CURRICULUM/GEN ED COMMITTEE
a standing committee of the Educational Advisory Council

Minutes
October 5, 2005 - 4:00 pm
Sylvania, CC – Conference Room B

Informational Items from the Curriculum Office:
(These items do not require curriculum committee recommendation)
- o Experimental Course Requests
    - HUM 199 – Intro to International Studies
    - ED 199C - Clinical Documentation and Materials Management for the SLP-A
    - SOC 299A – Illumination Project: Community Engagement I
    - SOC 299B – Illumination Project: Community Engagement II
    - WS 299 – Veil on the Mask: Women's Spirituality
    - HE 199 – Healthy Nutritional Choices for a Sustainable Future
    - ED 199E – Communication Disorders in Low Incidence Populations
    - BCT 199R – Introduction to Residential Greenroofing
- o Course Inactivations
    - BI 104 – Secret(s) of Life
    - GER 260A – German Culture
    - GER 260B – German Culture
    - GER 260C – German Culture
    - GER 261A – German Culture
    - GER 261B – German Culture
    - GER 261C – German Culture
    - GER 262A – German Culture
    - GER 262B – German Culture
    - GER 262C – German Culture
- o Distance Learning
    - None this month

OLD BUSINESS
358. CAS 113 – Enhancing Web Pages with JavaScript
    Number Change: CAS 213
    Description Change: replace "…form input, manipulating browser windows, and working with cookies." With "…responding to mouse clicks and mouse-overs, working with text, images, windows and forms, and doing basic math operations."
    Outcomes Change: Add "—Develop simple projects demonstrating JavaScript techniques.

NEW BUSINESS

1. CAS 113 – Enhancing Web Pages with JavaScript
    Credit Change: Current: 1 lecture; 2 lec/lab; 3 Credits
                   Proposed: 3 Lecture; 3 lab; 4 Credits
2. CS 133G – Introduction to Computer Games
    New Course: See request for details
3. BA 270 – Global Business Management
    New Course: See request for details

General Business

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Curriculum Course Request
Course Revision

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Change:	Course Number, Description, Learning Outcomes
Current course number:	CAS 113
Proposed course number:	CIS 213
Current course title:	Enhancing Web Pages with JavaScript
Current description:	Presents a thorough introduction to the JavaScript language, from a non-programmers viewpoint. Add interactivity to web pages and perform a variety of tasks such as validating form input, manipulating browser windows, and working with cookies. Recommended: CAS 111 or equivalent.
Proposed description:	Presents a thorough introduction to the JavaScript language, from a non-programmers viewpoint. Add interactivity to web pages and perform a variety of tasks such as responding to mouse clicks and mouse-overs, working with text, images, windows and forms, and doing basic math operations. Recommended: CAS 111 or equivalent.
Reason for description change:	Reflects the actual material being taught in the course. The previous description was written before the course had been taught.
Current learning outcomes:	--Develop JavaScript extensions to web pages --Upload, test and deploy web pages containing JavaScript
Proposed learning outcomes:	--Develop JavaScript extensions to web pages --Develop simple projects demonstrating JavaScript techniques --Upload, test and deploy web pages containing JavaScript
Reason for learning outcomes change:	Projects are being completed in the course, making the course more comprehensive than the original. This is the reason for 4 credits instead of 3 and an additional outcome.
Is there an impact on other sacs?:	no
Will this impact other depts/campuses?	no
Request term:	fall
Requested year:	2005
Contact name:	Ron Bekey
Contact e-mail:	rbekey@pcc.edu

Curriculum Request Form
Contact/Credit Hour Change

| Current course number: | CAS 113 |
| Current course title: | Enhancing Web Pages with JavaScript |

Current lecture hours:	Current	Proposed
Lecture hours:	1	3
Lab hours:	--	3
Lec/lab hours:	4	--
Load:	.284	
Contact hours:	5	6
Credit hours:	3	4

