OFFICE OF ACADEMIC AFFAIRS
PROGRAM APPROVAL FORM

THE UNIVERSITY OF ALABAMA IN HUNTSVILLE

☒ **Undergraduate**   ☐ **Graduate**   ☐ **New Program**   ☒ **Program Change**

College: Science   **Department:** Computer Science

Program Title: Computer Science, Entertainment Computing

Program Type: ☒ **Major** ☐ **Minor** ☒ **Concentration** ☐ **Certificate**

Total Credit Hours: 128   **Effective Date:** Fall 2016

Is the new program or change in existing program part of an accreditation requirement? *If so, please explain.*   Yes ☐   No ☒

Remove CS 308 from major core

Does this course involve academic units external to the originating college?   Yes ☒   No ☐
If so, deans of all colleges involved must sign this form.

Attach a detailed description of proposed program to include the following: *background information, academic justification, student need and demand, listing of courses with credit hour requirements or deletions, facility requirements, and any other pertinent information.*

Department Chair: H.S. Ranganath   **Grad. Council:** _____

College Dean: Emanuel A. Waddell   **Graduate Dean:** _____

College Curriculum Commitee: Emanuel A. Waddell

Undergrad Curriculum Cmte: _____   **Provost:** _____

Acknowledgements from other units:

Department Chair: _____   **College Dean:** _____

Computer Science Major, Entertainment Computing Concentration Requirements, 58 credits total.

Current program as of 08/31/2016

CS Major Core, 34 credits
CS 105 COMP SCI SEM: ETH/PROFESS
CS 121 COMPUTER SCIENCE I
CS 214 INTRO DISCRETE STRUCTURE
CS 221 COMP SCI II: DATA STRUCTURES
CS 308 COMP ORGAN & ASSEM LANG PROG
CS 309 & 309L SWITCHING THEORY and LABORATORY
CS 317 INTRO DESIGN/ANALYSIS OF ALG
CS 321 INTRO OBJECT-ORIENTED PROG JAV
CS 413 & 413L INTRO DIGITAL COMP DESIGN and LABORATORY
CS 424 PROGRAMMING LANGUAGES
CS 490 INTRO TO OPERATING SYSTEMS
CS 499 SR PROJ: TEAM SOFTWARE DESIGN
Entertainment Computing Concentration Requirements 24 credits
CS 143 INTRO TECH MULTIMEDIA & GAMING
CS 330 ARTFCL INTEL & GAME DEV or CS 347 INTRO VIDEO GAME DESGN & PROGM
CS 371 MOBILE COMPUTING APP INCT & D
CS 445 INTRO COMPUTER GRAPHICS
CS 446 ADVANCED COMPUTER GRAPHICS
CS 447 GAME ENGINES & LEVEL DEVELPMNT
Dramatic Media Elements Choose 2 courses: 6 credits
ARS 230 GRAPHIC DESIGN: INTRODUCTION
ARS 250 PHOTOGRAPHY: INTRODUCTION
ARS 321 ANIMATION: MODELING I
ARS 322 ANIMATION: CHARACTER ANIMTN I
ARS 324 ANIMATION: TECHNICAL ARTS I
ARS 350 PHOTO: DIGITAL I
ARS 355 PHOTO: DOCUMENTARY I
ARS 334 GRAPH DES: WEB USER EXPER I
ARS 393 MULTIMEDIA I
MU 106 INTRO TO MUSIC TECHNOLOGY
MU 306 MUSIC TECHNOLOGY
CM 340 SPEC TOPICS IN COMM ARTS
EH 410 FICTION WRITING
TH 225 ELEMENTS OF THEATRE PRODUCTION

Note: The five 300-level and 400-level courses replace the four electives and one technical elective required as part of the CS major without the entertainment computing concentration.

Computer Science Major, Entertainment Computing Concentration Requirements, 58 credits total.

Proposed program changes for Fall 2016:

Remove CS 308 from major core

The three hours freed up are to be used for the technical elective

Proposed program as of 08/31/2016:

<u>CS Major Core, 31 credits</u>

CS 105 COMP SCI SEM: ETH/PROFESS

CS 121 COMPUTER SCIENCE I

CS 214 INTRO DISCRETE STRUCTURE

CS 221 COMP SCI II: DATA STRUCTURES

CS 309 & 309L SWITCHING THEORY and LABORATORY

CS 317 INTRO DESIGN/ANALYSIS OF ALG

CS 321 INTRO OBJECT-ORIENTED PROG JAV

CS 413 & 413L INTRO DIGITAL COMP DESIGN and LABORATORY

CS 424 PROGRAMMING LANGUAGES

CS 490 INTRO TO OPERATING SYSTEMS

CS 499 SR PROJ: TEAM SOFTWARE DESIGN

<u>Entertainment Computing Concentration Requirements 24 credits</u>

CS 143 INTRO TECH MULTIMEDIA & GAMING

CS 330 ARTFCL INTEL & GAME DEV or CS 347 INTRO VIDEO GAME DESGN & PROGM

CS 371 MOBILE COMPUTING APP INCT & D

CS 445 INTRO COMPUTER GRAPHICS

CS 446 ADVANCED COMPUTER GRAPHICS

CS 447 GAME ENGINES & LEVEL DEVELPMNT

<u>Dramatic Media Elements Choose 2 courses</u>

Chosen from

ARS 230 GRAPHIC DESIGN: INTRODUCTION

ARS 250 PHOTOGRAPHY: INTRODUCTION

ARS 321 ANIMATION: MODELING I

ARS 322 ANIMATION: CHARACTER ANIMTN I

ARS 324 ANIMATION: TECHNICAL ARTS I

ARS 350 PHOTO: DIGITAL I ARS 355 PHOTO: DOCUMENTARY I

ARS 334 GRAPH DES: WEB USER EXPER I

ARS 393 MULTIMEDIA I

MU 106 INTRO TO MUSIC TECHNOLOGY (1 credit course)

MU 306 MUSIC TECHNOLOGY

CM 340 SPEC TOPICS IN COMM ARTS

EH 410 FICTION WRITING

TH 225 ELEMENTS OF THEATRE PRODUCTION

<u>Technical Elective, 3 credits chosen from</u>

CPE 412 INTRO TO PARALLEL PROGRAMMING

CPE 436 INTERNALS OF MODERN OPER SYS

PHL 317 PHILOSOPHY OF MIND

PHL 320 SYMBOLIC LOGIC

IS 422 SUPPLY CHAIN MANAGEMENT SYSTEM
IS 460 TELECOMMUNICATIONS & NETWORK'G
IS 463 COMPUTER FORENSICS
IS 471 BUSINESS INTELLIGENCE & ANALYT
IS 477 NETWORK DEFENSE/OPERATING SYS
Any College of Science Course 300+