbaugh, Jia**

Allbaugh explained that the changes were similar to last week’s Communication proposals. She highlighted the following changes: COM 101 semester hour change from 1 to 3, adding COM 284 to the required courses, changing COM 162/163 to be a “take 1 of the following” (as opposed to both being required), COM 367 and PHI substitutes being listed explicitly (as opposed to in a footnote format), reduced elective credit hours from 5 to 4 courses (15 to 12 credit hours), and mentioned the 300-level credit requirement being more prominent in the copy than in a footnote format. Gawron (guest) explained the suggested electives being deleted and how it related to the way they were currently built in degree audit. Specifically, the suggested electives were built in the system as more required than simply suggested. Because of this, language had to change in the copy. Chupp (guest) explained the language and flexibility of the program and catalog copy, and that she agreed with not listing the suggested electives. Simonds (guest) explained rationale of the PHI inclusion as substitutes and how it relates to the wider curriculum. Specifically, he highlighted PHI 238 fulfilled a general education requirement and that the programs require an ethics course but felt it redundant to have students take two ethics courses if they already had one from a different department (philosophy). Simonds (guest) also indicated the next project/task will be to remove the word “sales” from the title of the sequence given that the sequence does not have a sales course. Allbaugh motioned to approve. Allen seconded. Below is the approved catalog copy:

APPROVED CATALOG COPY FOR 2021-2022 ACADEMIC CATALOG

Major (52 credit hours)

- ___ 3 COM 101 Introduction to the Study of Mass Media
- ___ 3 COM 111 Introduction to Communication Theories
- ___ 3 COM 160 Introduction to Mass Media
- ___ 3 COM 161 Convergent Media Writing
- ___ 3 COM 264 Broadcast & Cable Programming (P: COM 111 and 160)
- ___ 3 COM 273 Media Event Planning & Promotions (P: COM 111, 160, and 162 or 163)
- ___ 3 COM 284 Media Sales (P: COM 111 and 160)
- ___ 3 COM 297 Communication Research Methods (P: COM 111; 60+ earned hours)
- ___ 3 COM 361 Mass Media Law, Policy & Ethics (P: COM 111 and 160 or 165; 60+ earned hours)
- ___ 3 COM 364 Broadcast Management (P: COM 111 and 160 or 165; 60+ earned hours)
- ___ 1 COM 396 Capstone in Mass Media (P: COM 111, 160, 161, 297; 105+ earned hours)

Take one of the following courses:

- ___ 3 COM 162 Introduction to Radio (P: COM 160 or 180 or conc. reg.)
- ___ 3 COM 163 Television Production (P: COM 160 or 180 or conc. reg.)

Take one of the following courses:

___ 3 COM 320 Mass Media: Cultural Criticism & Problems (P: COM 111 and 160 or 165)

___ 3 COM 360 Mass Media: Theory & Effects (P: COM 111 and 160 or 165)

Take 1 of the following courses:

___ 3 COM 367 Ethical Problems in Mass Media (P: COM 111; 160 or 165; 60+ earned hours)

___ 3 PHI 232 Introduction to Ethics

___ 3 PHI 234 Business Ethics

___ 3 PHI 238 Rights and Wrongs (P: COM 110 and ENG 101)

___ 3 PHI 240 Political Philosophy (P: recommended C or better in 1 PHI course or 2.50 overall GPA)

___ 3 PHI 242 Philosophy of Law

Take 4 (12 credit hours) additional Communication electives. One course (3 credit hours) must be at the 300-level. If a PHI course is completed instead of COM 367 (above) 6 credit hours must be taken at the 300-level to satisfy the overall minimum of 16 credit hours required in COM.

A minimum of 16 hours at the 300-level must be completed; COM 398 does not count toward these 300-level hours. A maximum of 6 hours of professional practice 398 may count toward the major.

b. [Sequence in Game Design – Allbaugh, Jia](#)

