DMAE Program Overview

The goal of the Master of Digital Media Arts & Engineering program is to be one of the top
graduate-level interactive, media and entertainment technology programs in the world, on par
with FIEA (Florida Interactive Entertainment Academy), USC’s Interactive Media program and
Carnegie Melon’s ETC (Entertainment Technology Center).

The program is a professional applied 39 credit hours project based M.S. degree program. It will
employ a practice driven approach to produce professional outcomes designed to meet industry
needs. The program will initially target interactive web, hand-held, video game, visual effects,
and 3D animation companies with an eye to expand and include digital film, post-production and
serious games.

With cloud computing, digital distribution, gamification and online social networks exploding in
the consumer, professional and academic fields, LSU’s Center for Computation & Technology
(CCT) is uniquely positioned to drive this program forward. With its AVATAR undergraduate
initiative and “cultural computing” focus area and its interdisciplinary mission, the CCT is ready
to fund and house an emerging program that will address immediate professional needs both
locally and across the country.

Because of the programs multidisciplinary focus, it will academically reside within the College of
Engineering and the College of Art and Design and will be offered through the LSU Graduate
School. Administratively the program will be housed in the College of Engineering. We will
re-evaluate the administrative college biennially based on student population and administrative
capacity. Academic governance will be overseen by a faculty committee of 3 members of the
College of Engineering, 3 members from College of Art & Design and a select number of
members from other colleges in related fields. The Director of the DMAE will serve as an
ex-officio non-voting liaison. We will revisit academic governance biennially to ensure that the
program is sufficiently interdisciplinary to address current needs.

This new program will feature a combination of traditional graduate classes with hands on studio
work that simulates industry project practices. A 3-credit internship midway through the
program allows students to gain valuable hands on industry experience and aid them in focusing
their final year of studies. Digital media companies nationwide have expressed interest in
helping provide internship opportunities for our students. 15-credits are in team-based
productions and 12-credits feature industry specific training. These classes will be taught by a
combination of tenure track alongside non-tenure-track faculty with experience in the interactive,
video game, animation and visual effects industries. The final 9-credits are electives offered
through the art, engineering or audio departments.

Attracting and nurturing a diverse student body is critical to encourage greater innovation and
producing career ready graduates. A program that combines artistic and scientific talent
addresses immediate industry needs where the knowledge demands on the workforce are
increasingly becoming more technical in nature. With complex software tools such as Maya, Nuke, Unity and Houdini, the most sought after employees are able to flank both the technical and creative sides while still being able to specialize.

This program is being created in an effort to ensure that Louisiana can provide professionals living in the state with a skill set conducive to digital media and software development. Software and information technology clusters exist in multiple locations around the state, and the industry also draws support from research hubs and strong university programs. Over the last seven years the Baton Rouge Area Chamber (BRAC), Greater New Orleans Inc. (GNO) and Louisiana Economic Development (LED) have led major efforts to attract digital media companies to the state. Companies have cited a need for more locally trained, industry ready professionals. This program is the catalyst required for economic growth in this area, diversifying the economy and growing the local talent pool.

With over 44 institutions offering master degrees in digital media in the country, Louisiana is in need of an offering to grow a burgeoning local industry and attract new larger companies to the state. To attract the video game, animation and visual effects industries the state, will require filling leadership roles with a mix of imported and locally trained talent. There are currently no postgraduate programs in the state to support this field. Companies that have started operations such as Gameloft, Electronic Arts, Moonbot and Pixel Magic require a highly trained and motivated workforce to continue to grow and succeed in this highly competitive sector. To attract larger productions that hire more skilled talent will require a better trained workforce.

Louisiana’s enticing Digital Interactive Media and Software Development Incentive provides a tax credit of 25% of qualified production expenditures for state-certified digital interactive productions in Louisiana and 35% tax credit for payroll expenditures for Louisiana residents. The incredible response the state has seen to this tax credit initiative has brought to light the need for this Masters Program.

CCT has hired a director for the proposed program, Marc Aubanel. Marc comes with 15 years of executive experience in the interactive and web industry responsible for over a billion dollars in sales. He was the former director of a large media arts program at the Art Institute of Vancouver. The program will combine faculty who are a part of CCT and the AVATAR minor as well as professionals in residence.

The program will take advantage of faculty who have joint appointments with CCT including:
- Jesse Allison, Assistant Professor (Ph.D. University of Missouri - Musical Arts in Composition [2010])
- Stephen Beck, Director, LSU School of Music (PhD. University of California - Music Composition and Theory [1988], Ph.D. Stanford University - Computer Music Studies [1983])
- Edgar J. Berdahl, Assistant Professor of Experimental Music and Digital Media, School of
This new program coincides with the opening of the Louisiana Digital Media Center, LSU's new 90,000 sq. ft. facility that contains an innovative 4K theatre and houses both the CCT and (3rd floor) the Electronic Arts North American Testing Center. This co-location of private industry and public education in a digital-media-rich facility will promote collaboration and serve as a cornerstone for nurturing further growth of the digital media industry in Louisiana – both from a public sector educational and workforce development perspective and from a private sector economic development perspective. A chance to combine both forces in one facility is a rare opportunity and can propel Louisiana forward within this arena.

In keeping with LSU's Mission as the flagship institution of the state, we present this program as one that will lead our research-extensive university and continue to challenge our students to achieve and master a broad array of graduate research opportunities that will be transferable to educational, professional, cultural, and economic enterprises and will aid in solving economic, environmental, and social challenges. In addition, this program would ultimately increase the educational attainment of the state's adult population and foster innovation through research by offering degrees relevant to modern culture, that teach both technical and creative skills necessary for careers, now in demand, that rely on computer, visual and aural interaction.

If you would like to review the entire program proposal please visit: https://docs.google.com/document/d/1EgpM10qKqNWMMuTo2dBp_GgpcLzgk4dSjQPZYqzxho/pub
DMAE Proposed Course Flow

The Master of Digital Media in Arts & Engineering from the College of Engineering and the College of Art + Design is a 44 credit-hour professional program designed to graduate students with leadership, creativity, technical prowess and design excellence in the field of digital media.

M.S. Degree Requirements
44 credit-hours
15 hours of "blue" courses
17 hours of "red" courses
9 hours of "orange" courses
3 hour summer internship

"Blue" courses:
- These are studio/lab-style, immersive and collaborative courses akin to the types of courses that provide the core curricula at other very successful "interactive media/entertainment" programs.
- All students entering the program will take these courses together, as a cohort.

"Red" courses:
- These are foundational courses that delve into the creative, business production and management areas of the media arts industries. They also allow students to learn and develop within their focus areas the skills required to procure work in the field.

"Orange" courses:
- There are elective classes that are traditional 3-credit-hour, 4000-level and 7000-level "elective" courses that will permit students to drill down into their chosen area of specialization and develop broader theoretical and practical expertise.
I guess we can keep the class numbers the same and just replace them with the DMAE rubric. Here were the original short titles before we added DMAE (<= 19 characters):

DMAE 7110 - PRODUCTION WORKSHOP
DMAE 7115 - PROJECT MANAGEMENT
DMAE 7120 - DESIGN & PROTOTYPING
DMAE 7150 - PRODUCTION TEAM I
DMAE 7155 - PROGRAMMING & ART I
DMAE 7175 - MEDIA INTERNSHIP.
DMAE 7250 - PRODUCTION TEAM II
DMAE 7255 - PROGRAMMING & ART 2
DMAE 7270 - CAPSTONE PRODUCTION

Here is a copy of the revised syllabi. I have removed all generic assignments for individual work such as assignment #1 etc... and have given the assignment a name that would be meaningful to students. I have left group projects generic as it is really up to the faculty/students to pick topics during the class. I have not given as detailed a rubric as I would give in an assignment sheet. If you feel that it is still not enough of a grading rubric, I can show you assignment sheets that I have prepared to see if this is more appropriate and we can incorporate it into the syllabi where needed. Otherwise, I believe I have responded to all feedback with the requested changes. I have revised the course descriptions for DMAE 7155 and 7255, please let me know if they are more suitable.

In DMAE 7115, these are individual assignments and not team based ones.

I have updated the proposed course flow as well with the changes requested.
REQUEST FOR ADDITION OF NEW COURSE

Department: Engineering

College: College of Engineering

PROPOSED COURSE

Short Title: PRODUCTION WORKSHOP

Rubric & No.: DMAE7110 Title: Principle Production Workshop

COURSE CREDIT

Graduate Credit: X YES NO

Semester Hours of Credit: 3

(For combination course types only: Lecture Hrs. Lab/Sem/Rec Hrs.
If course may be repeated for credit (i.e. special topics), course may be taken for a max. of credit hours.
Credit will not be given for this course and:

(Indicate rubrics and course numbers)

GRADING

Final Exam: X YES NO

Grading System: x Letter Grade Pass/Fail

(Attach justification if the proposed course will not hold a final exam during examination week.)

COURSE TYPE

(Indicate hours in the appropriate course type)

LEC/REC LEC/SEM LEC LAB LEC/LAB SEM CLIN PRACT RES/NO

Maximum enrollment per section: 20 (use integer. e.g. 25 not 20-30)

CATALOG TEXT

(Concise catalog statement exactly as you wish it to appear in the LSU General Catalog)

DMAE 7110 Principle Production Workshop (3) Prereq.: consent of department. 6 hrs. studio. Team-based collaborative production using tools and software development methods related to professional digital fields.

BUDGET IMPACT

If this course is approved, will additional staff be needed? X YES NO

Will additional space, equipment, special library materials or other major expense be involved? YES X NO

(If answer to either question above is "yes" attach explanation)

ATTACHMENTS

ATTACH THE FOLLOWING TO YOUR PROPOSAL.

