# UMBC UGC Change in Existing Course: ART486 - Advanced Interactive Media

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

|  | Name | Email | Phone | Dept |
|---|---|---|---|---|
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**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) | ART486 |  |
|  | Formal Title | Advanced Interactive Media | Real Time Animation |
|  | Transcript Title (≤30c) |  |  |
|  | Recommended Course Preparation |  |  |
|  | Prerequisite **NOTE:** Unless otherwise indicated, a prerequisite is assumed to be passed with a "D" or better. | You must complete ART 380 and ART 382 with a grade of "B" or better and complete the Visual Arts 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 studio course is a rigorous exploration of creative and applied problems in interactive media. Advanced scripting concepts are combined with animation, video, image and sound to create complex user experiences in interactivity.

**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 studio course explores the creation of visual media for interactive applications. Student will gain a foundational understanding of the concepts and techniques involved with art production for real time graphics and animation.

**RATIONALE FOR CHANGE:**

Course title and description focuses the curriculum on the aspects of interactivity that directly relate to animation. The change of prerequisite reflects the course progression in the proposed program change.