Term Information

Effective Term   Autumn 2017

General Information

Course Bulletin Listing/Subject Area	Design
Fiscal Unit/Academic Org	Design - D0230
College/Academic Group	Arts and Sciences
Level/Career	Undergraduate
Course Number/Catalog	4154
Course Title	Intermediate Game Design 2
Transcript Abbreviation	IntrmGameDsgn2
Course Description	Intermediate Game Design 2 introduces students to concepts for designing and producing fun and serious games and apps that include networked multi-player formats and mobile devices. Students create, test, and play mobile games developed in the course.
Semester Credit Hours/Units	Fixed: 3

Offering Information

Length Of Course	14 Week
Flexibly Scheduled Course	Never
Does any section of this course have a distance education component?	No
Grading Basis	Letter Grade
Repeatable	No
Course Components	Laboratory
Grade Roster Component	Laboratory
Credit Available by Exam	No
Admission Condition Course	No
Off Campus	Never
Campus of Offering	Columbus

Prerequisites and Exclusions

Prerequisites/Corequisites	DSN 4104
Exclusions	

Cross-Listings

Cross-Listings

Subject/CIP Code

Subject/CIP Code	50.0404
Subsidy Level	Baccalaureate Course
Intended Rank	Freshman, Sophomore, Junior, Senior

Requirement/Elective Designation

The course is an elective (for this or other units) or is a service course for other units

Course Details

Course goals or learning objectives/outcomes
- Analyze interactive game systems for multi-user applications
- Explore strategies for optimizing networked communication systems
- Apply user experience design concepts to mobile devices
- Apply skills and concepts to fully working new game prototypes

Content Topic List
- Explore elements of networked game applications
- Accessing + synchronizing data
- Multiplayer staging + communication
- Mobile device inputs
- Contribution of virtual reality + use of headsets
- Play-test, review, + iterate multiplayer game designs

Attachments

- DSN_4154_syllabus.pdf: Syllabus

  (Syllabus. Owner: Nini,Paul Joseph)

- Letter_of_explanation_Design.pdf: Letter

  (Cover Letter. Owner: Nini,Paul Joseph)

- Art_concurrence.pdf: Concurrence

  (Concurrence. Owner: Nini,Paul Joseph)

- Comm_concurrence.pdf: Concurrence

  (Concurrence. Owner: Nini,Paul Joseph)

- CSE_concurrence.pdf: Concurrence

  (Concurrence. Owner: Nini,Paul Joseph)

- English_concurrences.pdf: Concurrence

  (Concurrence. Owner: Nini,Paul Joseph)

- Design_UG_curr_map_revised_Sp17.pdf: Curriculum map

  (Other Supporting Documentation. Owner: Nini,Paul Joseph)

- DSN_4154_syllabus_v4ap.doc: Revised syllabus

  (Syllabus. Owner: Nini,Paul Joseph)

Comments

- Revised syllabus attached with suggested and contingent changes made. *(by Nini,Paul Joseph on 03/03/2017 03:17 PM)*
- See 2-1-17 feedback e-mail to P Nini. *(by Vankeerbergen,Bernadette Chantal on 02/01/2017 09:25 AM)*
- Please remember to separate content topics in the future. *(by Heysel,Garett Robert on 12/28/2016 09:22 PM)*

Workflow Information

Status	User(s)	Date/Time	Step
Submitted	Nini,Paul Joseph	12/22/2016 10:55 AM	Submitted for Approval
Approved	Nini,Paul Joseph	12/22/2016 10:55 AM	Unit Approval
Approved	Heysel,Garett Robert	12/28/2016 09:22 PM	College Approval
Revision Requested	Vankeerbergen,Bernadette Chantal	01/03/2017 09:39 AM	ASCCAO Approval
Submitted	Beecher,Mary Anne	01/07/2017 04:18 PM	Submitted for Approval
Approved	Nini,Paul Joseph	01/09/2017 01:16 PM	Unit Approval
Approved	Heysel,Garett Robert	01/11/2017 04:47 PM	College Approval
Revision Requested	Vankeerbergen,Bernadette Chantal	02/01/2017 09:25 AM	ASCCAO Approval
Submitted	Nini,Paul Joseph	03/03/2017 03:18 PM	Submitted for Approval
Approved	Nini,Paul Joseph	03/03/2017 03:18 PM	Unit Approval
Approved	Heysel,Garett Robert	03/03/2017 06:50 PM	College Approval
Pending Approval	Nolen,Dawn Vankeerbergen,Bernadette Chantal Hanlin,Deborah Kay Jenkins,Mary Ellen Bigler	03/03/2017 06:50 PM	ASCCAO Approval

THE OHIO STATE UNIVERSITY

College of Arts and Sciences

Department of Design

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December 8, 2016

TO: ASC Curriculum Committee

FROM: Dr. Mary Anne Beecher, Chair, Department of Design

RE: Proposal of Introduction to Game Design, Intermediate Game Design I, and Intermediate Game Design II

The Department of Design is proposing three courses focusing on game design from a user-centered perspective. The first course explores the fundamentals of game structure, motivation, and how designed components and actions can be developed to support designers' intent using analog materials and manual processes. The second and third of the three courses will introduce the use of software and digital tools to support game designers' intent using the resources and facilities that the research center offers.

