

University Senate Curricula and Courses Committee Minutes
Meeting Subtitles:
“Who do we want to inconvenience more?” or “It’s just you Eric”
or “Manuela, at The Benton, with a bow and arrow”
January 25, 2021 from 3:00pm-4:30pm
Meeting in Webex

I. Opening business

- A. Called to order: 3:02 pm
- B. Regrets: Alana Adams (all semester)
- C. Minutes of December 14, 2020 were approved.
- D. We will next convene in the electronic ether on February 8, 2021

II. Report of the Chair (E. Schultz)

- A. University Senate – The Senate has not met.
- B. Senate Executive – The committee set the agenda for the upcoming Senate meeting. Matters of curricular interest: Senate will discuss the process of authenticating student identity in distance learning and online classes.
- C. Working group to prepare guidance on curriculum processes (please skim History Department Guide to the CC Process, draft 28 Dec 2020.docx) – There is a need to create guidance documentation on course-level and program-level curriculum processes, as well as Senate curriculum committee process. The History Department prepared a good document for their use on proposing and revising courses. Chair Schultz requests volunteers to help prepare guidance that can be posted on Senate website. One member asked if there is a box-by-box guide to filling out a CAR.
- D. Approval of HDF5 1095 Special Topic the Science of Wellbeing – E. Schultz took executive action to approve this course. Is the committee okay with this process, which uses a web form outside of the CAR? No issues were indicated. Most Special Topics courses are 3000-level. Right now there is a pre-set group of courses that need approval. We can set it up so that the workflow will include Senate C&C Chair. M. Hatfield is the Administrator for this system, so he is in charge of archiving and troubleshooting. It was noted that we should ask Eric Donkor, Chair of the UICC, if he would be interested in availing himself of this workflow or if UICC will continue to use their own form and approval process.

III. Other Committee Reports

- A. UICC (M. Hatfield) – The committee has not met.

- B. Honors Board of Associate Directors (E. Schultz) – The committee will meet this week.
- C. Scholastic Standards (L. Schlesselman) – No report.
- D. GEOC (M. Wagner) – GEOC has not met, but the Provost's Competition Selection Committee met. They funded six of nine proposals. GEOC is considering offering trainings on how to prepare course proposals for content area courses. The CAR system will be modified to include a section to propose teaching a Gen Ed course in Intensive Session.
- E. Δ2GE Working Group (M. Wagner) – The group is working on getting information up on their website so they can get feedback. They will host forums and potentially a town hall meeting with different stakeholders. They are also preparing a budget report for the Senate Budget Committee.
 - E. Schultz asked when Senate C&C will see the plan? Before or at the same time as the Senate? It will be up on the website soon for everyone's review.
 - Will GEOC approve the proposal before it goes to the Senate? We will want them to have feedback, but M. Wagner did not think it would go to them first. She will check with SEC on the process.

IV. Old Business

- A. Revised 1000- and 2000-level courses:
 - 1. Motion to remove from the table and revise (M. McKenzie, M. Hatfield) ASLN 2600 Process of Interpreting: American Sign Language and English (#3714) [Revise prereqs]
Note: This course was tabled pending clarification of the prereqs.
Current Catalog Copy
ASLN 2600. Process of Interpreting: American Sign Language and English
3.00 credits
Prerequisites: ASLN 1102 or higher or consent of the instructor.
Grading Basis: Graded
Theory and practice of ASL/English interpreting. Models of interpretation including text analysis and the goal of linguistic equivalency. Discourse analysis, visualization, listening and comprehending, shadowing, paraphrasing, abstracting dual-task training, and cloze skills.
Revised Catalog Copy
ASLN 2600. Process of Interpreting: American Sign Language and English
3.00 credits
Prerequisites: ASLN 1104 or higher or consent of the instructor.
Grading Basis: Graded
Theory and practice of ASL/English interpreting. Models of interpretation including text analysis and the goal of linguistic equivalency. Discourse analysis, visualization, listening

and comprehending, shadowing, paraphrasing, abstracting dual-task training, and cloze skills.

Discussion

- The proposer felt that the “or higher” could be removed, but Pam Bedore suggested it should be retained in case a student took a legacy course.
- M. Hatfield felt it could be removed for the sake of clarity and because an instructor can always give consent.
- Would removing burden instructors with need to issue many permission numbers? What would keeping it mean for Registrar coding enrollment restrictions? There is not really a way to automate this.

M. Hatfield motioned to strike “or higher” from the prereq language. J. Chandy seconded. Motion on ASLN 2600 (#3714) with the revised prerequisite was approved with one Nay vote.

