

UMBC UGC Program Changes & Other Request: Computer Science Game Development Track

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Proposed Effective Date: retroactive

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Specifics (see instructions):

Remove ART 380 as a Computer Science Game Development Track Requirement

<p>Existing:</p> <p>Game Development Track Requirements</p> <hr/> <p>Each of these may also count toward the computer science major requirements as indicated.</p> <ul style="list-style-type: none">ART 380 - History and Theory of Games (3.00) (section G)PHYS 121 - Introductory Physics I (4.00) (section D)CMSC 435 - Computer Graphics (3.00) (section E)CMSC 471 - Introduction to Artificial Intelligence (3.00) (section E)CMSC 493 - Capstone Games Group Project (3.00) (section F) <p>Two Game Development Track Electives</p> <hr/> <p>Two additional CMSC 400-level electives from the following list. (These electives may also count toward section F of the computer science degree requirements)</p> <ul style="list-style-type: none">CMSC 437 - Graphical User Interface Programming (3.00)CMSC 448 - Software Engineering II (3.00)CMSC 455 - Numerical Computations (3.00)CMSC 461 - Database Management Systems (3.00)CMSC 479 - Introduction to Robotics (3.00)CMSC 481 - Computer Networks (3.00)CMSC 483 - Parallel and Distributed Processing (3.00) <p>Note:</p> <hr/> <p>Other electives with prior permission of the game development track director.</p>	<p>Proposed:</p> <p>Game Development Track Requirements</p> <hr/> <p>Each of these may also count toward the computer science major requirements as indicated.</p> <ul style="list-style-type: none">PHYS 121 - Introductory Physics I (4.00) (section D)CMSC 435 - Computer Graphics (3.00) (section E)CMSC 471 - Introduction to Artificial Intelligence (3.00) (section E)CMSC 493 - Capstone Games Group Project (3.00) (section F) <p>Two Game Development Track Electives</p> <hr/> <p>Two additional CMSC 400-level electives from the following list. (These electives may also count toward section F of the computer science degree requirements)</p> <ul style="list-style-type: none">CMSC 437 - Graphical User Interface Programming (3.00)CMSC 448 - Software Engineering II (3.00)CMSC 455 - Numerical Computations (3.00)CMSC 461 - Database Management Systems (3.00)CMSC 479 - Introduction to Robotics (3.00)CMSC 481 - Computer Networks (3.00)CMSC 483 - Parallel and Distributed Processing (3.00) <p>Note:</p> <hr/> <p>Other electives with prior permission of the game development track director.</p>
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Rationale (see instructions):

Visual Arts no longer requires ART 380 for students in their Animation and Interactive Media Concentration, and does not plan to offer ART 380 with sufficient frequency to satisfy students who would need it as a requirement for the CMSC Game Development Track. By removing this requirement from the CMSC Game Development Track, students in the track would be able to take ART 380 when offered, but would not be required to do so for graduation.

This change should be retroactive for students already in the program, allowing students who have not yet taken ART 380 to graduate in the CMSC Game Development Track without it.