These three courses are proposed to address two specific gaps in course offerings at Ohio State. First, we are proposing these courses to support a forthcoming new interdisciplinary minor program in Video Game Studies. This program will involve departments from the Arts and Humanities Division of ASC as well as Computer Science Engineering. The "Introduction to Game Design" course proposed here will serve as a required course for that minor to help students understand the premises of game mechanics and their relation to designed game components. The other two courses provide students with the opportunity to elect to focus their minor studies in more intermediate areas of game design and making.

We have also determined a general need for a sequence of undergraduate courses that focus on human-centered game design so that our students can explore how game structure and motivations for play can support emerging design practices. While courses on game programming and development are available to computer science majors and courses that incorporate content about the gamification of specific fields of study such as education and economics exist, students in the creative fields do not have access to a sequence of courses that are geared toward preparing students to make games using a systematic and user-centered focus. Design students need the option to explore the acquisition of game design knowledge into their practices, so these courses hold the potential to address the needs of majors and non-majors alike.

The Department of Design has two full-time faculty members with specific expertise in the realm of game design who are well suited to instructing these courses and are eager to do so. Please let me know if you have any questions.

Sincerely,

Dr. Mary Anne Beecher, Chair
Department of Design

DSN 4154
Intermediate Game Design II: Mobile Apps, Networked Interaction and Social Media
Credits: 3

Instructor: Alan Price
Office Location: 331 Sullivant Hall
Office Hours: tbd
price.566@osu.edu

Meeting Times and Days: tbd
Location: ACCAD classroom

COURSE DESCRIPTION

Advanced topics for design and production of fun and serious games and apps, including networked multi-player and mobile devices.

COURSE OBJECTIVES

- Gain experience in development of interactive systems for collaborative and multiple user applications.

- Understanding of networked communication systems and strategies for optimization.

- Learn concepts for user experience design with mobile devices and touch-driven input.

- Apply learned skills and concepts in individual and team collaborations to develop fully working prototypes

FORMAT OF INSTRUCTION

Lab (studio) with lectures and demonstrations with time given to individual and group work during class hours. Assignments and exercises will be given to aid in learning topics and evaluation of progress. Students are expected to participate in presentations and critique of completed work and works in progress. Contact hours per week: Two 2:40 sessions per week.

PRE-REQUISITES

Design 4104: Intermediate Game Design I
A course in computer modeling and animation is highly recommended but not required.
A course in programming (C#, C++, Javascript, Python, Processing) is recommended but not required.

REQUIRED TEXTS AND COURSE MATERIALS

Schell, Jesse. *The Art of Game Design: A Book of Lenses*. Morgan Kaufmann, 2008. Book.
Unity Tutorial Videos, https://unity3d.com/learn/tutorials/topics/multiplayer-networking
Salen, Katie, Eric Zimmerman. *Rules of Play: Game Design Fundamentals*. MIT Press, 2004. (handout excerpts)
Colborne, Giles. *Simple and Usable Web, Mobile, and Interaction Design (Voices That Matter)*. NewRiders, 2011. Book (handout excerpts)

GRADING INFORMATION

Coursework assignments will consist of written response papers, exercises/tutorials, two intermediate projects, and one final project. Evaluation is based on completeness, ability to work in assigned groups, technical execution, craftsmanship, clarity of presentation, and fulfillment of stated assignment goals.

Written response paper #1	5 points
Written response paper #2	5 points
Written response paper #3	5 points
Networking tutorial exercise	10 points
Basic Networked Game assignment	20 points
Mobile Multimedia / Sensing assignment	25 points
Final Project	30 points

Ohio State's Standard Grading Scheme:
93-100 (A), 90-92.9 (A-), 87-89.9 (B+), 83-86.9 (B), 80-82.9 (B-), 77-79.9 (C+), 73-76.9 (C),
70-72.9 (C-), 67-69.9 (D+), 60-66.9 (D), Below 60 (E)

ATTENDANCE POLCY

All students are required to be on time and in attendance for each and every class. Two (2) unexcused absences will lower a final grade by 1/3 a letter. Three (3) unexcused absences will lower a final grade by one letter. Four (4) unexcused absences will result in a failing grade ("E") for the course.

