New Course Request Page 1 of 4

New Course Request

			Acade	mic Organization and Curric	culum Handbook
College	ART				
Course Bulletin Listing	ARTS	COL - ARTS,C	OLLEGE OF THE		
Course Prefix		Course Number 734	Generic course or decima subdivision?	al	
Full Course Title	Video C	Same Production			
Transcript Title	Vid Gar	me Productn			
Level	Und ✓ Gra	lergraduate duate	Credit Hou	7S 5	
Proposed Effective Year	10		Proposed Effective Te	rm Spring Quarter	
Course Bul	lletin				
Course Des	scription	Introduction to video ga game by the end of the	nme creation. Teams will progre course.	ess from concept to prototype	to playable
Terms Offe	red	Quarter(s) Autumn Winter Spring Summer Summer 1 Summer 2			
Offering	Pattern	✓ This year Every	other year		
Distribution	of Class Time	2 - 2.5 hr cl.			· -
		Omit distribution of class	s time from printing?		

Prerequisities	Permission of Instructor.				
	✓ Electronic enforcement of prerequisites?				
Exclusion or Limiting Clause					
Repeatable?					
Cross Listed?					
Course part of a					
sequence?					
Grade Option	● Letter ○ S/U Progress				
	GEC Course				
General Course Information Statement	Creative multi-disciplinary teams will collaborate to produce a video game using software and computer equipment (including sound). Students will contribute to, document and critique the game. A final game will be playable on the course arcade machine.				
	Off Campus/Field Experience?				
	EM Credit?				
	Admission Condition Course?				
	Offered in Distance Learning Format? Service Learning?				
General Information	<u>tion</u>				
<u>Subje</u>	ect (CIP) Code 100304 Subsidy Level D				
If you have questions, please contact Jed Dickhaut @ dickhaut.1@osu.edu.					
Expected	d Section Size 15 Proposed Number of Sections Per Year 1				
Course time less than 1 full term or Workshop					
Off-campus offering?					

Page 3 of 4

Faculty Name	Maria Palazzi
Faculty Email	palazzi.1@osu.edu
Contact Name	Elaine Smith

New Course Request Page 4 of 4

Contact Dept | Advanced Computing Center for the Arts & Design

Contact Email | smith.3560@osu.edu

Contact Phone | 292-1053 | Save | Validate

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