2. Motion to revise (J. Yakovich, B. Keilty) ASLN 2700 Interpreting in Educational and Other Settings (#3734) [Revise prereqs]

Current Catalog Copy

ASLN 2700. Interpreting in Educational and Other Settings

3.00 credits

Prerequisites: ASLN 1102

Grading Basis: Graded

The study of interpreting American Sign Language and English within a variety of settings with a primary focus on educational interpreting.

Revised Catalog Copy

ASLN 2700. Interpreting in Educational and Other Settings

3.00 credits

Prerequisites: ASLN 1104 or higher or consent of the instructor.

Grading Basis: Graded

The study of interpreting American Sign Language and English within a variety of settings with a primary focus on educational interpreting.

Discussion

- “Or higher” was again struck.
- The syllabus needs better learning outcomes, and it is suggested that the grading scale include decimals.
- No other members but E. Schultz had a problem with the wording of the title.

Motion on ASLN 2700 (#3734) with revised prerequisite was approved unanimously.

3. Motion to revise (B. Keilty, K. Fuller) ASLN 2800 Consecutive Interpreting (#3716) [Revise prereqs]

Current Catalog Copy

ALSN 2800. Consecutive Interpreting

3.00 credits

Prerequisites: ASLN 1102

Grading Basis: Graded

Development of consecutive interpreting skills with an emphasis on text and situational analyses, current issues, and a focus on community, medical, and video relay interpreting.

Revised Catalog Copy

ASLN 2800. Consecutive Interpreting

3.00 credits

Prerequisites: ASLN 1104 or higher or consent of the instructor

Grading Basis: Graded

Development of consecutive interpreting skills with an emphasis on text and situational analyses, current issues, and a focus on community, medical, and video relay interpreting.

Discussion

- "Or higher" was again struck.
- Same syllabus has the same issues as above.

Motion on ASLN 2800 (#3716) with revised prerequisite was approved unanimously.

B. The General Education Oversight Committee recommends revision of the following existing 3000- or 4000-level courses within or into the Gen Ed curriculum:

1. Motion to remove from the table (M. Hatfield, D. Ouimette) ARTH/AMST 3570 History and Theory of Digital Art (#14432/1767) [Revise description, cross-list with DMD, add CA1 & CA4]

Note: This course was tabled pending clarification of the W prereqs. A response was received from the proposer: "The foundational writing prerequisites are listed for the following reason: as a 3000-level course cross-listed in three quite different disciplines— American Studies, Art History, and Digital Media Design—it seems reasonable for students to have completed the foundational writing proficiency requirements in order to ensure a minimally equal footing among students from these diverse disciplines to engage with the material and with one another through required written discussions and assignments."

Current Catalog Copy

ARTH 3570. History and Theory of Digital Art

Also offered as: AMST 3570

3.00 credits

Prerequisites: Open to sophomores or higher.

Grading Basis: Graded

Examines the aesthetics and cultural impact of digital art in various modes including performance, online, and object production.

AMST 3570. History and Theory of Digital Art

Also offered as: ARTH 3570

3.00 credits

Prerequisites: Open to sophomores or higher.

Grading Basis: Graded

Examines the aesthetics and cultural impact of digital art in various modes including performance, online, and object production.

Revised Catalog Copy

ARTH 3570. History and Theory of Digital Art

Also offered as: AMST 3570 and DMD 3570

3.00 credits

Prerequisites: ENGL 1007 or 1010 or 1011 or 2011. Open to sophomores or higher.

Grading Basis: Graded

Investigates forms of digital and Internet art and the mostly forgotten histories of the technologies behind them. Forms and themes to be explored include games/gaming, surveillance art, cyberfeminism, data visualization, and crowdsourced art. CA 1. CA 4.

AMST 3570. History and Theory of Digital Art

Also offered as: ARTH 3570 and DMD 3570

3.00 credits

Prerequisites: ENGL 1007 or 1010 or 1011 or 2011. Open to sophomores or higher.

Grading Basis: Graded

Investigates forms of digital and Internet art and the mostly forgotten histories of the technologies behind them. Forms and themes to be explored include games/gaming, surveillance art, cyberfeminism, data visualization, and crowdsourced art. CA 1. CA 4.

DMD 3570. History and Theory of Digital Art

Also offered as: AMST 3570 and ARTH 3570

3.00 credits

Prerequisites: ENGL 1007 or 1010 or 1011 or 2011. Open to sophomores or higher.