STATEMENT ON ACADEMIC MISCONDUCT

It is the responsibility of the Committee on Academic Misconduct to investigate or establish procedures for the investigation of all reported cases of student academic misconduct. The term "academic misconduct" includes all forms of student academic misconduct wherever committed; illustrated by, but not limited to, cases of plagiarism and dishonest practices in connection with examinations. Instructors shall report all instances of alleged academic misconduct to the committee (Faculty Rule 3335-5-487). For additional information, see the Code of Student Conduct http://studentlife.osu.edu/csc/

STATEMENT ON DISABILITY SERVICES
Students with disabilities (including mental health, chronic or temporary medical conditions) that have been certified by the Office of Student Life Disability Services will be appropriately accommodated and should inform the instructor as soon as possible of their needs. The Office of Student Life Disability Services is located in 098 Baker Hall, 113 W. 12th Avenue; telephone 614- 292-3307, slds.osu.edu.

WEEKLY TOPICAL OUTLINE OF COURSE MEETINGS

Week 1.1 -
Lecture: Introduction and overview. Elements of networked and multiplayer Game Design.

Week 1.2 -
Lecture/demonstration: Overview of networked game tutorial.
Assigned: Viewing of video tutorials https://unity3d.com/learn/tutorials/topics/multiplayer-networking

Week 2.1 -
Lecture/demonstration: Design considerations for networked applications.
Class activity: Work on networking tutorial.

Week 2.2 -
Lecture/demonstration: Analysis and expansion of tutorial concepts.
Class activity: Work on networking tutorial.
Reading #1 Assigned: Read excerpts from *Rules of Play, Unit 4: Culture*, pgs 502-588

Week 3.1 -
Class activity: Completion of networking tutorial with discussion of concepts presented.
Due: Completed networking tutorial.

Week 3.2 -
Lecture/demonstration: Network System concepts. Client and Server models.

Assigned: Basic Networked Game Project. Based on skills learned in the prior tutorials, design and produce a new networked game based on your own ideas for game-play. The game must incorporate spawning of networked players across multiple clients, including at least two additional shared data types (e.g. health levels, inventory displays, remote procedure calls). The objective of this assignment is to exhibit an understanding of concepts of networking to effectively implement multiplayer game-play. Due in three weeks.

Week 4 .1 -
Lecture/demonstration: Network messaging. Accessing data and web requests.
Due: Written response paper #1 to *Rules of Play, Unit 4: Culture*, pgs 502-588

Week 4.2 -
Lecture/demonstration: Object spawning and state synchronization. Object visibility and scope.
Reading #2 assigned: *Some Games are Played with Others*, and *Other Players Sometimes Form Communities*, from *The Art of Game Design: A Book of Lenses*, pgs. 353-370

Week 5.1 -
Lecture/demonstration: Multiplayer staging areas and Lobbies.
Class activity: Working on Basic Networked Game project.

Week 5.2 -

Lecture/demonstration: Chat systems and shared user data.
Class activity: Working on Basic Networked Game project.

Week 6 .1-
Lecture/demonstration: Simulation and AI server/client authoritative control.
Class activity: Working on Basic Networked Game project.

Week 6.2 -
Class activity: Working on Basic Networked Game project.

Week 7.1 -
Class activity: Presentation and critique of Basic Networked Game project.
Due: Written response paper #2 to *A Book of Lenses* reading*.*

Week 7.2 -
Class activity: Presentation and critique of Basic Networked Game project, cont'd

Week 8.1 -
Lecture/demonstration: Mobile device multi-touch and gesture input. Mobile platform SDKs.

Week 8.2 -
Lecture/demonstration: Tilt and accelerometer measurement. Gestural interaction applications.
Reading #3 assigned: *Simple and Usable Web, Mobile, and Interaction Design (Voices That Matter).*

Assigned: Mobile Multimedia / Sensing project. Design and propose an application that leverages the use of handheld devices in regard to mobility and/or sensing capabilities such as multitouch, GPS, compass, or accelerometers. Upon approval of the proposal by the instructor, develop a functioning prototype for the application with an emphasis on human-computer interaction. The focus of this project is on sensible, novel and effective approaches to interface design for mobile technology. Due in three weeks.

Week 9.1 -
Lecture/demonstration: Location services and compass sensing. Mapping applications.
Class Activity: Work on Mobile Multimedia / Sensing project.

Week 9.2 -
Lecture/demonstration: Camera and audio input access. Augmented Reality applications.
Class Activity: Work on Mobile Multimedia / Sensing project.

Week 10.1 -
Lecture/demonstration: VR applications with head mount display accessories.
Class Activity: Work on Mobile Multimedia / Sensing project.
Due: Written response paper #3 to *Simple and Usable Web, Mobile, and Interaction Design (Voices That Matter)*.

Week 10.2 -
Lecture/demonstration: Considerations for networking on mobile devices.
Class Activity: Work on Mobile Multimedia / Sensing project.

Week 11.1 -
Lecture/demonstration: Distribution of apps. Apple store and Google Play.
Class Activity: Work on Mobile Multimedia / Sensing project.

Week 11.2 -
Lecture/demonstration: Methods for distributed user testing and analytics.
Class Activity: Work on Mobile Multimedia / Sensing project.

Week 12.1 -
Class activity: Presentation and critique of Mobile Multimedia / Sensing project.
Due: Mobile Multimedia / Sensing projects.