Reason for change:	The new number of credits and course number more accurately reflect the workload in this class, which are similar to CAS 214, another 4-credit CAS class.
Are outcomes affected?:	YES
Are degrees/certs affected?:	YES
Is there an impact on other dept/campus?:	NO
Is there potential conflict with another sac?:	YES
Impact on sacs:	CIS also teaches a class which incorporates JavaScript, CIS 233S. However, that class has more prerequisites and incorporates more advanced programming. After talking to the CIS SAC chair, I sent an email to everyone in the CIS SAC telling about this change and inviting feedback. No objections or concerns were received.
Implem. Term:	Winter
Implem. Year:	2006
Contact name:	Ron Bekey
Contact email:	rbekey@pcc.edu

Curriculum Course Request
New Course

Course number: CIS133G

Course title: Introduction to Computer Games

Transcript title: Introduction to Computer Games

Lecture hours: 3

Lab hours: 3

Lec/lab hours: 0

Load total: 3.42

Weekly contact   6
hours:

Total credits: 4

Reason for new   There is a great deal of student interest in computer gaming. It is
course: now offered as an academic discipline by several community
                      colleges on the west coast, and PCC needs to develop an offering
                      in this emerging field. There are excellent employment prospects
                      for good students in this subject.

Course description: Fundamentals of computer game development, including a survey
                      of computer game categories and platforms, major game
                      components, an overview of the game development process, and
                      an introduction to game graphics. This course will design and
                      develop some elementary two-dimensional computer games.

Prerequisite(s):   None

Learning outcomes: Discuss the cultural background of video gaming: literature, film,
                      television, theater, and interactive arts.   Discuss the interplay of
                      the various disciplines involved in a successful video game:
                      Graphic arts and Multimedia, Business, Computer Science.
                      Describe and utilize an effective methodology for game
                      development and testing, emphasizing interdisciplinary teamwork
                      throughout.   Develop and storyboard a video game idea.
                      Develop a rudimentary design document.   Describe and
                      implement the basic structure of a video game.   Describe and
                      implement a simple 2D graphics game environment.   Discuss the
                      general outline of 3D graphics game environments.

Course format: On Campus

Course format: Online

Are there similar   NO
courses existing:

Required or elective: Elective

Is there impact on   NO
degrees or
certificates:

Is there an impact on another dept or campus?:	NO
Have other sacs been contacted?:	YES
Description of contact:	I have discussed this class with Art Schneider (CAS) and Michael Cleghorn (Multimedia).
Is there an increase in costs for library or av dept?:	NO
Requested term:	Fall
Requested year:	2005
Contact name:	Taylor Hanna
Contact e-mail:	thanna@pcc.edu

Course Content and Outcome Guide

Date: June 2nd, 2005.
Course Number: CS 133G
Course Title: Introduction to Computer Games
Credit Hours: 4
Lecture Hours/Week: 3
Lecture/Lab Hours/Week: 0
Lab Hours/Week: 3
Number of Weeks: 11
Special Fee: none

PREPARED BY: Colin Goble

Course Description For Publication:
Fundamentals of computer game development, including a survey of computer game categories and platforms, major game components, an overview of the game development process, and an introduction to game graphics. This course will design and develop some elementary two-dimensional computer games.

Recommended Prerequisites: Computer Literacy, such as CIS 120 or CAS 133

Intended Outcomes for the Course:
On completion of this course students should be able to:

- Discuss the cultural background of video gaming: literature, film, television, theater, and interactive arts.
- Discuss the interplay of the various disciplines involved in a successful video game: Graphic arts and Multimedia, Business, Computer Science.
- Describe and utilize an effective methodology for game development and testing, emphasizing interdisciplinary teamwork throughout.
- Develop and storyboard a video game idea.
- Develop a rudimentary design document.
- Describe and implement the basic structure of a video game.
- Describe and implement a simple 2D graphics game environment.
- Discuss the general outline of 3D graphics game environments.

Course Content:
- History of game development and genres.
- Game design methodologies: proposal, storyboarding, design.
- Basics of gaming technologies: game engines, graphics, sound, and music.
- Development of some elementary 2D games
- Overview of 3D game development techniques

Curriculum Course Request
New Course

Course number: BA 270

Course title: Global Business Management
Transcript title: Global Business Management

Lecture hours: 3
Lab hours:
Lec/lab hours:
Load total: 2.04
Weekly contact   3
hours:
Total credits: 3

Reason for new   To provide information to our students about Global
course: Business Management, specifically, exploring the
                  contemporary issues and the unique challenges businesses
                  face when moving into the international marketplace. This
                  type of course does not currently exist in the Business
                  curriculum.