Grading Basis: Graded

Investigates forms of digital and Internet art and the mostly forgotten histories of the technologies behind them. Forms and themes to be explored include games/gaming, surveillance art, cyberfeminism, data visualization, and crowdsourced art. CA 1. CA 4.

Discussion

- To summarize the department's reasoning, English courses bring people together.
- One member thought the reasoning felt contrived. One could use this reasoning for just about any cross-listed course with discussion board posts. The member did not think it worked.

Motion on ARTH/AMST 3750 (#14432/1767) was approved with two Nay votes.

V. New Business

A. New 1000- and 2000-level courses:

1. Motion to add (M. Hatfield, I. Soteriou) DMD 2470 User Interface Design (#974)

Proposed Catalog Copy

DMD 2470. User Interface Design

3.00 credits.

Prerequisites: DMD 1070. Open to Digital Media & Design majors only, others with instructor consent.

Interface design fundamentals of websites, mobile applications, and interactive media installations. Students learn aesthetically engaging and usable human-computer interfaces through hands-on course projects, critiques, and discussions.

Discussion

- Minor edits were made to the course description to align it with catalog norms. E. Schultz is allergic to the term “hands-on” but let it stand.
- The grading scale has whole numbers.
- Is this course a candidate for service learning? There are bunch of things J. Yakovich thinks DMD can and should be doing with their courses, but she really needs to address the whole department. J. Yakovich will reach out to Heather Elliott-Famularo.

Motion to add DMD 2740 (#974) was approved unanimously.

B. Revised 1000- and 2000-level courses:

1. Motion to revise (I. Soteriou, D. Ouimette) ASLN 2500 Introduction to Professional Interpreting (#4457) [Revise prereqs]

Current Catalog Copy

ASLN 2500. Introduction to Interpreting: American Sign Language and English

3.00 credits

Prerequisites: None.

Grading Basis: Graded

Basic theories, principles, and practices of professional interpreting.

Revised Catalog Copy

ASLN 2500. Introduction to Interpreting: American Sign Language and English

3.00 credits

Prerequisites: ASLN 1101 or higher or consent of the instructor.

Grading Basis: Graded

Basic theories, principles, and practices of professional interpreting.

Discussion

- The CAR says the prerequisite is 1101, but syllabus says it is 1102. E. Schultz will remind the proposer to change this.

Motion to revise ASLN 2500 (#4457) was approved unanimously.

2. Motion to revise (M. McKenzie, I. Soteriou) CSE 2500 Introduction to Discrete Systems (#4394) [Revise catalog copy]

Current Catalog Copy

CSE 2500. Introduction to Discrete Systems

3.00 credits

Prerequisites: CSE 1102 or 1729

Grading Basis: Graded

Mathematical methods for characterizing and analyzing discrete systems. Modern algebraic concepts, logic theory, set theory, grammars and formal languages, and graph theory. Application to the analysis of computer systems and computational structures.

Revised Catalog Copy

CSE 2500. Introduction to Discrete Systems.

3.00 credits

Prerequisites: CSE 1102 or 1729

Grading Basis: Graded

Introduction to formal mathematical thinking including discrete systems and proofs. Discrete system topics include logic, set theory, basic number theory, basic combinatorics, functions, relations, sequences, sums, products, recurrence, and countability. Proof topics include direct proof, including proof by cases and induction, and indirect proof, including proof by contrapositive and contradiction.

Discussion

- Members agreed that the order in the first sentence of proofs and discrete systems should be reversed.
- Syllabus says students need to pass the final with "about 50%."
- The learning outcomes include "understanding". The proposer will be encouraged to clarify what students will be able to do.
- Is this a Math course, should the department have been consulted? The course has been around for more than 20 years. It deals more with computer algorithms, so there is not a lot of overlap.

Motion to revise CSE 2500 (#4394) was approved unanimously.

3. Motion to revise (G. Stuart, D. Ouimette) DMD 1060 Fundamentals of Programming for Game and Web (#3675) [Revise title, description, and prereqs]

Current Catalog Copy

DMD 1060. Fundamentals of Programming for Game and Web

3.00 credits

Prerequisites: Prerequisites: DMD 1000 and 1030; open only to Digital Media and Design

majors, others with instructor consent.

Introduction to object-oriented computer programming through lecture and hands-on exercises. Basic computer programming principles that will set the foundation for future courses in scripting.

Revised Catalog Copy

DMD 1060. Fundamentals of Programming for Game, Web, and Interactive Media Design
3.00 credits.

Prerequisites: DMD 1001. Open to Digital Media & Design majors only, others with instructor consent.