Week 12.2 -
Class activity: Presentation and critique of Mobile Multimedia / Sensing project, cont'd.

Assigned: Final project: Develop a proposal to present in class for the final project. A design document must accompany the proposal and be maintained throughout the production of the project. The work can be a desktop or mobile application. Networked functionality is encouraged but not required if the scope of the project incorporates equivalent challenges. The outcome should be a fully functional game or interactive application that exhibits effective use of multiple player or collaborative gameplay, and/or networked interaction or content delivery. Can be individual or team projects.

Week 13.1 -
Class activity: Individual proposal review and approvals of Final projects.

Week 13.2 -
Lecture/demonstration: Example problem-solving for selected proposed game modifications.
Class activity: In class problem-solving, development and testing of Final projects.

Week 14.1 -
Lecture/demonstration: Example problem-solving for selected proposed game modifications.
Class activity: In class problem-solving, development and testing of Final projects.

Week 14.2 -
Class activity: In class problem-solving, development and testing of Final projects.

Week 15.1 -
Class activity: In class development and testing of Final projects. Playtesting and feedback sessions.

Week 15.2 -
Class activity: In class development and testing of Final projects. Playtesting and feedback sessions.

Week 16 Finals -
Class activity: Presentation and critique of Final projects.

THE OHIO STATE UNIVERSITY

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November 28th, 2016

I have reviewed the concurrence request for the department of Design's proposed suite of courses, Game Design 1, 2, and 3. The proposal went to Art faculty who teach in the Art and Technology emphasis area as this is the closest overlap.

The three faculty in that area generally agree that there is great interest in this area and that a broader curriculum could be supported. The Department of Art currently teaches two courses that involve games, Art Games 5001 and Occulus Rift 5881 that uses the unity game engine.

The department of Art grants concurrence and looks forward to being included in continuing discussions in this developing area.

Rebecca Harvey

Chair, Dept. Of Art

The Ohio State University
College of the Arts and Sciences Concurrence Form

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An academic unit initiating a request should complete Section A of this form and send a copy of the form, course request, and syllabus to each of the academic units that might have related interests in the course. Units should be allowed two weeks to respond to requests for concurrence.

Academic units receiving this form should respond to Section B and return the form to the initiating unit. Overlap of course content and other problems should be resolved by the academic units before this form and all other accompanying documentation may be forwarded to the Office of Academic Affairs.

A. Proposal to review

Design   DSN 3XXX   Game Design 1: Principles and Practice
_____
Initiating Academic Unit   Course Number   Course Title

New   11/9/2016
_____
Type of Proposal (New, Change, Withdrawal, or other)   Date request sent

Communication   11/16/2016
_____
Academic Unit Asked to Review   Date response needed

B. Response from the Academic Unit reviewing
Response: include a reaction to the proposal, including a statement of support or non-support (continued on the back of this form or a separate sheet, if necessary).

The School of Communication grants concurrence for this course.

Signatures

1. Name	Director Position	Communication Unit	11/15/16 Date
2. Name	Position	Unit	Date
3. Name	Position	Unit	Date

The Ohio State University
College of the Arts and Sciences Concurrence Form

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An academic unit initiating a request should complete Section A of this form and send a copy of the form, course request, and syllabus to each of the academic units that might have related interests in the course. Units should be allowed two weeks to respond to requests for concurrence.

Academic units receiving this form should respond to Section B and return the form to the initiating unit. Overlap of course content and other problems should be resolved by the academic units before this form and all other accompanying documentation may be forwarded to the Office of Academic Affairs.

A. Proposal to review

Design/ACCAD   DSN 4XXX/ACCAD 4XXXX   Game Design 2: Screen-based Interaction

Initiating Academic Unit   Course Number   Course Title

New   11/9/2016

Type of Proposal (New, Change, Withdrawal, or other)   Date request sent

Communication   11/16/2016

Academic Unit Asked to Review   Date response needed

B. Response from the Academic Unit reviewing

Response: include a reaction to the proposal, including a statement of support or non-support (continued on the back of this form or a separate sheet, if necessary).

The School of Communication grants concurrence for this course as proposed.

Signatures

	Director	Communication	11/15/16
1. Name	Position	Unit	Date
2. Name	Position	Unit	Date
3. Name	Position	Unit	Date

Revised 5/27/14

The Ohio State University
College of the Arts and Sciences Concurrence Form

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An academic unit initiating a request should complete Section A of this form and send a copy of the form, course request, and syllabus to each of the academic units that might have related interests in the course. Units should be allowed two weeks to respond to requests for concurrence.

Academic units receiving this form should respond to Section B and return the form to the initiating unit. Overlap of course content and other problems should be resolved by the academic units before this form and all other accompanying documentation may be forwarded to the Office of Academic Affairs.