JUSTIFICATION: Justification must explain why this course is needed and how it fits into the curricula. Will the course duplicate other courses?

SYLLABUS: Including 14 week outline of the subject matter; titles of text. lab manual, and/or required readings; grading scale and criteria
(For 4000-level, specify graduate student grading criteria if requirements differ for graduate and undergraduate students).

APPROVALS

Department Faculty Approval ____________ College Faculty Approval 4/1/14

(date)

College Contact:

(Please print name)

College Contact E-mail:

Department Chair's Signature ____________ (date) 5-5-14

Graduate Dean's Signature (for 4000 level and above) ____________ (date) 5-5-14

College Dean's Signature ____________ (date) 5/11/14

Chair. FS C&C Committee ____________ (date) 5/13/2014

Academic Affairs Approval ____________ (date) 6/20/14
4 Pillars of DMAE Program

DMAE 7110 is required for students enrolled in the DMAE program. This is the first of four classes that are immersive, cohort based studio classes where students will collaborate on digital media arts projects. The first course covers the four big commercial fields of web design, visual effects, animation and video game development. Project management techniques, industry norms and deadlines unique to each industry will be explored. The students are guided and mentored to recreate a professional environment with strict deadlines using professional industry tools.
DMAE 7110 – Principle Production Workshop
Fall 20**

Credit hours: (3)

Louisiana State University
Version: Feb 17th, 2014

Contact Hours: 2 x 3 hour studio weekly        Instructor: TBD
Expected Homework: 15 hours weekly            Office Hours: TBD
Place: TBD

Catalog Course Description:
DMAE 7110 Principle Production Workshop (3) Prereq.: Consent of department.
Two 3 hr. studios. Team-based collaborative production using tools and software
development methods related to professional digital fields.

Course Learning Outcomes - At the end of the course, the students should
be able to:
• Demonstrate effective teamwork and contribute meaningfully to team
  based projects
• Construct usable content for a web, vfx, animation and game project
• Write industry level technical documentation
• Peer review evaluation
• Communicate effective time management

Topics of Study:
• Introduction to multiple tools including compositing, web and game software
  development tools
• Web, visual effects, animation, and interactive project allow experiencing each
  field’s unique environment.
• Version control, pipeline creation and project/file organization
• 4 - 5 projects with different teams, performing different roles
• Small teams with aggressive project plans and schedules
• Perform both distributed and face to face development
• Role play coping with project crisis, risk management, risk mitigation and
  coping with difficult clients
• Team effectiveness, putting project planning to practice
• Problem solving and adapting to emerging project needs
• Develop a strong working relationship with the entire cohort
• Project outcomes are less important than teamwork, time management,
  team cohesion, and maximizing team productivity
• Archiving and build management to maintain project veracity
• Importance of early risk mitigation
• Basic project documentation
**Textbook:** Don't Make Me Think Revisited, Steve Krug (ISBN: 0321965515). Other course notes to be provided by instructor.

**Software:** Software is provided in the studio classroom and an up to date list can be found on the website: https://dima.e.isu.edu/nct-program/dimaec11t/software. Purchasing a copy of software for home use is optional.

**Assignments:**

**Card Game**
This is a group assignment with 2-3 students per team. Each team will pick a random video game and will reinterpret the core mechanic as a card game. A single or multiple standard deck of 56 cards constrains the exercise. A one paragraph description with a one page rule set is due on week #2.

**Assessment**

<table>
<thead>
<tr>
<th>Group</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>Analogue Interpretation</td>
<td>30%</td>
</tr>
<tr>
<td>Description and rule set</td>
<td>20%</td>
</tr>
<tr>
<td><strong>Individual Student</strong></td>
<td></td>
</tr>
<tr>
<td>Effort</td>
<td>30%</td>
</tr>
<tr>
<td>Substantive contribution to final project</td>
<td>20%</td>
</tr>
<tr>
<td><strong>TOTAL</strong></td>
<td>100%</td>
</tr>
</tbody>
</table>

**Website**
This is a group assignment with 3-5 students per team. Each team will be given a list of requirements for a website. The teams will assign roles and produce tasks and a schedule for the three week project. Meeting all of the requirements is the key objective of the project. The website will be accessible on the program server at the beginning of class on week #5. Make sure that you fully test your work and ensure that all that all links are active. The website needs to to be hand-coded and no use of outside libraries or code is allowed.
**Assessment**

<table>
<thead>
<tr>
<th>Group</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>Implementation of list of requirements</td>
<td>20%</td>
</tr>
<tr>
<td>UX design</td>
<td>20%</td>
</tr>
<tr>
<td>Artistic &amp; technical merit</td>
<td>10%</td>
</tr>
</tbody>
</table>

**Individual Student**

| Effort                                               | 10%   |
| Substantive contribution to final project            | 20%   |
| Time management                                     | 10%   |
| Peer assessment                                     | 10%   |

**TOTAL**                                           | 100%  |

**VFX Project**

This is a group assignment with 2-3 students per team. Each team will be given all of the footage required to finish an entire scene. The teams will assign roles and produce tasks and a schedule for the three week project. Completing the shot to the instructors satisfaction is the final objective. Showing progress regularly to the instructor for feedback is requisite to managing the tasks and priorities effectively. The final shot will be submitted on the project website with proper naming conventions on week #8.

**Assessment**

<table>
<thead>
<tr>
<th>Team</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>Technical merit</td>
<td>20%</td>
</tr>
<tr>
<td>Completion</td>
<td>30%</td>
</tr>
</tbody>
</table>

**Individual Student**

| Effort | 10% |
Substantive contribution to final project | 20%
Time management | 10%
Peer assessment | 10%
TOTAL | 100%

Animation Project
This is a group assignment with 3-5 students per team. Each team will be given storyboards and key frames for a simple animation. The teams will assign roles and produce tasks and a schedule for the three week project. Completing the animation to the instructor's satisfaction is the final objective. Showing progress regularly to the instructor for feedback is requisite to managing the tasks and priorities effectively. The final animation will be submitted on the project website with proper naming conventions on week #11.

Assessment

<table>
<thead>
<tr>
<th>Team</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>Creative merit</td>
<td>20%</td>
</tr>
<tr>
<td>Completion</td>
<td>30%</td>
</tr>
</tbody>
</table>

**Individual Student**

<table>
<thead>
<tr>
<th>Effort</th>
<th>10%</th>
</tr>
</thead>
<tbody>
<tr>
<td>Substantive contribution to final project</td>
<td>20%</td>
</tr>
<tr>
<td>Time management</td>
<td>10%</td>
</tr>
<tr>
<td>Peer assessment</td>
<td>10%</td>
</tr>
</tbody>
</table>

**TOTAL | 100%**

Game Project
This is a group assignment with 3-5 students per team. Each team will be given a theme for the game. The teams will assign roles and produce tasks and a schedule for the four week project. Sticking to the theme assigned is requisite to successfully completing the task. The final game will be submitted on the project website with proper naming conventions on week #15.
### Assessment

<table>
<thead>
<tr>
<th>Team</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>Theme</td>
<td>20%</td>
</tr>
<tr>
<td>Originality</td>
<td>30%</td>
</tr>
</tbody>
</table>

**Individual Student**

<table>
<thead>
<tr>
<th>Effort</th>
<th>10%</th>
</tr>
</thead>
<tbody>
<tr>
<td>Substantive contribution to final project</td>
<td>20%</td>
</tr>
<tr>
<td>Time management</td>
<td>10%</td>
</tr>
<tr>
<td>Peer assessment</td>
<td>10%</td>
</tr>
</tbody>
</table>

**TOTAL**

100%

### Course Outline:

<table>
<thead>
<tr>
<th>Date</th>
<th>Lab Activities</th>
<th>Assignments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Week #1</td>
<td>Low fidelity prototype</td>
<td>Card game due week #2</td>
</tr>
<tr>
<td>Week #2</td>
<td>Low fidelity website design</td>
<td>Website due week #5</td>
</tr>
<tr>
<td>Week #3</td>
<td>Website implementation</td>
<td></td>
</tr>
<tr>
<td>Week #4</td>
<td>Website implementation</td>
<td></td>
</tr>
<tr>
<td>Week #5</td>
<td>VFX previsualisation</td>
<td>VFX Project due week #8</td>
</tr>
<tr>
<td>Week #6</td>
<td>VFX project implementation</td>
<td></td>
</tr>
<tr>
<td>Week #7</td>
<td>VFX project implementation</td>
<td></td>
</tr>
<tr>
<td>Week #8</td>
<td>Animation previsualisation</td>
<td>Animation Project due week #11</td>
</tr>
<tr>
<td>Week #9</td>
<td>Animation project implementation</td>
<td></td>
</tr>
<tr>
<td>Week #10</td>
<td>Animation project implementation</td>
<td></td>
</tr>
<tr>
<td>Week #11</td>
<td>Video game Prototype</td>
<td>Video Game Project due week #15</td>
</tr>
<tr>
<td>Week #12</td>
<td>Video game project implementation</td>
<td></td>
</tr>
<tr>
<td>Week #13</td>
<td>Video game project implementation</td>
<td></td>
</tr>
<tr>
<td>Week #14</td>
<td>Video game project implementation</td>
<td></td>
</tr>
<tr>
<td>Week #15</td>
<td>Final Examination</td>
<td></td>
</tr>
</tbody>
</table>
Grading Criteria:

<table>
<thead>
<tr>
<th>Assignment</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>Card game</td>
<td>5%</td>
</tr>
<tr>
<td>Website</td>
<td>10%</td>
</tr>
<tr>
<td>VFX Project</td>
<td>20%</td>
</tr>
<tr>
<td>Animation Project</td>
<td>20%</td>
</tr>
<tr>
<td>Video Game Project</td>
<td>30%</td>
</tr>
<tr>
<td>Final Examination</td>
<td>15%</td>
</tr>
</tbody>
</table>

Grading Scale:

A = 90-100 Commendable performance. Projects were very well researched and skillfully developed with excellent outcomes. Student contributed in a meaningful way to the final outcome of the project through individual effort, leadership, teamwork and skill acquisition.

