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SR-06-07-25 CC

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CURRICULUM COMMITTEE RECOMMENDATION

SR-06-07-25 CC

Recommends approval of the listed **CURRICULUM ACTION REQUESTS** from the following colleges and/or schools:

- **COLLEGE OF LIBERAL ARTS**

Action Requested: Addition of a Major in Japanese

Rationale: The demand for this language has been increasing in the last few years. We have over 100 students enrolled in the basic Japanese language courses and more students are requesting the possibility of majoring in the language.

Department: Modern Languages

Curriculum: 30 semester hours in the language. 21 hours must be in courses numbered above 204 and must include nine hours of courses at the 400 level. Two 3-hour courses of Japanese culture or literature in translation will be allowed to count towards the completion of the required hours for the major. Level I: JPN 101, 102, 203, 204, 280-283. Level II: JPN 305, 315, 325. Level III: JPN 240, 335, 403. Level IV: JPN 304, 401, 402, 480-483, 485-488.

New Resources Required: No additional resources needed (I would like to use an electric classroom).

Statement of Non-Duplication: This field of study does not duplicate any other current program at the University.

Action Requested: Addition of a Minor in Japanese

Rationale: The demand for this language has been increasing in the last few years. We have over 100 students enrolled in the basic Japanese language courses and more students are requesting the possibility of minoring in the language.

Department: Modern Languages

Curriculum: May be earned by presenting 12 hours in the language (100 level courses do not count for a minor). One 3-hour course of Japanese culture or literature in translation will be allowed to count towards the completion of the required hours for the minor. Level I: JPN 101, 102, 203, 204, 280-283. Level II: JPN 305, 315, 325. Level III: JPN 240, 335, 403. Level IV: JPN 304, 401, 402, 480-483, 485-488.

New Resources Required: No additional resources needed (I would like to use an electric classroom).

Statement of Non-Duplication: This field of study does not duplicate any other current program at the University.

- **COLLEGE OF SCIENCE**

Action Requested: Change in name only of major code SB30, **FROM:** Environmental Biology **TO:** Ecology and Evolutionary Biology

Rationale: The Department of Biological Sciences is requesting to change the name of one of its five majors. The name change is requested because the new name is more reflective of the content of courses in the major. Both the required courses and the electives of this major stress the biology of specific taxonomic groups in the context of their interactions with members of the same taxon, other

taxa, and with their habitats. The title “Environmental” emphasizes habitat, but the title “Ecology” specifically encompasses all of the potential interactions. Courses in this major also emphasize specific traits and adaptations of taxa not only as they relate to ecological interactions, but also for the purpose of understanding the mechanisms of change and their impact on biological diversity. Therefore, inclusion of the word “Evolutionary” in the title of the major is informative of the content of the coursework.

Department: Biological Science

Curriculum: No changes.

New Resources Required: None

Statement of Non-Duplication: Non given.

Action Requested: Addition of a Minor within the Computer and Information Technology Major (SI20) called Game Development.

Rationale: This minor with the CIT major combines the sound principles of computer application development through computer game development. Game development is a very popular venue in higher education and the faculty of the IST program recognize that this minor is key to the mission of the Computer and Information Technology major, which gives students in other IT-related disciplines the opportunity to explore the ever-growing popularity of game development as an option. Offering this minor to other Marshall University students allows them to explore gaming through the Marshall University’s Integrated Science and Technology department’s computer lab for gaming (Marshall’s Advanced Gaming and Interactive Computing Lab – MAGIC Lab) where students can interact with each other, playing different types of computer games to research latest trends and graphics and discuss gaming, as well as, design and develop their own games as projects for courses required for the minor.

Department: Integrated Science and Technology

Curriculum: Required—IST 163, IST 236, IST 360, IST 438, IST 439, IST 460.

New Resources Required: None.

Statement of Non-Duplication: No such program exists at Marshall University.

Action Requested: Addition of an Area of Emphasis called “Game Development” within Computer and Information Technology (major code SI20)

Rationale: This Area of Emphasis within the CIT major combines the sound principles of computer application development through computer game development. Game development is a very popular venue in higher education and the faculty of the IST program recognize that this area of emphasis is key to the mission of the Computer and Information Technology major, including drawing students to the university from area high schools where basic game development courses are being taught. Without this area of emphasis, the university is losing out on local and regional students who are being forced to go to schools in Ohio, including non-accredited schools who offer such programs. Offering this area makes Marshall an incredibly viable option for high school graduates whose options were limited in the past. Marshall University’s Integrated Science and Technology department will be dedicating a computer lab for gaming (Marshall’s Advanced Gaming and Interactive Computing Lab – MAGIC) where students can interact with each other, playing different types of computer games to research latest trends and graphics and discuss gaming, as well as, design and develop their own games for courses taught in the area of emphasis and their senior project, which will consist of the development of an advanced computer game. The connection of development and game development skills within an area of emphasis better defines students who are coming to Marshall University with aspirations of developing computer and console games. This area would not have been viable just a few years ago, but because of the huge market and demand of

employers, it is a must for the university and the CIT major.