A. Proposal to review

Design and ACCAD   DSN 4XXX/ACCAD 4XXXX   Game Design 3: Mobile Apps, Networked Interaction, and Social Media

Initiating Academic Unit	Course Number	Course Title

New   11/9/2016

Type of Proposal (New, Change, Withdrawal, or other)   Date request sent

Communication   11/16/2016

Academic Unit Asked to Review   Date response needed

B. Response from the Academic Unit reviewing
Response: include a reaction to the proposal, including a statement of support or non-support (continued on the back of this form or a separate sheet, if necessary).

The School of Communication grants concurrence for this course as proposed.

Signatures

1. Name	Director Position	Communication Unit	11/15/16 Date
2. Name	Position	Unit	Date
3. Name	Position	Unit	Date

Revised 5/27/14

From: "Paul A. G. Sivilotti" <paolo@cse.ohio-state.edu>
Date: December 8, 2016 at 1:18:16 PM EST
To: "Beecher, Mary A." <beecher.17@osu.edu>
Subject: Re: Deadline adjustment for concurrence request...

Hi Mary Anne--

CSE concurs with the offering of the courses
Game Design I, II, and III.

Best wishes,
--paul

On 12/5/2016 1:53 PM, Beecher, Mary A. wrote:
Hi Paul, Thank you for the update last Thursday. I appreciate having
more information on the context surrounding the conversation
occurring in your department. Here are a couple of additional points
it may help to consider...

First, several members of my department have had many conversations
over the last months and years with members of your department on the
value of offering courses that are focused on visual design
principles, game design with a focus on user experience, and crafting
compelling visual stories from a design perspective that would
complement what CSE students learn in their own courses. As an
example, I worked closely with Raghu last year to establish a
complementary set of learning experiences that focus on data
visualization for students in data analytics, for example. There
seems to be a pervasive opinion that there is a benefit to having
that kind of opportunity for computer science students. The proposed
Game Design 2 and 3 courses could provide just such an opportunity.
Likewise, should CSE develop courses without prerequisites that would
teach non-majors some coding and an understanding of what it takes to
write the programs that produce video games, I would hope that
students in design would gravitate toward them to increase their
understanding of the engineering processes that are related to game
development. I don't see what each unit is providing as the same or
even that they should be understood as in competition with one
another. We all have the resource challenges you mention, and it
would not make sense to me for us to attempt to duplicate what is
being taught in CSE if students can access it, and I would hope that
faculty in your department would recognize that game design from a
human-centered perspective would be more appropriate coming from
design than from computer science. I am very supportive of our having
conversations together about how we can each be building expertise
that is complementary and also to explore potential research
collaborations...

But secondly, as I noted on 11/29, given that you do not currently have such courses for non-majors and are still considering whether or not you have the capacity to develop any as you have to turn away so many majors from CSE, I'm not sure I understand how our request for concurrence for these courses is related to the debate. If the courses do not currently exist, then as I noted before, concurrence is just a statement that the proposed courses are not currently being offered by your unit and from my review of the syllabi you sent me, they are not. So I'll presume that I'll hear from you again by Thursday...

Thanks again for your work on this, Mary Anne

-----Original Message----- From: Sivilotti, Paul Sent: Thursday, December 1, 2016 1:01 PM To: Beecher, Mary A. <beecher.17@osu.edu> Subject: Re: Deadline adjustment for concurrence request...

Hi Mary Anne--

Sorry for the delay on my end. I should have been keeping you in the loop. The last two weeks have been a bit more chaotic than expected and I'm still trying to get people together to work out some differences of opinion face-to-face.

Can I have one more week to give you a response?

Briefly, though, just so you know where things stand here, we have a fairly large graphics group in CSE, with many courses related to game development and even an undergraduate specialization for our majors called "Graphics and Game Design". Among our existing courses, there are 2 in particular that have the most direct overlap with Design 2 as described in your previous email: CSE 3902: Design, Development and Documentation of Interactive Systems CSE 3541: Computer Games and Animation Techniques

CSE 3902 introduces (and heavily uses) Unity as the students design and develop a game through the semester. The difference, of course, is that CSE 3902 (and 3541) requires a strong programming background. It is designed for our majors. The intended audience for Design 2 is obviously different.

Nevertheless, the issue we have to confront in CSE is how to (and whether to) accommodate non-majors with course offerings, either existing or newly developed. This is tricky for us now strictly from a resource point of view: We are closing about half of the students who want to major in CSE or CIS out of the major because of limits on

teaching capacity. So the ideals of curriculum development are coming up against the realities of resource availability.

I think there are opportunities for our various units to collaborate in this area, so I'm optimistic we can figure something out. But, as I said, I haven't yet built a consensus among folks on this end.

--paul

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Academic units receiving this form should respond to Section B and return the form to the initiating unit. Overlap of course content and other problems should be resolved by the academic units before this form and all other accompanying documentation may be forwarded to the Office of Academic Affairs.

A. Proposal to review

Initiating Academic Unit   Course Number   Course Title

Type of Proposal (New, Change, Withdrawal, or other)   Date request sent

Academic Unit Asked to Review   Date response needed

B. Response from the Academic Unit reviewing
Response: include a reaction to the proposal, including a statement of support or non-support (continued on the back of this form or a separate sheet, if necessary).
The Department of English supports the proposal.

