New Course Proposal

Department: School of Computing
Contact Person: Robert Kessler

Date Initiated: Nov 11, 2010
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1) Course Title: EAE:MGS Game Projects I
2) Short Course Title: EAE:MGS Game Projects I (23 char limit)
3) Course Number: CS 6080
4) Desired First Offering Date: Fall, 2011 (Sem, Year)
5) Credit Hours: 3
6) Total # of times course can be taken for degree credit: 1
7) Allow multiple enroll in term? [ ] Yes [ X ] No
8) Cross listed or Meets with: FILM 6711
9) Component (choose one): Lecture Choose an item.
10) Co- or Pre-requisite(s): [ X ] Yes [ ] No. If so: Student must be admitted to EAE:MGS.
11) Course description: In this first semester, the focus is rapid prototyping. Given a set of criteria, pitch a game and develop a prototype of the game, resulting in a better more refined game pitch and prototype. Teams will be made up of at least one producer, artist, and engineer. Four or five games will be prototyped using a variety of game engines and techniques.

Please attach any supporting material, including a syllabus from a previously taught special topics version of the course (and the semester/year the course was taught), as separate pages.

Step 1: Departmental Approval:

Martin Berzins  
Please Print Name ______________________________ ________________ Signature, Department Chair ______________________________ Date

Step 2: College Curriculum Committee Approval: (The CCC has reviewed the proposal and concurs with its recommendation.)

H. James de St. Germain  
Please Print Name ______________________________ ________________ Signature, Curriculum Committee Chair ______________________________ Date

Step 3: College Dean Approval: (I have reviewed the curriculum proposal and am satisfied that all requirements have been met.)

Richard Brown  
Please Print Name ______________________________ ________________ Signature, College Dean ______________________________ Date
Supporting Materials

Overview of EAE

Entertainment Arts and Engineering (EAE) is the overarching term we use to describe the interdisciplinary work between the School of Computing and the Department of Film and Media Arts in the areas of video games, computer animation, special effects, etc. A key feature of EAE is its interdisciplinary nature. Students from both departments work closely together throughout their academic careers. This partnership of engineer and artist reflects the state of the entertainment business world where artists and engineers constantly work together on a daily basis. In 2010, an undergraduate emphasis in EAE was approved for bachelor’s degrees in each department.

In the fall of 2010, we created a graduate version of EAE, focused on video games. We call this Entertainment Arts and Engineering: Master Games Studio (EAE:MGS). EAE:MGS is designed to provide master's level students with an education to be successful in the game industry, both immediately and into the future as the industry continues to evolve. The academic experience includes an intense focus on industry application that incorporates both theory and research. There are three tracks - Game Engineering, Game Arts and Game Production. Students in the game engineering track are awarded the MS in Computing degree from the School of Computing, while students in the game arts and production tracks are awarded the MFA degree from the Department of Film and Media Arts.

EAE:MGS Game Projects Sequence

This is a series of three directed game development workshops. EAE:MGS students work with faculty and industry advisers on creating game projects.

Game Projects I (CS6080)

In this first semester, the focus is rapid prototyping. Given a set of criteria, pitch a game and develop a prototype of the game, resulting in a better more refined game pitch and prototype. Teams will be made up of at least one producer, artist, and engineer. Four or five games will be prototyped using a variety of game engines and techniques. Currently being offered Fall 2010 as special topics course: CS 6956.

Game Projects II (CS6081)

This is the second in a series of three directed game development workshops where students work with faculty and industry advisors. This is the first of a two semester, large-scale, game project developed with a large team of EAE:MGS students.

Game Projects III (CS6082)

This is the third in a series of three directed game development workshops. This is the second semester of the game project begun in Game Projects II.