Introduction to programming for artists and designers through a combination of lecture and hands-on studio exercises. Students learn the basic principles of computer programming which set the foundation for future courses in game, web, and interactive media design.

Discussion

- What happens to students who took DMD 1000? E. Schultz asked proposer. DMD 1000 is no longer being taught since 2018. It was replaced with DMD 1001. Instructor consent will cover any students with DMD 1000.
- The Office of the Registrar is comfortable with this.

Motion to revise DMD 1060 (#3675) was approved unanimously.

4. Motion to revise (B. Keilty, G. Michna) DMD 1070 Web Design I (#3674) [Revise prereqs]

Current Catalog Copy

DMD 1070. Web Design I

3.00 credits.

Prerequisites: DMD 1000.

Introduction to concepts, technologies and strategies for building contemporary websites.

Revised Catalog Copy

DMD 1070. Web Design I

3.00 credits.

Prerequisites: DMD 1002 and 1102. Open to Digital Media & Design majors only, others with instructor consent.

Introduction to concepts, technologies and strategies for building contemporary websites.

Discussion

- There is a whole number grading scale, and the participation rubric does not seem complete.
- One member was concerned about typos in the syllabus.

Motion to revise DMD 1070 (#3674) was approved unanimously.

5. Motion to revise (K. Fuller, B. Keilty) DMD 2200 Motion Graphics I (#3721) [Revise title, description, and prereqs]

Current Catalog Copy

DMD 2200. Motion Graphics I

3.00 credits.

Prerequisites: DMD 1000 and 1030; open to Digital Media and Design majors and Digital Arts minors, others by instructor consent. Not open to students who have passed DMD 3200, 3210, 3220, or 3230.

Introduction to creating visual effects and animated graphics.

Revised Catalog Copy

DMD 2200. Motion Design & Animation I

3.00 credits.

Prerequisites: DMD 1002 and 1102. Open to Digital Media & Design majors only, others with instructor consent.

Introduction to concepts and strategies for creating motion designs, animations, and visual effects.

Discussion

- E. Schultz contacted the proposer about changing enrollment access to DMD minors. The explanation he received did not completely clarify why they wanted to close access to a course that is required for the minor.
- One member asked if the course was missing part of its prereqs. "Not open to students who have passed DMD 3200, 3210, 3220, or 3230" was included for other courses but not this one.

B. Keilty motioned to table the course pending clarification of how students could complete the minor. I. Soteriou seconded. The motion to table DMD 2200 (#3721) was approved unanimously.

6. Motion to revise (B. Keilty, M. Hatfield) DMD 2210 Moving Image and Sequence (#3677) [Revise prereqs and title]

Current Catalog Copy

DMD 2210. Moving Image and Sequence

3.00 credits.

Prerequisites: DMD 1000 and 1030; open to DMD majors and Digital Arts minors, others with instructor consent. May not be taken out of sequence after passing DMD 2810, 3210, 3220, 3250, or 3850.

Introduction to digital editing, project management, working with sound and time-based storytelling.

Revised Catalog Copy

DMD 2210. Film & Video Editing I

3.00 credits.

Prerequisites: DMD 1002 and 1102. Open to Digital Media & Design majors only, others

with instructor consent.

Introduction to digital editing, project management, working with sound and time-based storytelling.

Discussion

- The grading scale has whole numbers. The part about participation sounds like grading on attendance.
- This course also removes the “out of sequence” list. Is this what they want? This will be verified with the department.

Motion to revise DMD 2210 (#3677) was approved unanimously.

7. DMD 2300 3D Animation I (#3616) [Revise prereqs]

Note: This course was by-passed until information about its effect on the minor can be clarified.

8. Motion to revise (M. Hatfield, G. Stuart) DMD 2310 3D Modeling I (#3602) [Revise prereqs]

Current Catalog Copy

DMD 2310. 3D Modeling I

3.00 credits

Prerequisites: DMD 1000 and 1030; open to Digital Media and Design majors. Not open for credit to students who have passed DMD 3300, 3310, 3350, 4310.

Introduction to creating polygonal 3D models using industry standard modeling tools, focusing geometry construction based on reference images, edge flow, clean topology, and polygon density.

Revised Catalog Copy

DMD 2310. 3D Modeling I

3.00 credits.

Prerequisites: DMD 1002 and 1102. Open to Digital Media and Design majors only, others with instructor consent. ~~Not open for credit to students who have passed DMD 3310, 3350, 4310 or 4340.~~

Introduction to creating polygonal 3D models using industry standard modeling tools, focusing on geometry construction based on reference images, edge flow, clean topology, and polygon density.