B = 80-89 Above average performance. Projects were well researched and developed with good outcomes and demonstrate the potential to develop into industry quality outcomes with further investment. Students contributed in a meaningful way to the final outcome of the project through individual effort, teamwork or skill acquisition.

C = 70-79 Acceptable performance. Design effort and outcomes were practical, but lacked in originality and/or execution. Students met all milestones and delivered the work expected of them at minimum acceptable quality levels.

D = 60-69 Minimal performance. Project outcome was ineffective. Student failed to meet a minimal workload on project milestones or some work was undeserving of inclusion in the final project.

F < 60 Unacceptable performance. Project was incomplete or not assessable. Student contributed little to the final project and failed to meet the majority of project milestones.

Assignments

Assignments are due at the beginning of the class period. The program strives to replicate a professional work environment, therefore late assignments will not be accepted, except in cases of a documented severe illness or emergency. Required deliverables not submitted due to lost media, lost footage, failure of technology and/or storage medium will not be considered a valid excuse for late submission.

Participation
Attendance is mandatory for each lab period. Each project will be graded on merit and individual contribution. Special attention will be paid to project quality, originality, scope management and personal effort. It is possible that a student could receive a failing grade even if the project that they worked on received a passing grade.
At their May 9th meeting, the Faculty Senate Courses and Curriculum Committee took the following action regarding the DMAE proposals:

**DMAE 7110**

- The Committee conditionally approved the proposal to add DMAE 7110 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.
- The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
- The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.
- The Committee suggested adding consent of department as a prerequisite to prevent any student from enrolling in the course.

**DMAE 7115**

- The Committee conditionally approved the proposal to add DMAE 7115 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.
- The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
- The Committee suggested adding consent of department as a prerequisite to prevent any student from enrolling in the course.

**DMAE 7120**

- The Committee conditionally approved the proposal to add DMAE 7120 pending a revised syllabus that further details the grading components. Suggested wording could be “Prototypes will be based on the studio topic from the following week.” Also, explain what the difference between the regular prototype exercises and the final exam prototype. Is it cumulative?
- The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
• The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.
• The Committee suggested adding *consent of department* as a prerequisite to prevent any student from enrolling in the course.

DMAE 7150

• The Committee conditionally approved the proposal to add DMAE 7150 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.
• The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
• The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.

DMAE 7155

• The Committee conditionally approved the proposal to add DMAE 7155 pending a revised syllabus that further details the grading components. Suggested wording could be “Assignments will be based on the studio topic from the following week.”
• The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
• The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.
• The Committee suggested revising the course description to fully explain the nature of the course.

DMAE 7175

• The Committee conditionally approved the proposal to add DMAE 7175 pending a rubric for the employer to evaluate the student. How will the instructor then evaluate the employer evaluation? The instructor’s signature must be included in the internship agreement form, and the student’s internship proposal should be attached to the agreement form.
• The Committee also suggested adding verbiage that LSU does not guarantee internships and that it is the student’s responsibility to attain an internship.
• See attached ART 4280 internship guidelines and form for a template.

DMAE 7250
• The Committee conditionally approved the proposal to add DMAE 7250 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.
• The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
• The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.

DMAE 7255

• The Committee conditionally approved the proposal to add DMAE 7255 pending a revised syllabus that further details the grading components. Suggested wording could be “Assignments will be based on the studio topic from the following week.”
• The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
• The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.
• The Committee suggested adding portfolio development to the course description to better explain the purpose of the course.

DMAE 7270

• The Committee conditionally approved the proposal to add DMAE 7270 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.
• The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
• The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.

Please submit the requested documentation to Anna Castrillo in the Office of the University Registrar at 112 Thomas Boyd Hall or by email at acastrl@lsu.edu.

If you have any questions regarding the request, please feel free to contact me at lrouse@lsu.edu.
DMAE Proposed Course Flow

The Master of Digital Media in Arts & Engineering from the College of Engineering and the College of Art + Design is a 44 credit-hour professional program designed to graduate students with leadership, creativity, technical prowess and design excellence in the field of digital media.

M.S. Degree Requirements
44 credit-hours
15 hours of "blue" courses
17 hours of "red" courses
9 hours of "" courses
3 hour summer internship

Figure 1: Proposed Curriculum Flowchart

"Blue" team based studio courses:
- These are studio/laboratory-style, immersive and collaborative courses akin to the types of courses that provide the core curricula at other very successful "interactive media/entertainment" programs.
- All students entering the program will take these courses together, as a cohort.

"Red" courses:
- These are foundational courses that delve into the creative, business production and management areas of the media arts industries. They also allow students to learn and develop within their focus areas the skills required to procure work in the field.

"" courses:
- There are elective classes that are traditional 3-credit-hour, 4000-level and 7000-level "elective" courses that will permit students to drill down into their chosen area of specialization and develop broader theoretical and practical expertise.
REQUEST FOR ADDITION OF NEW COURSE

Department: Engineering Date: 2/14/2014

College: College of Engineering

PROPOSED COURSE

Short Title: PROJECT MANAGEMENT

Rubric & No.: DMNE 7115 Title: Digital Media Production & Project Management

COURSE CREDIT

Graduate Credit: X YES ___ NO

Semester Hours of Credit: 4

(For combination course types only: 3 Lecture Hrs. 1 Lab/Sem/Rec Hrs.)

If course may be repeated for credit (i.e. special topics), course may be taken for a max. of _____ credit hours.

Credit will not be given for this course and: __________________________

(Indicate rubrics and course numbers)

GRADING

Final Exam: X YES ___ NO Grading System: x Letter Grade ____ Pass/Fail

(Attach justification if the proposed course will not hold a final exam during examination week.)

COURSE TYPE

(Indicate hours in the appropriate course type)

L REC/LAB L LEC/S EM L LEC ___ LAB ___ LEC/LAB ___ SEM ___ CLIN PRACT ___ RES/IND

Maximum enrollment per section: 20 (use integer, e.g. 25 not 20-30)

CATALOG TEXT

(Concise catalog statement exactly as you wish it to appear in the LSU General Catalog)

DMNE 7115 Digital Media Production & Project Management (4) Prereq.: consent of department. 3 hrs. lecture; 3 hrs. lab. Production and management principles encompassing the entire project cycle.

BUDGET IMPACT

If this course is approved. will additional staff be needed? X YES ___ NO

(If answer to either question above is ‘yes’ attach explanation) Will additional space. equipment. special library materials or other major expense be involved? ___ YES X ___ NO

ATTACHMENTS

ATTACH THE FOLLOWING TO YOUR PROPOSAL.

JUSTIFICATION: Justification must explain why this course is needed and how it fits into the curricula. Will the course duplicate other courses?

SYLLABUS: Including 14 week outline of the subject matter; titles of text. lab manual. and/or required readings; grading scale and criteria (For 4000-level. specify graduate student grading criteria if requirements differ for graduate and undergraduate students).

APPROVALS

Department Faculty Approval College Faculty Approval

(date) (date)

Department Chair’s Signature College Dean’s Signature

(date) (date)

Graduate Dean’s Signature (for 4000 level and above) Chair, FS C&C Committee

(date) (date)

College Contact:

(Please print name)

College Contact E-mail:

Academic Affairs Approval

(date)
4 Pillars of DMAE Program

DMAE 7115 is required for students enrolled in the DMAE program. This is a studio/lab class for the proposed Master of Digital Media Arts & Engineering degree. The history of digital media, the production standards for each field and the commercialization of digital media are explored. This course takes an in-depth look at the Video Game, Visual Effects and Animation industries and their management practices. Project management techniques that are used in the creative fields are evaluated and critiqued. Industry standard documentation including art bibles, technical designs and design documentation will be examined. The course will include budget planning, project lifecycles, and common legal issues in new media productions.
DMAE 7115 – Digital Media Production & Project Management
Fall 20**

Credit hours: (4)

Louisiana State University
Version: Feb 17th, 2014

Contact Hours: 3 hour lecture, 3 hour lab weekly Instructor: TBD
Expected Homework: 12 hours weekly
Place: TBD Office Hours: TBD

Catalog Course Description:
DMAE 7115 Digital Media Production & Project Management (4) Prereq.: Consent of department. 3 hrs. lecture; 3 hrs. lab. Production and management principles encompassing the entire project cycle are evaluated and applied.

Course Learning Outcomes - At the end of the course, the students should be able to:
- Differentiate between business structures of the major media arts industries
- Compare different project management strategies
- Estimate time and cost of production
- Apply contemporary project management methodology
- Distinguish different documentation requirements
- Distinguish roles in major media arts industries

Topics of Study:
- Copyright, trademarks and patents for software, design and art
- Legal ethics and issues in new media
- New media business models
- New media grants and tax credits
- New media budgets
- Project lifecycle
  - Ideation
  - Preproduction
  - Production
  - Post Production (Alpha, Beta, Final)
- Project Management
  - Scrum/Agile methodology
  - Waterfall methodology
  - When to apply Scrum, when to apply Waterfall
- Distributed development
• Clients
  o Licensors/licensees
  o Publishers
  o Developers
  o Post production services
  o Distributors

• Interactive Documentation:
  o Business Plan
  o Design Brief/One Pager
  o Design Documentation
  o Technical Design Documentation
  o Art Bible
  o Audio Bible
  o Internal documentation versus external documentation

• Industry overview & job opportunities in
  o Visual Effects
  o Animation
  o Television
  o Film
  o Games
  o Web
  o Gaming (gambling)

• Roles in industry
• Industry behavior and etiquette
• Industry hiring practices, demo reels and programming tests
• Pitching concepts
• Social, cloud and mobile impacts on design
• Industry trends
• Leadership skills
• Communication skills
• Organizational skills
• Organization skills
• Conflict resolution
• Risk assessment, management and mitigation
• Goal setting
• Prioritization and planning
• Working with difficult (talented) people
• Contract negotiation
• Deal memos
• Labor laws
• Film union overview
• Contract negotiation
• Rates & Hours
• Working overseas
• Employment contracts

Textbook: Agile Game Development with Scrum, Keith Clinton (ISBN: 0321618521). Other course materials to be provided by instructor.