Department: Integrated Science and Technology

Major: Computer and Information Technology

Curriculum: An overall 2.00 GPA is required for graduation. 128 hours total college credit with 48 hours at the 300 – 499 level is required for graduation. Marshall Plan requires 6 hours designated as International Elective, 3 hours designated as Writing Intensive course, and 3 hours designated as Multicultural. Students following this recommended curriculum should graduate within four academic years.

YEAR ONE			
Fall Semester	Hours	Spring Semester	Hours
ENG 101, English Composition I*	3	IST 131, Analytical II	4
IST 111, Living Systems or BSC 120, Biology	4	IST 163, Programming Practicum with C++	3
IST 120, Connections I	2	IST 260, Instrumentation	3
MTH 130, Algebra†	3	Arts Appreciation Elective**	3
IST 160, Introduction to Programming	3	Multicultural Social Science Elective\$	3
UNI/HON 101, New Student Seminar	1		
Total	16	Total	16
YEAR TWO			
Fall Semester	Hours	Spring Semester	Hours
IST 230, Analytical III or MTH 229, Calculus‡	4 – 5	ENG 102, English Composition II*	3
IST 236, Data Structures	3	IST 212, Energy or PHY 201 & 202, Physics & Lab	3 – 4
IST 263, Web Programming	3	IST 220, Connections II	2
CMM 103, Fundamentals of Communication	3	IST 231, Analytical Methods IV‡	3
IST 238, Algorithms	3	International Social Science Elective\$	3
		IST 303, Advanced C++ Problem Solving	3
Total	16 – 17	Total	17 – 18
YEAR THREE			
Fall Semester	Hours	Spring Semester	Hours
IST 335, Multimedia Systems	3	IST 333, Software Engineering II, or Art Graphics elective	3
IST 332, Software Engineering I	3	IST 438, Comp. Graphics for Gaming	3
IST 362, Network Protocols	3	300 – 499 Humanities Elective††	3
IST 365, Database Management Systems	3	Science Elective	3-4
Foreign Language††	3	Foreign Language††	3
IST339, Game Development I: 2D	3	IST 301, Public Service	1
Total	18	Total	16-17
YEAR FOUR			
Fall Semester	Hours	Spring Semester	Hours
IST 490, Senior Project I	3	IST 491, Senior Project II	3
300-499 International Social Science Elective\$	3	IST 336, Computer Architecture or Art Graphics Elective	3
IST 439, Game Development II: 3D	3	IST 469, Game Development III: AI	3
Art Graphics Elective	3	300 – 499 Writing Intensive Literature Elective†	3
Foreign Language††	3	Foreign Language††	3
Total	15	Total	15
TOTAL HOURS – 128 – 130 (49 300 – 499 level credit hours)			

*ENG 201H may substitute for ENG 101 and ENG 102 if a grade of “C” or better earned.

‡Student may also work toward a minor in Mathematics.

\$Students are required to complete 9 credit hours in Social Sciences from at least 3 different fields: Anthropology – any course; Criminal Justice – any course, Economics – any course; Geography – any course *except* 101, 425, 429, and 430; History – any course; Political Science – any course; Psychology – any course *except* 223 or 417; Sociology – any course *except* 344, 345, 445; or Women’s Studies 101.

†Students are required to complete 3 hours in Literature: Classics 230, 231, 232, 233, 234, 235, or 236; English – any 300 – 499 level course in literature only; French 317, 318, 401, 402, 403, or 404; German 301, 302, 417, or 418; Latin – any 300 – 499 level course; Religious Studies 304, 310, 320, 325, or 351; or Spanish 411, 412, 413, 414, 415, or 416.

**Students are required to complete 3 hours in Art Appreciation: ART 112, MUS 142, THE 112 or other Fine Arts course.

††Choose one of the following series ending: FRN 203 and 204, or GER 203 and 204, JPN 203 and 204, or SPN 203 and 204, or another modern language. Depending on high school background, this will require 3 – 12 hours at the college level. Students are encouraged to meet this requirement through enrollment in a language study program, offered either by Marshall or another institution that includes intensive work in a modern foreign language.

††Students are required to complete 3 credit hours in Humanities: Classics – any course *except* 230, 231, 232, 233, 234, 235, or 236, Philosophy – any course; or Religious Studies – any course *except* 304, 310, 320, 325, or 351.

New Resources Required: None. IST has an existing computer lab that is being converted into Marshall’s Advanced Gaming and Interactive Computing Lab – MAGIC Lab.

Statement of Non-Duplication: No duplication with this addition is apparent.

FACULTY SENATE CHAIR:

APPROVED BY THE FACULTY SENATE: Larry Stibles DATE: 5/4/2007

DISAPPROVED BY THE FACULTY SENATE: _____ DATE: _____

UNIVERSITY PRESIDENT: [Signature]
APPROVED: _____ DATE: 5/9/07

DISAPPROVED: _____ DATE: _____

COMMENTS: _____