Discussion

- The grading scale is in whole numbers.
- M. Hatfield noted a potential issue with one of the credit restrictions. He can reach out to the department and get clarification if the committee is open to approving the course as is.

Motion to revise DMD 2310 (#3602) was approved by a vote of 6 Ayes, 4 Nays and 1 Abstention.

9. Motion to revise (G. Stuart, M. Hatfield) DMD 2320 3D Lighting and Rendering I (#3603) [Revise prereqs]

Commented [ES1]: According to DMD department head Pejril, this enrollment restriction should have been eliminated from the CAR.

Current Catalog Copy

DMD 2320. 3D Lighting and Rendering I

3.00 credits.

Prerequisites: DMD 1000 and 1030; open to Digital Media and Design majors. Not open for credit to students who have passed DMD 3300, 3310, 3350, 4310.

Introduction to dramatic lighting, 3-point lighting, shadows, materials, procedural textures, bump maps, displacement maps, ambient occlusion, ray tracing, and global illumination.

Revised Catalog Copy

DMD 2320. 3D Lighting and Rendering I

3.00 credits.

Prerequisites: DMD 1002 and 1102. Open to Digital Media & Design majors only, others with instructor consent. ~~Not open for credit to students who have passed DMD 3310, 3350, 4310 or 4340.~~

Introduction to dramatic lighting, 3-point lighting, shadows, materials, procedural textures, bump maps, displacement maps, ambient occlusion, ray tracing, and global illumination.

Discussion

- No discussion.

Motion to revise DMD 2320 (#3603) was approved 7 Ayes to 3 Nays.

10. DMD 2500 Introduction to Digital Game Design (#3634) [Revise prereqs]

Note: This course was by-passed until information about its effect on the minor can be clarified.

11. Motion to revise (M. Hatfield, J. Yackovich) DMD 2710 Social Media Business Applications (#3963) [Revise prereqs and description]

Current Catalog Copy

DMD 2710. Social Media Business Applications

3.00 credits

Prerequisites: Open to Digital Media and Design majors and Digital Arts minors, others by instructor consent.

Introduction to social media marketing, focusing on the platforms and strategies being employed by brands. This course does not fulfill requirements for any major in the School of Business.

Revised Catalog Copy

DMD 2710. Social Media Business Applications

3.00 credits.

Prerequisites: DMD 2700, which may be taken concurrently. Open to Digital Media & Design majors, others with instructor consent. Recommended preparation: DMD 1002 and 1102.

Commented [ES2]: According to DMD department head Pejril, this enrollment restriction should have been eliminated from the CAR.

Introduction to social media marketing and advertising, focusing on the platforms and strategies being deployed by brands.

Discussion

- E. Schultz relayed to the committee an issue that the School of Business had with this course back in 2014. The School of Fine Arts asserts that there is no longer a conflict.
- A couple of members noted that the School of Business controls its own plans of study. If the course is not listed as fulfilling a requirement, there is no reason for students to think it will.
- The committee was okay with striking the 'does not fulfill' language.

Motion to revise DMD 2710 (#3963) was approved unanimously.

12. Motion to revise (M. McKenzie, S. Stifano) GEOG 1093 Foreign Study (#4694) [Revise title and description]

Current Catalog Copy

GEOG 1093. Foreign Study

1.00 - 6.00 credits | May be repeated for credit.

Prerequisites: None.

Grading Basis: Graded

Special topics taken in a foreign study program. May be repeated for credit. Consent of Department Head or advisor may be required prior to the student's departure.

Revised Catalog Copy

GEOG 1093. International Study

1.00 - 6.00 credits | May be repeated for credit.

Prerequisites: None.

Grading Basis: Graded

Special topics are taken in an international study program. Consent of Department Head or advisor may be required prior to the student's departure.

Discussion

- There was a discussion about clarification was needed on the credit cap.

Motion to revise GEOG 1093 (#4694) was approved unanimously.

VI. Other Business

- A. Proposal to add a non-voting member to GEOC representing the social justice and diversity institutes

Attendance (in bold): Eric Schultz (Chair), Kate Fuller, Manuela Wagner (Ex-Officio), Alana Adams, Mark Brand, John Chandy, Marc Hatfield, Benjamin Keilty (student rep), Matt McKenzie, George Michna, David Ouimette, Sharyn Rusch, Lauren Schlesselman (Ex-Officio), Irene Soteriou (student rep), Steve Stifano, Gina Stuart, Julia Yakovich, Terra Zuidema

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Respectfully submitted by Karen C. P. McDermott
Adjourned 4:40pm