Software: Software is provided in the studio classroom and an up to date list can be found on the website: [https://digitalmedia.ucsd.edu/gamemakers]. Purchasing a copy of software for home use is optional.

Assignments:

Company Analysis
Teams of 2 - 4 students will research the project management technique applied at a digital media company of your choice. This will require reaching out to the development community and conducting interviews - as this information is not available to the public. Students are required to interview both management and employees to find out about how project management techniques are implemented and how perceptions can change based on the role played. Students need to research the conceptual models applied by the studio and present the challenges in applying these models in a production environment. This is due in week #6 of the class.

One Pager
Each individual write and present a one page pitch document that is common in most digital media industries. This needs to include the key features, interactive overview and the essence statement for the project. This pitch should be geared towards a potential project for DMAE 7270 Capstone Production Team. This gives students a chance to share their professional goals with the rest of the cohort.

Project proposal
Teams of 2 - 4 students will pick a single one page pitch document and turn it into a full plan that includes, high level design, user stories, technical design documentation, schedule, budget, art bible, and sound bible. The teams will be given milestones so the work can be evenly distributed throughout the semester.

User Stories
Each individual will create user stories based on the features set forth in the project proposal that is being worked on. User stories will be looked the following six areas:

• Independent
• Negotiable
• Valuable
• Estimatable
• Sized appropriately
• Testable

**Sprint Retrospective**
Each individual will provide a sprint retrospective based on class base lab work. The retrospective will look at how the individual is using the principles of Scrum including empiricism, emergence, timeboxing, prioritization and self-organization.

**Sprint Approval**
Lab work will be focused on working within tight deadlines. Sacrifices will need to be made for students to successfully complete the projects. Students will individually approve or disapprove materials provided and present a rational. Results will be compared and discussed as a class.

**Course Outline:**

<table>
<thead>
<tr>
<th>Date</th>
<th>Lecture Topics</th>
<th>Labs</th>
<th>Assignments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Week #1</td>
<td>Industry overview</td>
<td>Team icebreaker</td>
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<tr>
<td></td>
<td>Project Management primer</td>
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<td></td>
<td>Daily scrum</td>
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<tr>
<td>Week #2</td>
<td>History of interactive media</td>
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<td>Company analysis due Week #6</td>
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<td></td>
<td>Project Lifecycle</td>
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<td></td>
<td>Web industry primer</td>
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<tr>
<td>Week #3</td>
<td>Copyright, trademarks and patents</td>
<td>Scrum exercise</td>
<td>One pager due Week #4</td>
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<td></td>
<td>Legal ethics and issues in new media</td>
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<td></td>
<td>One pager</td>
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<td>Week #4</td>
<td>VFX Industry primer</td>
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<td>Week #5</td>
<td>Entertainment business models</td>
<td>Budgeting exercise</td>
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<td>New media budgets</td>
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<tr>
<td>Week #6</td>
<td>Project management</td>
<td>Waterfall project</td>
<td>Project proposal due week #12</td>
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<tr>
<td></td>
<td>waterfall methodology</td>
<td>management exercise</td>
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<td></td>
<td>Interactive documentation</td>
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<tr>
<td>Week #7</td>
<td>Animation industry primer</td>
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<td>Mid Term Exam</td>
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<td>Agile roles</td>
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<td>Risk assessment, management and mitigation</td>
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<td>Week #8</td>
<td>UX design part I</td>
<td>Create meaningful</td>
<td>User stories for given concept due</td>
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<td>Agile development user stories</td>
<td>user stories</td>
<td>Week #9</td>
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<tr>
<td>Week #9</td>
<td>UX design part II</td>
<td>UX Design</td>
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<td></td>
<td>Agile product backlog</td>
<td>Analysis</td>
<td></td>
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<td>Week #10</td>
<td>Agile sprint planning &amp; sprint backlog</td>
<td>Board game sprint retrospective due Week #11</td>
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<tr>
<td></td>
<td>Video game industry primer</td>
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<tr>
<td>Week #11</td>
<td>New media industry primer</td>
<td>Role playing</td>
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<tr>
<td></td>
<td>Agile roles</td>
<td></td>
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<td>Sprint retrospective</td>
<td>Sprint approval exercise due Week #12</td>
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<tr>
<td>Week #12</td>
<td>Burndown charts</td>
<td>Adaptive scheduling</td>
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<td>Kanban charts</td>
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<td>Week #13</td>
<td>Business plans for interactive projects</td>
<td>Business plan for VFX, Game or Animation company</td>
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<td>Legal and ethical issues</td>
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<td>Week #14</td>
<td>Agile development - stakeholders</td>
<td>Stakeholder exercise</td>
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<td>Putting it all together - the pitch</td>
<td>Final Project Pitches</td>
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<tr>
<td>Week #15</td>
<td>Pitching part II</td>
<td>In class pitches</td>
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**Grading Criteria:**

<table>
<thead>
<tr>
<th>Assignment</th>
<th>Grade</th>
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<tbody>
<tr>
<td>Company Analysis</td>
<td>10%</td>
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<tr>
<td>One Pager</td>
<td>5%</td>
</tr>
<tr>
<td>User Stories</td>
<td>5%</td>
</tr>
<tr>
<td>Sprint Retrospective</td>
<td>5%</td>
</tr>
<tr>
<td>Sprint Approval Exercise</td>
<td>5%</td>
</tr>
<tr>
<td>Project Proposal</td>
<td>30%</td>
</tr>
<tr>
<td>Midterm Exam</td>
<td>20%</td>
</tr>
<tr>
<td>Final Exam</td>
<td>20%</td>
</tr>
</tbody>
</table>

**Grading Scale:**

A = 90-100 Commendable performance.

B = 80-89 Above average performance.

C = 70-79 Acceptable performance.

D = 60-69 Minimal performance.

F < 60 Unacceptable performance.

**Assignments**

Assignments are due at the beginning of the class period. The program strives to replicate a professional work environment therefore late assignments will **not be accepted**, except in cases of a documented severe illness or emergency. Work
not submitted due to lost media, lost footage, failure of technology and/or storage medium will not be considered a valid excuse for late submission.

**Participation**
Timely attendance is mandatory for each lab period. The lab portion of the class is crucial to take theoretical concepts and put them to practice.
At their May 9th meeting, the Faculty Senate Courses and Curriculum Committee took the following action regarding the DMAE proposals:

DMAE 7110

- The Committee conditionally approved the proposal to add DMAE 7110 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.
- The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
- The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.
- The Committee suggested adding consent of department as a prerequisite to prevent any student from enrolling in the course.

DMAE 7115

- The Committee conditionally approved the proposal to add DMAE 7115 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.
- The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
- The Committee suggested adding consent of department as a prerequisite to prevent any student from enrolling in the course.

DMAE 7120

- The Committee conditionally approved the proposal to add DMAE 7120 pending a revised syllabus that further details the grading components. Suggested wording could be “Prototypes will be based on the studio topic from the following week.” Also, explain what the difference between the regular prototype exercises and the final exam prototype. Is it cumulative?
- The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
• The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.
• The Committee suggested adding consent of department as a prerequisite to prevent any student from enrolling in the course.

DMAE 7150

• The Committee conditionally approved the proposal to add DMAE 7150 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.
• The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
• The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.

DMAE 7155

• The Committee conditionally approved the proposal to add DMAE 7155 pending a revised syllabus that further details the grading components. Suggested wording could be “Assignments will be based on the studio topic from the following week.”
• The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
• The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.
• The Committee suggested revising the course description to fully explain the nature of the course.

DMAE 7175

• The Committee conditionally approved the proposal to add DMAE 7175 pending a rubric for the employer to evaluate the student. How will the instructor then evaluate the employer evaluation? The instructor’s signature must be included in the internship agreement form, and the student’s internship proposal should be attached to the agreement form.
• The Committee also suggested adding verbiage that LSU does not guarantee internships and that it is the student’s responsibility to attain an internship.
• See attached ART 4280 internship guidelines and form for a template.

DMAE 7250
• The Committee conditionally approved the proposal to add DMAE 7250 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.
• The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
• The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.

DMAE 7255

• The Committee conditionally approved the proposal to add DMAE 7255 pending a revised syllabus that further details the grading components. Suggested wording could be “Assignments will be based on the studio topic from the following week.”
• The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
• The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.
• The Committee suggested adding portfolio development to the course description to better explain the purpose of the course.

DMAE 7270

• The Committee conditionally approved the proposal to add DMAE 7270 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.
• The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
• The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.

Please submit the requested documentation to Anna Castrillo in the Office of the University Registrar at 112 Thomas Boyd Hall or by email at acastrl@lsu.edu.

If you have any questions regarding the request, please feel free to contact me at liouse@lsu.edu.
DMAE Proposed Course Flow

The Master of Digital Media in Arts & Engineering from the College of Engineering and the College of Art + Design is a 44 credit-hour professional program designed to graduate students with leadership, creativity, technical prowess and design excellence in the field of digital media.

