CBM003 ADD/CHANGE FORM

APPROVED FEB 2 4 2010

	or	
☒ **Undergraduate Council**		**Graduate/Professional Studies Council**
☒ **New Course** ☐ **Course Change**		☐ **New Course** ☐ **Course Change**
Core Category: _____ **Effective Fall 2010**		**Effective Fall __**

1. Department: <u>Computer Science</u>   College: <u>NSM</u>   RECEIVED OCT 1 6 2009

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2. Faculty Contact Person: <u>Dr. Hilford</u>   Telephone: <u>3-3342</u>   Email: <u>vhilford@cs.uh.edu</u>

3. Course Information on New/Revised course:
   - Instructional Area / Course Number / Long Course Title:
     <u>COSC</u> / <u>4349</u> / <u>Intermediate Game Art & Animation</u>

   - Instructional Area / Course Number / Short Course Title (30 characters max.)
     <u>COSC</u> / <u>4349</u> / <u>INTER. GAME ART & ANIMATION</u>

   - SCH: <u>3.00</u>   Level: <u>SR</u>   CIP Code: <u>1108030019</u>   Lect Hrs: <u>3</u>   Lab Hrs: <u>0</u>

4. Justification for adding/changing course: **To provide for new discipline areas**

5. Was the proposed/revised course previously offered as a special topics course? ☒ Yes ☐ No
   If Yes, please complete:
   - Instructional Area / Course Number / Long Course Title:
     <u>COSC</u> / <u>4397</u> / <u>Sel Top-Computer Science # 27, Gaming Art & Animation II</u>

   - Course ID: <u>16876</u>   Effective Date (currently active row): <u>20083</u>

6. Authorized Degree Program(s): <u>BS, Computer Science</u>
   - Does this course affect major/minor requirements in the College/Department?   ☐ Yes ☒ No
   - Does this course affect major/minor requirements in other Colleges/Departments?   ☐ Yes ☒ No
   - Can the course be repeated for credit?   ☐ Yes ☒ No (if yes, include in course description)

7. Grade Option: <u>Letter (A, B, C …)</u>   Instruction Type: <u>lecture ONLY</u>   (Note: Lect/Lab info. must match item 3, above.)

8. If this form involves a change to an existing course, please obtain the following information from the course inventory: Instructional Area / Course Number / Long Course Title
   _____ / _____ / _____

   - Course ID: _____   Effective Date (currently active row): _____

9. Proposed Catalog Description: (If there are no prerequisites, type in "none".)
   Cr: 3. (3-0). Prerequisites: COSC 4348 or consent of instructor. Description (30 words max.):
   Intermediate video game concept arts and computer animation. Advanced topics of modeling game assets and animation, using the latest game software and hardware.

10. Dean's Signature: _____   Date: <u>13 Oct 09</u>

    Print/Type Name: <u>Ian Evans</u>

- Created on 9/9/09 9:53 AM -