UMBC UGC Change in Existing Course: <u>ART387 Expression in Time and Motion</u>

Date Submitted: 11/11/2015   Proposed Effective Date: Fall 2016

	Name	Email	Phone	Dept
Dept Chair or UPD	Preminda Jacob	Pjacob2@umbc.edu	X52150	VisArts
Other Contact	Eric Smallwood	esmall1@umbc.edu	X56597	VisArts

COURSE INFORMATION: (please provide all information in the "current" column, and only the information changing in the "proposed" column)

change		current	proposed
	Course Number(s)	ART387	
	Formal Title	Expression in Time and Motion	Animation in the Physical World
	Transcript Title (≤30c)		
	Recommended Course Preparation	none	
	Prerequisite **NOTE:** Unless otherwise indicated, a prerequisite is assumed to be passed with a "D" or better.	You must have completed ART 341 with a grade of "C" or better and completed the VA Milestone (portfolio review process) before taking this class.	Art 341 with "C" or better
	Credits	3	
	Repeatable?	Yes No	Yes No
	Max. Total Credits	3	**Max. Total Credits:** This should be equal to the number of credits for courses that cannot be repeated for credit. For courses that may be repeated for credit, enter the maximum total number of credits a student can receive from this course. E.g., enter 6 credits for a 3 credit course that may be taken a second time for credit, but not for a third time. Please note that this does NOT refer to how many times a class may be retaken for a higher grade.
	Grading Method(s)	Reg (A-F) Audit Pass-Fail	Reg (A-F) Audit Pass-Fail

CURRENT CATALOG DESCRIPTION:
This course focuses on the expressivity of motion for representational and nonrepresentational visual content. Students will explore the subject through screenings of animated works, analysis, and workshops involving primarily hand-drawn techniques. Emphasis will be placed on motion, not illustration.

PROPOSED CATALOG DESCRIPTION (no longer than 75 words**):** leave blank if no changes are being proposed to the catalog description. NOTE: information about prerequisites should NOT appear in the catalog description.)

This course focuses on the expressive potential of materials-based animation. Stop motion, cut-paper, and experimental techniques, as well as physical-to-digital production methods, will be explored via screenings of animated works, analysis, and hands-on workshops. Students will work individually on projects and collaboratively in groups.

RATIONALE FOR CHANGE:
The proposed changes to title and course description represents the content changes in the course, based on the new Animation Program change. The proposed prerequisite change reflects the course progression of the proposed program change.