M.S. Degree Requirements

44 credit-hours
15 hours of "blue" courses
17 hours of "red" courses
9 hours of "" courses
3 hour summer internship

Figure 1: Proposed Curriculum Flowchart

"Blue" team based studio courses:
- These are studio/laboratory-style, immersive and collaborative courses akin to the types of courses that provide the core curricula at other very successful "interactive media/entertainment" programs.
- All students entering the program will take these courses together, as a cohort.

"Red" courses:
- These are foundational courses that delve into the creative, business production and management areas of the media arts industries. They also allow students to learn and develop within their focus areas the skills required to procure work in the field.

"" courses:
- There are elective classes that are traditional 3-credit-hour, 4000-level and 7000-level "elective" courses that will permit students to drill down into their chosen area of specialization and develop broader theoretical and practical expertise.
REQUEST FOR ADDITION OF NEW COURSE

Department: Engineering  Date: 2/14/2014

College: College of Engineering

PROPOSED COURSE

Short Title: DESIGN & PROTOTYPEING
Rubric & No.: DMAE 7120  Title: Interactive Design, Rapid Prototyping & Innovation

COURSE CREDIT

Graduate Credit: X YES  NO

Semester Hours of Credit: 3

(For combination course types only: Lecture Hrs. | Lab/Sem/Rec Hrs.
If course may be repeated for credit (i.e. special topics), course may be taken for a max. of ____ credit hours.
Credit will not be given for this course and:

GRADING

Final Exam: X YES  NO  Grading System: X Letter Grade  Pass/Fail

(Attach justification if the proposed course will not hold a final exam during examination week.)

COURSE TYPE

(Indicate hours in the appropriate course type)

Maximum enrollment per section: 10 (use integer, e.g. 25 not 20-30)

CATALOG TEXT

(DMAE 7120 Interactive Design, Rapid Prototyping & Innovation [3] Prereq.: consent of department. 2 hrs. lecture; 3 hrs. lab. Produce and analyze minimum technology thresholds to validate abstract creative concepts in professional media projects.)

BUDGET IMPACT

If this course is approved, will additional staff be needed? X YES  NO

Will additional space, equipment, special library materials or other major expense be involved? YES  X NO

(If answer to either question above is 'yes' attach explanation.)  Academic Affairs Approval:  Date: __

ATTACHMENTS

ATTACH THE FOLLOWING TO YOUR PROPOSAL.

JUSTIFICATION: Justification must explain why this course is needed and how it fits into the curricula. Will the course duplicate other courses?

SYLLABUS: Including 14 week outline of the subject matter, titles of text, lab manual, and/or required readings; grading scale and criteria

(For 4000-level, specify graduate student grading criteria if requirements differ for graduate and undergraduate students.)

APPROVALS

Department Faculty Approval  College Faculty Approval  4/8/14

(date)  (date)

Department Chair's Signature  Graduate Dean's Signature (for 4000 level and above)  College Contact:

(date)  (date)  (Please print name )

College Dean's Signature  Chair, FS C&C Committee  Academic Affairs Approval

(date)  (date)  (date)

College Contact E-mail:  

rev. 3 2012
DMAE 7120 is required for students enrolled in the DMAE program. This is a studio/lab class for the proposed Master of Digital Media Arts & Engineering degree. Students build 15 projects in 15 weeks identifying the lowest technological threshold to validate high-concepts. This course focuses largely on the initial stage (pre-production) where an abstract creative idea is explored and structured. Rapid prototyping techniques are employed to address strategic components. Students will analyze and interpret theories of game design, gamification and UX design. Basic pre-visualization, pen and paper design, and programming existing SDK's will be used to create and substantiate prototypes.
DMAE 7120 – Interactive Design, Rapid Prototyping & Innovation
Fall 20**

Credit hours: (3)

Louisiana State University
Version: Feb 17th, 2014

Contact Hours: 2 hour lecture, 3 hour lab weekly
Instructor: TBD
Expected Homework: 15 hours weekly
Place: TBD
Office Hours: TBD

Catalog Course Description:
DMAE 7120 Interactive Design, Rapid Prototyping & Innovation (3) Prereq.: Consent of department. 2 hrs. lecture; 4 hrs. lab. Students produce and analyze minimum technology thresholds to validate abstract creative concepts in professional media projects.

Course Learning Outcomes - At the end of the course, the students should be able to:
- Identify a variety of pre-production strategies for digital media projects
- Evaluate concepts in preliminary stages of production
- Construct prototypes for a variety of fields
- Explain game theory and how it relates to game design
- Compare and contrast various user interface design approaches

Topics of Study:
- Gamification
- Game design
- Brainstorming / game storming
- Previsualization
- Innovating from evolution to revolution
- Problem definition / observation
- Pen and paper design
- Design through acting
- Concept art / sketching
- Basic modeling
- Basic 2d and 3d animation
- Basic C++
- Basic Python
- Gamemaker/Unity/Visual Studio/Maya/Nuke
- 15 prototypes in 15 weeks
- Building projects quickly to identify lowest technology threshold to validate
• UX Design principles are introduced and reinforced
• Contemporary game design theory


**Software:** Software is provided in the studio classroom and an up to date list can be found on the website: https://dmu.edu/cgt.programs/dmg.gamecontentsoftware. Purchasing a copy of software for home use is optional.

**Assignments:** Prototypes are based on the lecture topic of the week.

**Course Outline:**

<table>
<thead>
<tr>
<th>Date</th>
<th>Lecture Topics</th>
<th>Labs</th>
<th>Assignments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Week #1</td>
<td>Introduction to Game Storming</td>
<td>Card Game Prototype</td>
<td>Card Game Prototype due Week #2</td>
</tr>
<tr>
<td></td>
<td>Problem definition/observation</td>
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</tr>
<tr>
<td>Week #2</td>
<td>GML - Game Maker Language Part #1</td>
<td>Platform game prototype</td>
<td>Platform game prototype due Week #3</td>
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<tr>
<td></td>
<td>Image Editing in Photoshop</td>
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<tr>
<td>Week #3</td>
<td>GML - Game Maker Language Part #2</td>
<td>Interactive Narrative</td>
<td>Interactive Narrative Prototype due Week #4</td>
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<td>Sprite Creation in Photoshop</td>
<td>Prototype</td>
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<tr>
<td></td>
<td>Tile Creation in Photoshop</td>
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<tr>
<td>Week #4</td>
<td>Maya modelling &amp; animation</td>
<td>Maya previsualization</td>
<td>Maya previsualization prototype due Week #5</td>
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<tr>
<td></td>
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<td>prototype</td>
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<tr>
<td>Week #5</td>
<td>Pen &amp; paper prototyping</td>
<td>Pen &amp; paper RPG prototype</td>
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<td>Low fidelity prototyping</td>
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<td>Identifying lowest technology threshold</td>
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<td>Week #6</td>
<td>Website prototyping in creative cloud</td>
<td>Game review website</td>
<td>Game review website flowchart due Week #7</td>
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<td>Week #7</td>
<td>Game Design Part #1</td>
<td>Vertical slice of single</td>
<td>Vertical slice of single game</td>
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<td></td>
<td></td>
<td>game mechanic</td>
<td>mechanic due Week #8</td>
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</tr>
<tr>
<td>Week #8</td>
<td>Game Design Part #2</td>
<td>Interactive &quot;look&quot; prototype</td>
<td>Interactive &quot;look&quot; prototype due Week #9</td>
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<tr>
<td>Week #9</td>
<td>Java to C++ primer</td>
<td>Serious game prototype</td>
<td>Serious game prototype due Week #10</td>
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<tr>
<td></td>
<td>Gamification Primer</td>
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<tr>
<td>Week #10</td>
<td>Basic C++</td>
<td>Game for senior citizens</td>
<td>Game for senior citizens due Week #11</td>
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<td>Acting Exercise</td>
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<td>Week #11</td>
<td>C# in Unity</td>
<td>3D gameplay mechanic</td>
<td>3D gameplay mechanic due Week #12</td>
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<td>Week #12</td>
<td>Concept Art &amp; Sketching</td>
<td>Artistic ripomatic</td>
<td>Artistic ripomatic due Week #13</td>
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<tr>
<td>Week #13</td>
<td>Basic Python</td>
<td>Productivity enhancement prototype</td>
<td>Productivity enhancement prototype due Week #14</td>
</tr>
<tr>
<td>Week #14</td>
<td>UX Design Principles</td>
<td>Vertical slice of novel UX design</td>
<td>Vertical slice of novel UX design due Week #15</td>
</tr>
<tr>
<td>Week #15</td>
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<td>Final Exam Prototype</td>
<td>Final Exam</td>
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Grading Criteria:

<table>
<thead>
<tr>
<th>Assignment</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>Card Game Prototype</td>
<td>5%</td>
</tr>
<tr>
<td>Platform Game Prototype</td>
<td>5%</td>
</tr>
<tr>
<td>Interactive Narrative Prototype</td>
<td>5%</td>
</tr>
<tr>
<td>Maya previsualization prototype</td>
<td>5%</td>
</tr>
<tr>
<td>Pen &amp; paper RPG prototype</td>
<td>5%</td>
</tr>
<tr>
<td>Game review website flowchart</td>
<td>5%</td>
</tr>
<tr>
<td>Vertical slice of single game mechanic</td>
<td>5%</td>
</tr>
<tr>
<td>Interactive &quot;look&quot; prototype</td>
<td>5%</td>
</tr>
<tr>
<td>Serious game prototype</td>
<td>5%</td>
</tr>
<tr>
<td>Game for senior citizens</td>
<td>5%</td>
</tr>
<tr>
<td>3D gameplay mechanic</td>
<td>5%</td>
</tr>
<tr>
<td>Artistic ripomatic</td>
<td>5%</td>
</tr>
<tr>
<td>Productivity enhancement prototype</td>
<td>5%</td>
</tr>
<tr>
<td>Vertical slice of novel UX design</td>
<td>5%</td>
</tr>
<tr>
<td>Final Exam Prototype</td>
<td>30%</td>
</tr>
</tbody>
</table>
Grading Scale:

A = 90-100 Commendable performance.
B = 80-89 Above average performance.
C = 70-79 Acceptable performance.
D = 60-69 Minimal performance.
F < 60 Unacceptable performance. Project is incomplete and not assessable. Student contributed little to the final project and failed to meet the majority of project milestones.