Allbaugh explained the new program and highlighted different aspects of the proposal. Specifically, she highlighted: the credit hours added up correctly, that the prerequisites were in order/accurate, the 4-year plan looked accurate, the funding needs were discussed and accounted for, the name change from Arts Technology to Creative Technology is approved/being done, and that there was a typo initially in the proposal, but was quickly resolved by Gawron (guest). Allbaugh prompted Paolucci (guest) in case he wished to discuss the history or other related aspects of the proposal. Paolucci (guest) explained the excitement, future, and culture of Game Design and how this program is meant to tackle the discipline in a unique way. He mentions the inclusion of interdisciplinary aspects, such as music, arts, and theatre. He went in depth in the different pillars of game design specifically citing that they were: design, production, and development. Paolucci (guest) mentions that they hope the program can teach a fully designed game approach as opposed to learning just specific aspects of game design, such as modelling, or coding. Paolucci also highlighted the recruitment environment for this program and that they hope to double the number of students in their program in a few years. Thayne asked if other schools have this type of program. Paolucci/Marshack (guests) indicated that they do, but that they are universally narrower in scope, and this program is meant to be more comprehensive. They (guests) highlighted that various directors are on board and referenced the letters of support. Wolf drew concern with their choice of IT 168 as opposed to IT 178 for coding/programming experience. He explained that IT 178 is a programming course for non-programmers while IT 168 is meant for programming majors/enthusiasts. Thayne and Wolf indicated that their students “hate” IT 168 and are better served in IT 178 given it’s tailoring to non-majors. Paolucci (guest) indicated they are open to adding this course but will wait until after the program is approved and tested. Akman highlighted the lack of a specified mathematics course, specifically, linear algebra (MAT 175?). Akman explained the importance of linear algebra in game design and references the practical application to the field in her courses. She highlighted personal experience in some dynamics of the discipline and how video game-oriented students better understand the physics/mathematics behind object rotations in specified fields of view. Paolucci/Marshack indicated an openness to Akman’s recommendation concerning including a specialized mathematics course. Paolucci/Marshack (guest) explained the various other moving parts going on with the new program, including the hiring of new tenured faculty, aggressive recruitment strategies, and increasing interdepartmental relations. They wish to “build something, evaluate, and improve.” Lippert asked about the ATK/CTK change and if it has been implemented. Lindsey (guest) indicated the changes have been made and will take effect May 18, 2020. Hurd asked about the 2.5 GPA requirement concerning Game Design/Interdisciplinary Technologies. Lindsey (guest) emphasized how it read and how it should be changed to reflect more accurately. Paolucci (guest) indicated they were open to this change and Gawron (guest) edited the proposal to reflect that Game Design students must keep a 2.5 GPA or they will drop into Interdisciplinary Technology where they would have to maintain a 2.0. Lindsey (guest) asked about the special topics course and if they intend to decimalize them given best practices. Paolucci (guest) highlighted that importance of flexibility and felt it best to have it be reflected as 380. Hurd affirmed

the quickness of getting decimalized courses approved and that it should be sufficiently flexible. He indicated he would submit decimalized version in the future and as topics arise. A general discussion occurred on the dynamics, history, and policy of specialized topics courses. This discussion included Ray (guest), Lindsey (guest), Hurd, Paolucci (guest), and Marshack (guest). Specifically, specialized topics courses that include the statement “may be repeated if content is different” is omitted from the repeat policy and can negatively affect students who hope to retake a poor grade they may have received. To have decimalized version of a specialized topic course, it prevents this issue from occurring since students can retake the specific topic opposed to the umbrella course. A general discussion occurred on the strengths and dynamics of this program. Allbaugh motioned to approve. Allen seconded. All voted in favor. Below is the approved catalog copy:

APPROVED CATALOG COPY FOR 2021-2022 ACADEMIC CATALOG

Major (56 credit hours)

- ___ 3 CTK 201 Basic Skills In The Digital Arts
- ___ 3 CTK 240 Sound Design 1: Beginning Digital Audio
- ___ 3 CTK 301 Web Design and Development
- ___ 3 CTK 302 Computer Programming for Creatives
- ___ 3 CTK 351 Game Design I
- ___ 3 CTK 352 Game Design II (P: CTK 351)
- ___ 3 CTK 353 Game Development (P: CTK 302)
- ___ 3 CTK 354 User Experience Design for Games
- ___ 3 CTK 355A01 Game Studio Capstone I (P: CTK 351, 352, 353, 354)
- ___ 3 CTK 355A02 Game Studio Capstone II (P: CTK 355.02)

Take 1 (3 credit hours) of the following courses:

- ___ 3 ART 103 Visual Thinking: 2-D Fundamentals
- ___ 3 ART 104 Visual Thinking: Drawing Fundamentals
- ___ 3 ART 109 Visual Thinking: 3-D Fundamentals

Take 1 (2 credit hours) of the following courses:

- ___ 2 MUS 118 Beginning Guitar
- ___ 2 MUS 121A10 Group Piano Non-Majors Level I
- ___ 2 MUS 126 Group Instruction In Voice

Take 1 (3 credit hours) of the following courses:

- ___ 3 THE 110 Acting I
- ___ 3 THE 130 Introduction to Costume
- ___ 3 THE 160 Stagecraft

Take 2 (6 credit hours) of the following courses. Courses must be from two separate departments:

ART: 155, 156, 275

MUS: 152, 275

THE: 170, 171, 275A01, 275A02

Take 12 credit hours of electives from the following list of courses:

CTK 260, 303, 320, 330, 340, 345, 356, 357, 358, 359, 377, *380, 390, 398, IT 140, 164, or 168

*multiple enrollments allowed in CTK 380 with different topics

c. **Minor in Game Design (New Program) – Allbaugh, Jia**

Allbaugh explained that this proposal was similar to the sequence. Allbaugh specifically mentioned the 4-year plan, course sequencing and that the minor involves a capstone. Ray (guest) asked about the retention requirements line and how it could run contrary to the Leave of Absence policy. Paolucci (guest) indicated this was copy and pasted from the policy website and was assumed to be fine. Ray (guest) did not recollect the exact wording but explained the

concerns around “stopping out” (as opposed to dropping out) of the university. Ray (guest) indicated that those exact lines do not need to be in the catalog copy text and can be dropped. Gawron (guest) deleted the lines during the UCC meeting. Paolucci (guest) explained the sequencing of courses and how the courses relate to one another. It was discussed generally that this type of sequencing is not uncommon and many programs (Nursing specifically) can be strict with sequencing. Zeng asked about the language of “would require additional semesters” lines and how it appeared deterministic. Paolucci (guest) explained the sequencing and that it would be extremely unlikely to complete this minor without additional semesters if the student begins the minor in their junior or senior year. Ray (guest) indicated it should be changed to “could” to be flexible enough in the event that a wunderkind or otherwise gifted student takes the minor. Gawron (guest) changed the copy during the UCC meeting to reflect this. General discussion occurred on the difference between a major and a sequence, when this minor is meant to begin/accept students. Lindsey (guest) explained the catalog years and that this program would not be published until 2021-2022. Ray/Lindsey (guests) explained the catalog year switching students can take (with approval of academic advisor) to then to declare this program and/or minor formally. Ray/Lindsey (guests) also indicated the various dynamics of this process and that different catalogs can have different graduation/general education or other requirements. Allbaugh motioned to vote for approval. Allen seconded. All voted in favor of approval. Below is the approved catalog copy:

APPROVED CATALOG COPY FOR 2021-2022 ACADEMIC CATALOG

Minor in Game Design

Program Requirements:

Must be a major in the School of Information Technology or demonstrate a computer programming background

18 hours in Creative Technologies required

Required courses: CTK 351, 352, 353, 354, 355A01, and 355A02

CTK 351 must be completed before taking CTK 352; CTK 355A01 and CTK 355A02 must be taken consecutively in the Fall and Spring respectively, during the final year in the minor.

The sequence follows a 6-semester plan of study. Starting the minor at a Junior or Senior standing could require additional semesters at Illinois State University to complete the minor.

Retention Requirements:

Obtain a C or better in all Creative Technologies courses; any grade below a C will not count towards the minor and will require the course to be repeated

Dismissal from the minor will result if a student receives a grade of less than C in any two Creative Technologies courses or twice for the same course

5. Liaison Reporting:

- a. Council for General Education – Hurd – Report attached concerning general education taskforce. No discussion occurred.
- b. Council for Teacher Education – Hurd – No report
- c. Academic Advising Committee – Howell – No report

6. Staff Reporting:

- a. Bylaws – Hurd – The bylaws should be approved on 2/5/2020. The name change from University Curriculum Committee to Undergraduate Curriculum Committee was highlighted. Savage asked about the secretary position and how it might relate to her responsibilities on the UCC. It was explained that the secretary position responsibilities did not change and that it was only if the minutes-taker (Gawron) was out of attendance for that meeting. A question was asked about the filling of positions on the UCC (student positions/other UCC members). A discussion occurred, but overall it was the responsibility of the Senate to appoint new members as positions vacate.

6. Miscellaneous: – Lippert thanked the staff and highlighted the speed and efficiency the UCC has been this academic year.

7. Adjournment: – Wolf motioned to adjourn. Allen seconded. All voted in favor.