College of Engineering - University of Utah
Curriculum Change

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 Internship
2) Short Course Title: EAE:MGS Internship (23 char limit)
3) Course Number: CS 6095
4) Desired First Offering Date: Spring, 2012 (Sem, Year)
5) Credit Hours: 9
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: NONE
9) Component (choose one): Practicum
10) Co- or Pre-requisite(s): [X] Yes [ ] No. If so: Second fall semester classes (CS6072, CS6082, and CS6092).
11) Course description: During the final semester of the EAE:MGS, students will do an internal or external internship.

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.

_____________________________ ______________________________
Martin Berzins Signature, Department Chair Date

Step 1: Departmental Approval:

_____________________________ ______________________________
H. James de St. Germain Signature, Curriculum Committee Chair Date

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

_____________________________ ______________________________
Richard Brown Signature, College Dean Date

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

Internship

The internship will take a standard form. Students will be required to generate a work plan for the semester including expected milestones. Students must report on their progress on a regular basis and then conclude with a document describing the experience and critique and evaluation of the project undertaken.