Assignments
Assignments are due at the beginning of the class period. The program strives to replicate a professional work environment therefore late assignments will not be accepted, except in cases of a documented severe illness or emergency. Work not submitted due to lost media, lost footage, failure of technology and/or storage medium will not be considered a valid excuse for late submission.

Participation
Timely attendance is mandatory for each lab period. The lab portion of the class is crucial as this is the starting point for the weekly assignments.
At their May 9th meeting, the Faculty Senate Courses and Curriculum Committee took the following action regarding the DMAE proposals:

**DMAE 7110**

- The Committee conditionally approved the proposal to add DMAE 7110 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.
- The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
- The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.
- The Committee suggested adding consent of department as a prerequisite to prevent any student from enrolling in the course.

**DMAE 7115**

- The Committee conditionally approved the proposal to add DMAE 7115 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.
- The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
- The Committee suggested adding consent of department as a prerequisite to prevent any student from enrolling in the course.

**DMAE 7120**

- The Committee conditionally approved the proposal to add DMAE 7120 pending a revised syllabus that further details the grading components. Suggested wording could be “Prototypes will be based on the studio topic from the following week.” Also, explain what the difference between the regular prototype exercises and the final exam prototype. Is it cumulative?
- The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.

• The Committee suggested adding consent of department as a prerequisite to prevent any student from enrolling in the course.

DMAE 7150

• The Committee conditionally approved the proposal to add DMAE 7150 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.
• The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
• The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.

DMAE 7155

• The Committee conditionally approved the proposal to add DMAE 7155 pending a revised syllabus that further details the grading components. Suggested wording could be “Assignments will be based on the studio topic from the following week.”
• The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
• The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.
• The Committee suggested revising the course description to fully explain the nature of the course.

DMAE 7175

• The Committee conditionally approved the proposal to add DMAE 7175 pending a rubric for the employer to evaluate the student. How will the instructor then evaluate the employer evaluation? The instructor’s signature must be included in the internship agreement form, and the student’s internship proposal should be attached to the agreement form.
• The Committee also suggested adding verbiage that LSU does not guarantee internships and that it is the student’s responsibility to attain an internship.
• See attached ART 4280 internship guidelines and form for a template.

DMAE 7250
• The Committee conditionally approved the proposal to add DMAE 7250 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.
• The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
• The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.

DMAE 7255

• The Committee conditionally approved the proposal to add DMAE 7255 pending a revised syllabus that further details the grading components. Suggested wording could be “Assignments will be based on the studio topic from the following week.”
• The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
• The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.
• The Committee suggested adding portfolio development to the course description to better explain the purpose of the course.

DMAE 7270

• The Committee conditionally approved the proposal to add DMAE 7270 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.
• The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
• The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.

Please submit the requested documentation to Anna Castrillo in the Office of the University Registrar at 112 Thomas Boyd Hall or by email at acastrl@lsu.edu.

If you have any questions regarding the request, please feel free to contact me at lrouse@lsu.edu.
DMAE Proposed Course Flow

The Master of Digital Media in Arts & Engineering from the College of Engineering and the College of Art + Design is a 44 credit-hour professional program designed to graduate students with leadership, creativity, technical prowess and design excellence in the field of digital media.

M.S. Degree Requirements
44 credit-hours
15 hours of "blue" courses
17 hours of "red" courses
9 hours of "..." courses
3 hour summer internship

Figure 1: Proposed Curriculum Flowchart

"Blue" team based studio courses:
- These are studio/laboratory-style, immersive and collaborative courses akin to the types of courses that provide the core curricula at other very successful "interactive media/entertainment" programs.
- All students entering the program will take these courses together, as a cohort.

"Red" courses:
- These are foundational courses that delve into the creative, business production and management areas of the media arts industries. They also allow students to learn and develop within their focus areas the skills required to procure work in the field.

"..." courses:
- There are elective classes that are traditional 3-credit-hour, 4000-level and 7000-level "elective" courses that will permit students to drill down into their chosen area of specialization and develop broader theoretical and practical expertise.
REQUEST FOR ADDITION OF NEW COURSE

Department: Engineering
College: College of Engineering

Date: 2/14/2014

PROPOSED COURSE
Short Title: PRODUCTION TEAM I
Rubric & No.: DMAE 7150
Title: Interactive Production Team I

COURSE CREDIT
Graduate Credit: X YES NO
Semester Hours of Credit: 3 (For combination course types only: Lecture Hrs. Lab/Sem/Rec Hrs.)
If course may be repeated for credit (i.e. special topics), course may be taken for a max. of credit hours.
Credit will not be given for this course and:

GRADING
Final Exam: X YES NO Grading System: X Letter Grade ___ Pass/Fail
(Attach justification if the proposed course will not hold a final exam during examination week.)

COURSE TYPE
(Indicate hours in the appropriate course type)

___ LEC/REC ___ LEC/SEM ___ LEC ___ 6 LAB ___ LEC/LAB ___ SEM ___ CLIN PRACT ___ RES/IND
Maximum enrollment per section: 10 (use integer. e.g. 25 not 20-30)

CATALOG TEXT
(Concise catalog statement exactly as you wish it to appear in the LSU General Catalog)
DMAE 7150 Interactive Production Team I (3) Prereq.: DMAE 7110 or equivalent. 6 hrs. studio. Contemporary design challenges analyzed and executed in a team-based collaborative unit. Emphasis on management and execution of the entire development cycle.

BUDGET IMPACT
If this course is approved, will additional staff be needed? X YES NO
Will additional space, equipment, special library materials or other major expense be involved? YES X NO
(If answer to either question above is 'yes' attach explanation.)
Academic Affairs Approval:

ATTACHMENTS
ATTACH THE FOLLOWING TO YOUR PROPOSAL.

JUSTIFICATION: Justification must explain why this course is needed and how it fits into the curricula. Will the course duplicate other courses?
SYLLABUS: Including 14 week outline of the subject matter; titles of text, lab manual, and/or required readings; grading scale and criteria
(For 4000-level specify graduate student grading criteria if requirements differ for graduate and undergraduate students).

APPROVALS
Department Faculty Approval
College Faculty Approval

College Dean's Signature (date)
Chair, FS C&C Committee

College Contact:
College Contact E-mail:

REV. 3/2012
4 Pillars of DMAE Program

<table>
<thead>
<tr>
<th>Computation</th>
<th>Creativity</th>
<th>Collaboration</th>
</tr>
</thead>
</table>

DMAE 7150 is required for students enrolled in the DMAE program. This class builds on DMAE 7110 and students work on more complex projects that tackle three contemporary design challenges. Students work in project teams on applied problems. They implement project management methodologies introduced in DMAE 7115 to complete project cycles that includes preproduction, production, and post-production. Students will be expected to manage the project, their time and produce professional documentation and progress reports. Unit testing, white box testing, black box testing and peer review and feedback will be reinforced.
DMAE 7150 – Interactive Production Team I
Spring 20**

Credit hours: (3)

Louisiana State University
Version: Feb 17th, 2014

Contact Hours: 2 x 3 hour lab weekly  Instructor: TBD
Expected Homework: 20 hours weekly  Office Hours: TBD
Place: TBD

Catalog Course Description:
DMAE 7150 Interactive Production Team I (3) Prereq.: DMAE 7110 or equivalent. Two 3 hr. labs. Contemporary design challenges are analyzed and executed in a team-based collaborative unit. Focus is management and execution of the entire development cycle.

Course Learning Outcomes - At the end of the course, the students should be able to:
- Demonstrate through construction three different contemporary topics in digital media
- Contribute meaningfully to the team in terms of project deliverables
- Appraise work done by classmates
- Communicate effective time management
- Apply proper test procedures
- Recommend improvements to the development process as a self-assessment

Topics of Study:
- Interactive storytelling
- Social design
- Mobile design
- Online distribution and business models
- Ideation
- Preproduction
- Production
- Post production
- Project planning and time management
- Focusing on speed and effectiveness – when is done, done?
- Putting scrum methodologies into practice
- Critical thinking and problem solving to vet out an interactive high concept
- Peer review and feedback
- Project documentation
• Focus on the class is to practice the entire development cycle and produce quality and timely results
• Proper test procedures
• Unit testing, white box testing, and black box testing
• 1 project needs to have an interactive storytelling component
• 1 project needs a client and server with social component in design

Textbook: Course materials to be provided by instructor.

Software: Software is provided in the studio classroom and an up to date list can be found on the website: https://example.com/software. Purchasing a copy of software for home use is optional.

Assignments:

Interactive Storytelling Project
Students will work in teams with linear storytelling assets and turn them into interactive non-linear elements. The instructor will provide the linear story assets and project constraints and the students will deconstruct and re-interpret the work in a new medium. The final project is due on week #6.

Social Media Project
More and more interactive projects utilize multi participants and have a strong social component to the design. The instructor will pick a subject matter that has not been developed with networked social media in mind. The students will then have to rethink the overall design and structure and add a social component to the existing design. Students will experience the development challenges when interactive experiences utilize a large user base. The final social media project is due on week #15.