Signatures

Clare Simmons Digitally signed by Clare Simmons
Date: 2016.11.14 08:10:14 -05'00'   11/14/2016

1. Name	Position	Unit	Date

2. Name	Position	Unit	Date

3. Name	Position	Unit	Date

The Ohio State University
College of the Arts and Sciences Concurrence Form

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A. Proposal to review

Initiating Academic Unit   Course Number   Course Title

Type of Proposal (New, Change, Withdrawal, or other)   Date request sent

Academic Unit Asked to Review   Date response needed

B. Response from the Academic Unit reviewing
Response: include a reaction to the proposal, including a statement of support or non-support (continued on the back of this form or a separate sheet, if necessary).
The Department of English supports the proposal

Signatures

11/14/2016

1. Name	Position	Unit	Date

2. Name	Position	Unit	Date

3. Name	Position	Unit	Date

The Ohio State University
College of the Arts and Sciences Concurrence Form

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A. Proposal to review

Initiating Academic Unit   Course Number   Course Title

Type of Proposal (New, Change, Withdrawal, or other)   Date request sent

Academic Unit Asked to Review   Date response needed

B. Response from the Academic Unit reviewing
Response: include a reaction to the proposal, including a statement of support or non-support (continued on the back of this form or a separate sheet, if necessary).
The Department of English supports the proposal.

Signatures

11/14/2016

1. Name	Position	Unit	Date
2. Name	Position	Unit	Date
3. Name	Position	Unit	Date

Revised 5/27/14

Department of Design Undergraduate Programs Goals

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1. **Thinking**
Students acquire abilities to address Design opportunities, including the skills of problem identification, formulation, qualitative and quantitative research, analysis, synthesis, prototyping, user-testing, and evaluation of outcomes.

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2. **Doing**
Students acquire competency with tools, technologies, skills and materials in the exploration, creation, and production of products, artifacts, environments, systems, communications solutions and services.

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3. **Practice**
Students demonstrate understanding of basic professional practices, including the ability to communicate, document, organize and lead work productively as team members able to adapt to the evolving role of Design.

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4. **Scope**
Students demonstrate understanding of the role and responsibility of Design in the local and global context, including the foundational comprehension and application of ethical concepts of sustainable development, social innovation and human-centered design to practice.

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5. **Context**
Students demonstrate knowledge of established and emerging theory and practice, including critical thinking and an understanding of interdisciplinary relationships in order to recognize and act on opportunities.

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6. **Role**
Students acquire the ability to recognize the role of the Designer as the expert practitioner and/or catalyst for collective creativity.

The Ohio State University Department of Design

Industrial Design Major

Bachelor of Science in Design (BSD), College of Arts and Sciences

PROGRAM LEARNING GOALS: #1 OF 2

Required Courses	Goal 1: Thinking	Goal 2: Doing	Goal 3: Practice	Goal 4: Scope	Goal 5: Context	Goal 6: Role
2110: D. Fundamentals 1	Beginning	Beginning				
2310: Vis. Principles 1	Beginning	Beginning				
2700: Intro. to D. Practice			Beginning	Beginning	Beginning	Beginning
2130: D.Fundamentals 3	Beginning	Beginning/Interm	Beginning			
2330: Vis. Principles 3	Beginning	Beginning/Interm	Beginning			
2750: D. History			Beginning	Beginning	Beginning	Beginning
3101: Intro. to IND 1	Beginning/Interm	Beginning/Interm	Beginning			Beginning
3200: D. Research 1	Beginning		Beginning		Beginning	Beginning
3301: Vis Strategies IND 1		Intermediate	Intermediate			
3400: D. Media 1	Beginning/Interm	Beginning/Interm	Beginning/Interm			
3151: Intro. to IND 2	Intermediate	Beginning/Interm	Beginning/Interm			Beginning
3450: D. Media 2	Beginning					
3550: Materials+Processes			Intermediate	Intermediate	Intermediate	
4101: Intermediate IND 1	Intermediate	Intermediate	Intermediate			Beginning/Interm
4200: D. Research 2	Intermediate	Beginning/Interm	Intermediate	Beginning/Interm	Intermediate	Beginning/Interm
4400: D. Media 3	Intermediate	Intermediate	Intermediate			Beginning/Interm
4151: Intermediate IND 2	Intermediate	Intermediate	Intermediate			Beginning/Interm
4650: Collaborative D.		Intermediate		Intermediate	Advanced	
4750: Prof. Practices			Intermediate	Intermediate	Intermediate	
4797: Study Abroad	Intermediate	Intermediate			Advanced	Intermediate
5101: Advanced IND 1	Advanced	Advanced	Advanced	Interm/Advanced	Interm/Advanced	Intermediate
5200: D. Research 3	Interm/Advanced	Intermediate	Intermediate	Intermediate	Intermediate	Interm/Advanced
5151: Advanced IND 2	Advanced	Advanced	Advanced	Interm/Advanced	Advanced	Advanced
5301: Vis Strategies IND 2	Interm/Advanced	Interm/Advanced	Interm/Advanced			Advanced
5800: D. Seminar	Advanced		Advanced	Interm/Advanced	Interm/Advanced	Interm/Advanced

