CURRICULUM COMMITTEE COURSE ADDITION FORM
2009-2010

DATE: December 9, 2009
DEPARTMENT CHAIR: Dr. Warren Knox
DEPARTMENT: CS/IT
DISCIPLINE WHERE COURSE RESIDES: Interactive Game Technology and Simulation

(CHECK ALL THAT APPLY)

☑ ADD A NEW COURSE TO THE COURSE INVENTORY
☑ ADD A NEW COURSE TO THE CATALOG

(Attach Course Syllabus and Learning Outcomes)

<table>
<thead>
<tr>
<th>Course Title:</th>
<th>Game and Simulation Programming III</th>
</tr>
</thead>
<tbody>
<tr>
<td>Course Prefix:</td>
<td>GAME</td>
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<tr>
<td>Course Number:</td>
<td>2433</td>
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</tbody>
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Course Description:
Advanced applications of game and simulation programming techniques. Includes advanced rendering techniques and BSP trees. Incorporates shadowing, lighting, collision detection, and 3D animation and motion.

Course Prerequisites: GAME 1304 or GAME 1406.

<table>
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<tr>
<th>Course REM Levels:</th>
<th>R 1 E 1 M 1</th>
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Lecture Hours: 3
Lab Hours: 3
Other Type Hours:
Semester Credit Hours: 4
Total Contact Hours: 96

Core Course: ☐ Yes ☑ No
If yes, date approved by Core Curriculum Committee:

Program(s) this course will support:

Replacing a Course? ☐ Yes ☑ No If yes, identify course:

Will this be taught by existing and budgeted faculty positions? ☑ Yes ☐ No

Will this course require special equipment? ☐ Yes ☑ No
If yes, explain and address availability or need to purchase special equipment.

For Registrar's Office Processing:
CIP Code Number 10.0304 Lab Fees 10.00 Insurance 10.00 Other Fees 10.00

Signature Indicates Approval:
Department Chair: [Signature] Date: 12/19/2009
Dean: [Signature] Date: 12-9-09
Curriculum Committee Approval: ☐ Yes ☑ No Date: [Signature] Date: [Signature]
Curriculum Committee Chair: [Signature] Date: [Signature]
Vice President of Instruction: [Signature] Date: [Signature]

Distribution of Copies by the Office of the Vice President of Instruction:
(Original remains in the Office of the Vice President of Instruction.)

☐ Curriculum Committee Website ☐ Division Dean ☐ Financial Aid Director
☐ Registrar ☐ Department Chair
Your query detected 1 matching Courses.

**CIP Code:** 10.0304 (Animation, Interactive Technology, Video Graphics and Special Effects)

**Course Title:** Game and Simulation Programming III

**Course Level:** Advanced

**Course Description:** Advanced applications of game and simulation programming techniques. Includes advanced rendering techniques and BSP trees. Incorporates shadowing, lighting, collision detection, and 3D animation and motion.

**End-of-Course Outcomes:** Develop a complete 3D game or simulation utilizing advanced vector and matrix operations to create texture-mapped 3D programs.

**Suggested Prerequisite:** GAME 1359/1459: Graphics and Simulation Programming II

**Lab Recommended**

**WECM Course(s)**

**SCH Rubric**
GAME 2433

**CEU Rubric:**

**Year:** 2009

### WECM Appendix

<table>
<thead>
<tr>
<th>CIP</th>
<th>Rubric</th>
<th>Number</th>
<th>Course Name</th>
<th>Semester Credit Hrs</th>
<th>Min Cont Hrs</th>
<th>Max Cont Hrs</th>
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<td>GAME</td>
<td>2433</td>
<td>Game and Simulation Programming III</td>
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<td>80</td>
<td>128</td>
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