Course Outline:

<table>
<thead>
<tr>
<th>Date</th>
<th>Lab Activities</th>
<th>Assignments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Week #1</td>
<td>Interactive storytelling group Unity project</td>
<td>Interactive storytelling project due week #6</td>
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<tr>
<td>Week #2</td>
<td>Interactive storytelling group Unity project</td>
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</tr>
<tr>
<td>Week #3</td>
<td>Interactive storytelling group Unity project</td>
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<tr>
<td>Week #4</td>
<td>Interactive storytelling group Unity project</td>
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<tr>
<td>Week #5</td>
<td>Interactive storytelling group Unity project</td>
<td></td>
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<tr>
<td>Week #6</td>
<td>Social media, casual, mobile project</td>
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<tr>
<td>Week #7</td>
<td>Social media, casual, mobile</td>
<td>Social media project due week</td>
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<td>Week</td>
<td>Project Description</td>
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<td>-------</td>
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<td>#8</td>
<td>Social media, casual, mobile project</td>
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</tr>
<tr>
<td>#9</td>
<td>Social media, casual, mobile project</td>
<td></td>
</tr>
<tr>
<td>#10</td>
<td>Social media, casual, mobile project</td>
<td></td>
</tr>
<tr>
<td>#11</td>
<td>Social media, casual, mobile project</td>
<td></td>
</tr>
<tr>
<td>#12</td>
<td>Social media, casual, mobile project</td>
<td></td>
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<tr>
<td>#13</td>
<td>Social media, casual, mobile project</td>
<td></td>
</tr>
<tr>
<td>#14</td>
<td>Social media, casual, mobile project</td>
<td></td>
</tr>
<tr>
<td>#15</td>
<td>Final Exam: Post mortem of both projects</td>
<td>Final Exam</td>
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<td></td>
<td>Final Project Pitches</td>
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<td></td>
<td>Production II Team Project Proposal</td>
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**Grading Criteria:**

<table>
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<th>Assignment</th>
<th>Grade</th>
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<tr>
<td>Interactive storytelling project</td>
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</tr>
<tr>
<td>Social media project</td>
<td>50%</td>
</tr>
<tr>
<td>Final exam</td>
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</tr>
</tbody>
</table>

**Grading Scale:**

A = 90-100 Commendable performance. Projects were very well researched and skillfully developed with excellent outcomes. Student contributed in a meaningful way to the final outcome of the project through individual effort, leadership, teamwork and skill acquisition.

B = 80-89 Above average performance. Projects were well researched and developed with good outcomes and demonstrate the potential to develop into industry quality outcomes with further investment. Students contributed in a meaningful way to the final outcome of the project through individual effort, teamwork or skill acquisition.

C = 70-79 Acceptable performance. Design effort and outcomes were practical, but lacked in originality and/or execution. Students met all milestones and delivered the work expected of them at a minimum acceptable quality levels.
D = 60-69 Minimal performance. Project outcome was ineffective. Student failed to meet a minority project milestones or some work undeserving of inclusion in the final project.

F < 60 Unacceptable performance. Project was incomplete or not assessable. Student contributed little to the final project and failed to meet the majority of project milestones.

Assignments
Assignments are due at the beginning of the class period. The program strives to replicate a professional work environment therefore late assignments will not be accepted, except in cases of a documented severe illness or emergency. Work not submitted due to lost media, lost footage, failure of technology and/or storage medium will not be considered a valid excuse for late submission.

Team Project Acceptance
Team projects will be assigned or approved by the instructor of the class. Projects will need to demonstrate creative worthiness and be of suitable technical challenge.

Team Project Grading Rubric
Both the project and the team member's contribution will be assessed. It is possible for a student to contribute meaningfully to a project that is not successful or contribute little to a successful project. The below rubrics applies to all projects in this class.

<table>
<thead>
<tr>
<th>Project</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>UX design</td>
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</tr>
<tr>
<td>Artistic merit</td>
<td>10%</td>
</tr>
<tr>
<td>Technical merit</td>
<td>10%</td>
</tr>
<tr>
<td>Project completeness</td>
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</tr>
<tr>
<td>Individual Student</td>
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</tr>
<tr>
<td>Effort</td>
<td>10%</td>
</tr>
<tr>
<td>Substantive contribution to final project</td>
<td>20%</td>
</tr>
<tr>
<td>Time management</td>
<td>10%</td>
</tr>
<tr>
<td>Peer assessment</td>
<td>10%</td>
</tr>
</tbody>
</table>
Participation
Attendance is mandatory for each lab period. Each project will be graded on their merits and individual contribution. Special attention will be paid to project quality, originality, scope management and personal effort. It is possible that a student could receive a failing grade even if the project that they worked on received a passing grade.
At their May 9th meeting, the Faculty Senate Courses and Curriculum Committee took the following action regarding the DMAE proposals:

DMAE 7110

- The Committee conditionally approved the proposal to add DMAE 7110 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.
- The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
- The Committee also suggested removing any reference to modem software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.
- The Committee suggested adding consent of department as a prerequisite to prevent any student from enrolling in the course.

DMAE 7115

- The Committee conditionally approved the proposal to add DMAE 7115 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.
- The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
- The Committee suggested adding consent of department as a prerequisite to prevent any student from enrolling in the course.

DMAE 7120

- The Committee conditionally approved the proposal to add DMAE 7120 pending a revised syllabus that further details the grading components. Suggested wording could be “Prototypes will be based on the studio topic from the following week.” Also, explain what the difference between the regular prototype exercises and the final exam prototype. Is it cumulative?
- The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
• The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.
• The Committee suggested adding consent of department as a prerequisite to prevent any student from enrolling in the course.

DMAE 7150

• The Committee conditionally approved the proposal to add DMAE 7150 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.
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DMAE 7155

• The Committee conditionally approved the proposal to add DMAE 7155 pending a revised syllabus that further details the grading components. Suggested wording could be “Assignments will be based on the studio topic from the following week.”
• The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
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• The Committee suggested revising the course description to fully explain the nature of the course.

DMAE 7175

• The Committee conditionally approved the proposal to add DMAE 7175 pending a rubric for the employer to evaluate the student. How will the instructor then evaluate the employer evaluation? The instructor’s signature must be included in the internship agreement form, and the student’s internship proposal should be attached to the agreement form.
• The Committee also suggested adding verbiage that LSU does not guarantee internships and that it is the student’s responsibility to attain an internship.
• See attached ART 4280 internship guidelines and form for a template.

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DMAE 7255

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The Committee suggested adding portfolio development to the course description to better explain the purpose of the course.

DMAE 7270

The Committee conditionally approved the proposal to add DMAE 7270 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.

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Please submit the requested documentation to Anna Castrillo in the Office of the University Registrar at 112 Thomas Boyd Hall or by email at acastr1@lsu.edu.

If you have any questions regarding the request, please feel free to contact me at hOUNCE@lSU.EDU.
DMAE Proposed Course Flow

The Master of Digital Media in Arts & Engineering from the College of Engineering and the College of Art + Design is a 44 credit-hour professional program designed to graduate students with leadership, creativity, technical prowess and design excellence in the field of digital media.

M.S. Degree Requirements
44 credit-hours
15 hours of "blue" courses
17 hours of "red" courses
9 hours of " " courses
3 hour summer internship

Figure 1: Proposed Curriculum Flowchart

- "Blue" team based studio courses:
  - These are studio/laboratory-style, immersive and collaborative courses akin to the types of courses that provide the core curricula at other very successful "interactive media/entertainment" programs.
  - All students entering the program will take these courses together, as a cohort.
- "Red" courses:
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- " " courses:
  - There are elective classes that are traditional 3-credit-hour, 4000-level and 7000-level "elective" courses that will permit students to drill down into their chosen area of specialization and develop broader theoretical and practical expertise.
REQUEST FOR ADDITION OF NEW COURSE

Department: Engineering Date: 2/14/2014
College: College of Engineering

PROPOSED COURSE

Short Title: Programming & Art I
Rubric & No.: DMAE 7155
Title: Advanced Programming & Digital Art I

COURSE CREDIT
Graduate Credit: X YES __ NO
Semester Hours of Credit: 5
(For combination course types only: Lecture Hrs. Lab/Sem/Rec Hrs.)
If course may be repeated for credit (i.e. special topics), course may be taken for a max. of ___ credit hours.
Credit will not be given for this course and: 

GRADING
Final Exam: X YES __ NO Grading System: X Letter Grade ___ Pass/Fail
(Attach justification if the proposed course will not hold a final exam during examination week.)

COURSE TYPE
(Indicate hours in the appropriate course type)

/ LEC/REC / LEC/SEM / LEC / LAB / 4/2 / LEC/LAB / SEM / CLIN PRACT / RES/IND

Maximum enrollment per section: 7
(use integer, e.g. 25 not 20-30)

CATALOG TEXT
(Concise catalog statement exactly as you wish it to appear in the LSU General Catalog)
DMAE 7155 Advanced Programming & Digital Art I (5) Prereq.: DMAE 7120 or equivalent. 4 hrs. lecture; 2 hrs. lab.
Advanced programming and digital arts concepts with an emphasis on contemporary tools and techniques.
Students will begin work on a professional portfolio.

BUDGET IMPACT
If this course is approved, will additional staff be needed? X YES __ NO
Will additional space, equipment, special library materials or other major expense be involved? _ YES X NO
(If answer to either question above is ‘yes’ attach explanation.)
Academic Affairs Approval: __ Date: __

ATTACHMENTS
ATTACH THE FOLLOWING TO YOUR PROPOSAL.