*Revised Sp17
Curriculum map
Part 1*

The Ohio State University Department of Design

Industrial Design Major

Bachelor of Science in Design (BSD), College of Arts and Sciences

PROGRAM LEARNING GOALS: #2 OF 2

	Goal 1: Thinking	Goal 2: Doing	Goal 3: Practice	Goal 4: Scope	Goal 5: Context	Goal 6: Role
Elective Courses						
3104: Intro Game Dsgn	Beginning	Beginning	Beginning	Beginning	Beginning	
4104: Intrm Game Dsgn 1	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate	
4154: Intrm Game Dsgn 2	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate	
5191: Internship	Intermediate	Intermediate	Advanced	Intermediate	Intermediate	Intermediate
5193: Individual Studies	Intermediate	Intermediate			Advanced	
5194: Group Studies	Intermediate	Intermediate			Advanced	
5600E: Design Matters: Embedded	Advanced	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate
5600S: Design Matters: Service	Advanced	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate
5798: Study Tour	Advanced	Intermediate	Advanced	Intermediate	Intermediate	Advanced
5998: UG Schlrshp: Creative	Advanced			Advanced	Advanced	
5998H: Honors UG Schlrshp: Creative	Advanced			Advanced	Advanced	
5999: UG Schlrshp: Writing	Advanced			Advanced	Advanced	
5999H: Honors UG Schlrshp: Writing	Advanced			Advanced	Advanced	

The Ohio State University Department of Design

Interior Design Major

Bachelor of Science in Design (BSD), College of Arts and Sciences

PROGRAM LEARNING GOALS: #1 OF 2

Required Courses	Goal 1: Thinking	Goal 2: Doing	Goal 3: Practice	Goal 4: Scope	Goal 5: Context	Goal 6: Role
2110: D. Fundamentals 1	Beginning	Beginning				
2310: Vis. Principles 1	Beginning	Beginning				
2700: Intro. to D. Practice			Beginning	Beginning	Beginning	Beginning
2130: D.Fundamentals 3	Beginning	Beginning/Interm	Beginning			
2330: Vis. Principles 3	Beginning	Beginning/Interm	Beginning			
2750: D. History			Beginning	Beginning	Beginning	Beginning
3102: Intro. to INT 1	Beginning/Interm	Beginning/Interm	Beginning			Beginning
3200: D. Research 1	Beginning		Beginning		Beginning	Beginning
3302: Vis Strategies INT 1		Intermediate	Intermediate			
3400: D. Media 1	Beginning/Interm	Beginning/Interm	Beginning/Interm			
3152: Intro. to INT 2	Intermediate	Beginning/Interm	Beginning/Interm			Beginning
3450: D. Media 2	Beginning					
3552: INT D. Tech 1			Intermediate	Intermediate	Intermediate	
4102: Intermediate INT 1	Intermediate	Intermediate	Intermediate			Beginning/Interm
4200: D. Research 2	Intermediate	Beginning/Interm	Intermediate	Beginning/Interm	Intermediate	Beginning/Interm
4302: Vis Strategies INT 2	Intermediate	Intermediate	Intermediate			Beginning/Interm
4502: INT D. Tech 2	Intermediate	Intermediate	Intermediate			Beginning/Interm
4152: Intermediate INT 2	Intermediate	Intermediate	Intermediate			Beginning/Interm
4650: Collaborative D.		Intermediate		Intermediate	Advanced	
4750: Prof. Practices			Intermediate	Intermediate	Intermediate	
4797: Study Abroad	Intermediate	Intermediate			Advanced	Intermediate
5102: Advanced INT 1	Advanced	Advanced	Advanced	Interm/Advanced	Interm/Advanced	Intermediate
5200: D. Research 3	Interm/Advanced	Intermediate	Intermediate	Intermediate	Intermediate	Interm/Advanced
5502: INT D. Tech 3	Advanced		Advanced	Interm/Advanced	Interm/Advanced	Interm/Advanced
5152: Advanced INT 2	Advanced	Advanced	Advanced	Interm/Advanced	Advanced	Advanced
5552: INT D. Tech 4	Interm/Advanced	Interm/Advanced	Interm/Advanced			Advanced