Course description: This course explores the contemporary issues and the
                  unique challenges businesses face when moving into the
                  international marketplace. The emphasis will be on the
                  changing nature of firms doing business outside their
                  national borders and learn how information technology and
                  technological changes in our society have driven the
                  globalization of products and markets. Recommended: BA
                  101

Prerequisite(s): None

Learning outcomes: Upon successful completion of Global Business
                  Management, the student will be able to:
                      Understand globalization of markets and products.
                      Appreciate the complexities of balancing company
                  achievements and continue to manage in the changing
                  global market.
                      Appreciate the changing nature of firms that do business
                  outside their national borders.
                      Understand the importance of the decline of barriers to
                  trade, investment and technological changes.
                      Acknowledge the cultural issues involved in decision
                  making and the role it plays in making global business
                  successful.

Course format:	On Campus
Course format:	Online
Are there similar courses existing:	NO
Required or elective:	Elective
Is there impact on degrees or certificates:	NO
Is there an impact on another dept or campus?:	NO
Have other sacs been contacted?:	NO
Is there an increase in costs for library or av dept?:	NO
Implementation term:	Winter
Implementation year:	2006
Contact name:	Bill Bruno
Contact e-mail:	bbruno@pcc.edu

Date: September 2004   PREPARED BY: Brenda Fung/Dana Shannon
COURSE NUMBER: BA 270
COURSE TITLE: Global Business Management
CREDIT HOURS: 3
LECTURE HOURS PER WEEK: 3
NUMBER OF WEEKS: 11/12
SPECIAL FEE: None
RECOMMENDED: BA 101

COURSE DESCRIPTION FOR PUBLICATION:

This course explores the contemporary issues and the unique challenges businesses face when moving into the international marketplace. The emphasis will be on the changing nature of firms doing business outside their national borders and learn how information technology and technological changes in our society have driven the globalization of products and markets.

ADDENDUM TO DESCRIPTION:

In the Global Business Management course, students will gain an understanding of the strategic and tactical use of data, information and knowledge to gain competitive advantage. A global company operating in many markets will spend a major portion of its budget on marketing. Knowing how cost effective globalization will be for a company relies heavily on the data collected from market research and then knowing how to analyze this data to process it into useable information.

This course will look at the major factors a manager needs to consider in the collection of data through market research.

INTENDED OUTCOMES FOR THE COURSE:

Upon successful completion of Global Business Management, the student will be able to:

- Understand globalization of markets and products.
- Appreciate the complexities of balancing company achievements and continue to manage in the changing global market.
- Appreciate the changing nature of firms that do business outside their national borders.
- Understand the importance of the decline of barriers to trade, investment and technological changes.
- Acknowledge the cultural issues involved in decision making and the role it plays in making global business successful.

OUTCOME ASSESSMENT STRATEGIES:

Students will be expected to demonstrate knowledge of the concepts described in the required competencies by any combination of the following:

- Class participation
- Written case study analysis
- Individual or group projects
- Class presentations
- Quizzes or examinations

COURSE CONTENT: THEMES, CONCEPTS, ISSUES, COMPETENCIES AND SKILLS

- Planning, Organizing, Leading, and Controlling
- Responsibility and Accountability
- Critical Thinking
- Effective Written and Oral Communications
- Team Work
- Ethical Conduct and Social Responsibility
- Managing Work Groups across Cultures
- Conducting Negotiation and Managing Conflicts

COMPETENCIES AND SKILLS:

- Identify some of the major factors that a global company needs to consider in the collection of data through market research.
- Recognize how global companies fit their business strategies into the country's infrastructure.
- Demonstrate an understanding of how global companies must adapt to the changing political and economical structure of a country.
- Demonstrate strategic and tactical use of distribution and cash flow management to gain a competitive advantage, as well as how these elements vary across cultures.
- Recognize various aspects of Global Business Management.
- Learn a basic global business management vocabulary and develop the ability to analyze information and make decisions.
- Demonstrate familiarity with institutional resources available and understand international strategies as they relate to global trade practices and procedures.