Revised Sp17
Curriculum map
Part 1

The Ohio State University Department of Design

Interior Design Major

Bachelor of Science in Design (BSD), College of Arts and Sciences

PROGRAM LEARNING GOALS: #2 OF 2

	Goal 1: Thinking	Goal 2: Doing	Goal 3: Practice	Goal 4: Scope	Goal 5: Context	Goal 6: Role
Elective Courses						
3104: Intro Game Dsgn	Beginning	Beginning	Beginning	Beginning	Beginning	
4104: Intrm Game Dsgn 1	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate	
4154: Intrm Game Dsgn 2	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate	
5191: Internship	Intermediate	Intermediate	Advanced	Intermediate	Intermediate	Intermediate
5193: Individual Studies	Intermediate	Intermediate			Advanced	
5194: Group Studies	Intermediate	Intermediate			Advanced	
5600E: Design Matters: Embedded	Advanced	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate
5600S: Design Matters: Service	Advanced	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate
5798: Study Tour	Advanced	Intermediate	Advanced	Intermediate	Intermediate	Advanced
5998: UG Schlrshp: Creative	Advanced			Advanced	Advanced	
5998H: Honors UG Schlrshp: Creative	Advanced			Advanced	Advanced	
5999: UG Schlrshp: Writing	Advanced			Advanced	Advanced	
5999H: Honors UG Schlrshp: Writing	Advanced			Advanced	Advanced	

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Curriculum map
Part 2*

The Ohio State University Department of Design

Visual Communication Design Major

Bachelor of Science in Design (BSD), College of Arts and Sciences

PROGRAM LEARNING GOALS: #1 OF 2

Required Courses	Goal 1: Thinking	Goal 2: Doing	Goal 3: Practice	Goal 4: Scope	Goal 5: Context	Goal 6: Role
2110: D. Fundamentals 1	Beginning	Beginning				
2310: Vis. Principles 1	Beginning	Beginning				
2700: Intro. to D. Practice			Beginning	Beginning	Beginning	Beginning
2130: D.Fundamentals 3	Beginning	Beginning/Interm	Beginning			
2330: Vis. Principles 3	Beginning	Beginning/Interm	Beginning			
2750: D. History			Beginning	Beginning	Beginning	Beginning
3103: Intro. to VCD 1	Beginning/Interm	Beginning/Interm	Beginning			Beginning
3200: D. Research 1	Beginning		Beginning		Beginning	Beginning
3400: D. Media 1	Beginning/Interm	Beginning/Interm	Beginning/Interm			
3503: Typographic			Intermediate	Beginning	Beginning	
3153: Intro. to VCD 2	Intermediate	Beginning/Interm	Beginning/Interm			Beginning
3450: D. Media 2	Beginning					
3550: Materials+Processes				Intermediate	Intermediate	
4103: Intermediate VCD 1	Intermediate	Intermediate	Intermediate			Beginning/Interm
4200: D. Research 2	Intermediate	Beginning/Interm	Intermediate	Beginning/Interm	Intermediate	Beginning/Interm
4400: D. Media 3	Intermediate					
4153: Intermediate VCD 2	Intermediate	Intermediate	Intermediate			Beginning/Interm
4650: Collaborative D.		Intermediate		Intermediate	Advanced	
4750: Prof. Practices			Intermediate	Intermediate	Intermediate	
4797: Study Abroad	Intermediate	Intermediate			Advanced	Intermediate
5103: Advanced VCD 1	Advanced	Advanced	Advanced	Interm/Advanced	Interm/Advanced	Intermediate
5200: D. Research 3	Interm/Advanced	Intermediate	Intermediate	Intermediate	Intermediate	Interm/Advanced
5800: D. Seminar	Advanced		Advanced	Interm/Advanced	Interm/Advanced	Interm/Advanced
5153: Advanced VCD 2	Advanced	Advanced	Advanced	Interm/Advanced	Advanced	Advanced
5453: VCD Media 4	Advanced	Intermediate				Advanced

The Ohio State University Department of Design

Visual Communication Design Major

Bachelor of Science in Design (BSD), College of Arts and Sciences

PROGRAM LEARNING GOALS: #2 OF 2

Elective Courses	Goal 1: Thinking	Goal 2: Doing	Goal 3: Practice	Goal 4: Scope	Goal 5: Context	Goal 6: Role
3104: Intro Game Dsgn	Beginning	Beginning	Beginning	Beginning	Beginning	
4104: Intrm Game Dsgn 1	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate	
4154: Intrm Game Dsgn 2	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate	
5191: Internship	Intermediate	Intermediate	Advanced	Intermediate	Intermediate	Intermediate
5193: Individual Studies	Intermediate	Intermediate			Advanced	
5194: Group Studies	Intermediate	Intermediate			Advanced	
5600E: Design Matters: Embedded	Advanced	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate
5600S: Design Matters: Service	Advanced	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate
5798: Study Tour	Advanced	Intermediate	Advanced	Intermediate	Intermediate	Advanced
5998: UG Schlrshp: Creative	Advanced			Advanced	Advanced	
5998H: Honors UG Schlrshp: Creative	Advanced			Advanced	Advanced	
5999: UG Schlrshp: Writing	Advanced			Advanced	Advanced	
5999H: Honors UG Schlrshp: Writing	Advanced			Advanced	Advanced	

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Curriculum map
Part 2