JUSTIFICATION: Justification must explain why this course is needed and how it fits into the curricula. Will the course duplicate other courses?
SYLLABUS: Including 14 week outline of the subject matter; titles of text, lab manual, and/or required readings; grading scale and criteria
(For 4000-level, specify graduate student grading criteria if requirements differ for graduate and undergraduate students).

APPROVALS
Department Faculty Approval: __________________________ (date)

Department Chair’s Signature: __________________________ (date)
Graduate Dean’s Signature (for 4000 level and above): __________ (date)
College Contact: __________________________ (Please print name)
College Contact E-mail: __________________________

College Faculty Approval: __________________________ (date)

College Dean’s Signature: __________________________ (date)
Chair, FS C&C Committee: __________________________ (date)

Academic Affairs Approval: __________________________ (date)
DMAE 7155 is required for students enrolled in the DMAE program. This class focuses on specific technology skills needed in the digital media industry. Software developers and artists will learn about each other’s craft and special attention will be spent on bridging the gap in terminology and expectation in each field of practice and study. The prototyping techniques that were employed in DMAE 7120 will be analyzed, refined and further developed into sustainable software.

Technical lectures will focus on code reusability, abstraction, low level asynchronous programming, understanding profilers, and developing test driven development to maximize reusability and minimize potential problems. Additional lectures will focus on further exploring mathematics, physics, artificial intelligence and graphics in interactive simulations. Art lectures will delve into advanced functionality of modern 3-D modeling and effects packages. A strong focus will be applied on proper modeling techniques with effective lighting and rendering.

### 4 Pillars of DMAE Program

<table>
<thead>
<tr>
<th></th>
<th>Computation</th>
<th>Creativity</th>
</tr>
</thead>
</table>

Justification
DMAE 7155 – Advanced Programming & Digital Art I
Spring 20**

Credit hours: (5)

Louisiana State University
Version: Feb 17th, 2014

Contact Hours: 4 hour lecture, 2 hour lab weekly        Instructor: TBD
Expected Homework: 12 hours weekly                     Office Hours: TBD
Place: TBD

Catalog Course Description:
DMAE 7155 Advanced Programming & Digital Art I (5) Prereq.: DMAE 7120 or equivalent. 4 hrs. lecture; 2 hrs. lab. Advanced programming and digital arts concepts are explored with a focus on contemporary tools and techniques. Students will begin work on a professional portfolio.

Course Learning Outcomes - At the end of the course, the students should be able to:
- Create usable source code, audio and art which adheres to professional standards
- Organize and compile material for a demo reel
- Identify different fields’ terminology for media arts projects
- Demonstrate theoretical foundation for the field of study
- Practice solving real world problems in the field of study

Topics of Study:
This list is inclusive of most possible topics. These will change based on student’s field of study as well as the subject matter, development environment and challenges of the projects the students are working on in their production oriented classes.

• Programming
  - C++, Python & MEL scripting overviews
  - Memory management in C++
  - Tenets of object-oriented programming and design
  - Standard Template Library and games
  - Sequence containers: array, vector, deque, list, forward list etc...
  - Polymorphism in C++
  - Dynamic memory allocation in C++
  - Const-correctness in C++
  - Unit testing and automated testing
  - Software maintenance and bug fixing
  - Performance profiling
Matrix operations, matrix properties, matrix multiplications, solving systems of linear-equations, inverting matrices

Finite state machines

Game engine architecture
- Game loop
- Engine state
- Messaging
- Bounding volume
- Object spawning
- Enemy Ai (seek and attack)
- Waypoints
- Simple particle systems
- Simple sound system

Math & Physics
- Using vectors to represent position, velocity, acceleration, force and angular momentum
- Perform vector operations: normalize, projection, reflection, dot & cross product
- Solve projectile motion problems
- Perform masking and bit shifting
- Compute the equations of lines and planes in 3D
- Solve basic collision detection problems
- Construct & use scaling, shearing, reflection matrices for graphics applications
- Construct & use rotation matrices for physics based animation
- Model the behavior of light in a medium
- Model the behavior of sound in a medium
- Predict collisions in 3D by calculating intersection of geometric shapes
- Identify the basic physics of sound (frequencies, spectra, basic psycho-acoustics)

Digital Art
- Color theory
- Perspective for artists (1 point, 2 point and 3 point perspective)
- Basics of lighting
- Sketching basics
- Artistic versus scientific artistic language
- Art basics for programmers
- How to work with artists
- UX Design
- Art traits & Skills
  - Ability to analyze an image
  - Demonstrate knowledge of Composition/Scale/Proportion
  - Interpreting reference and feedback
  - Shot analysis and technical solutions
  - Knowledge of Visual Effects and Film Terminology
  - Solve complex technical problems regarding application of art in
media productions
- Explain ideas clearly and defend decisions made
- Demonstrate strong self analytic skills
- Compositing in Nuke
  - Rigging
  - Animation
  - Materials, Texture & Lighting
  - Advanced Modeling
  - Physics of light
  - Programming for artists


Software: Software is provided in the studio classroom and an up to date list can be found on the website: https://dmae.isu.edu/col-programs/dmae_classroomsoftware. Purchasing a copy of software for home use is optional.

Assignments: Assignments are based on the lecture topic of the week.

Labs: Labs will allow students to be mentored and assisted as they are working on their assignments and on their portfolios that relates to the lectures given.

Course Outline:

<table>
<thead>
<tr>
<th>Date</th>
<th>Lecture Topics</th>
<th>Assignments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Week #1</td>
<td>C++ language part I</td>
<td>Simple C++ program and 3D Model due week #3</td>
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<tr>
<td></td>
<td>Digital Art part I</td>
<td></td>
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<tr>
<td>Week #2</td>
<td>C++ language part II</td>
<td>Portfolio plan week #4</td>
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<tr>
<td></td>
<td>Color Theory</td>
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<td></td>
<td>Digital Art part II</td>
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<td></td>
<td>Physics of light</td>
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<tr>
<td>Week #3</td>
<td>C++ language part III</td>
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<tr>
<td></td>
<td>Digital Art part III</td>
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<tr>
<td>Week #4</td>
<td>C++ language part IV</td>
<td>Front end and interface artwork due week #5</td>
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<td>Perspective</td>
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<td>UX Design</td>
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<td></td>
<td>Raster versus vector</td>
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<tr>
<td>Week #5</td>
<td>Unit testing and automated testing</td>
<td>Unit testing due week #7</td>
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<td></td>
<td>Advanced modelling part I</td>
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<td></td>
<td>Polygons versus nurbs</td>
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<tr>
<td>Week #6</td>
<td>Game math part #1</td>
<td>Virtual pet data and 3d modeling due week #8</td>
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<td></td>
<td>XML &amp; JSON data containers</td>
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<tr>
<td>Week</td>
<td>Topics</td>
<td>Due</td>
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<tr>
<td>Week #7</td>
<td>Game math part #2, Game Ai part I, Advanced Modelling part III</td>
<td>Virtual pet ai and animated behavior due week #9</td>
</tr>
<tr>
<td>Week #8</td>
<td>Game math part #3, Game Ai part II, Artistic versus programmer language, Advanced Modelling part IV Programming for artists</td>
<td>Virtual pet game scripting due week #10</td>
</tr>
<tr>
<td>Week #9</td>
<td>Game math part #4, Game Ai part III, Nuke Compositing part I</td>
<td>Virtual pet advanced ai and compositing demo due week #11</td>
</tr>
<tr>
<td>Week #10</td>
<td>Game math part #5, Render in Direct X, Lighting Theory, Nuke Compositing part II</td>
<td>Multiplatform virtual pet game due week #13</td>
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<tr>
<td>Week #11</td>
<td>Databases part I, Animation part I</td>
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<tr>
<td>Week #12</td>
<td>Databases part II, Layout theory, Animation part II</td>
<td>Virtual pet game database due week #13</td>
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<tr>
<td>Week #13</td>
<td>Game Engine Architecture, Materials &amp; Lighting part I, Shader Basics</td>
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<tr>
<td>Week #14</td>
<td>Profiling &amp; Optimizations, Art basics for programmers, Materials &amp; Lighting part II</td>
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<tr>
<td>Week #15</td>
<td></td>
<td>Final Exam</td>
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</tbody>
</table>

**Grading Criteria:**

<table>
<thead>
<tr>
<th>Assignment</th>
<th>Grade</th>
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<tbody>
<tr>
<td>Simple C++ program and 3D Model</td>
<td>5%</td>
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<tr>
<td>Portfolio plan</td>
<td>5%</td>
</tr>
<tr>
<td>Front end and interface artwork</td>
<td>5%</td>
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<td>Unit testing</td>
<td>5%</td>
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<td>Virtual pet data and 3d modeling</td>
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<td>5%</td>
</tr>
<tr>
<td>Virtual pet game database</td>
<td>5%</td>
</tr>
<tr>
<td>Portfolio milestone</td>
<td>20%</td>
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</tr>
<tr>
<td>Final Exam</td>
<td>30%</td>
</tr>
</tbody>
</table>

**Grading Scale:**

A = 90-100 Commendable performance.

B = 80-89 Above average performance.

C = 70-79 Acceptable performance.

D = 60-69 Minimal performance.

F < 60 Unacceptable performance. Project is incomplete and not assessable. Student contributed little to the final project and failed to meet the majority of project milestones.

**Assignments**

Assignments are due at the beginning of the class period. The program strives to replicate a professional work environment therefore late assignments will **not be accepted**, except in cases of a documented severe illness or emergency. Work not submitted due to lost media, lost footage, failure of technology and/or storage medium will not be considered a valid excuse for late submission.

**Participation**

Timely attendance is mandatory for each lab period. Attendance at scheduled lab portion of the class is crucial as the assignment is described and the requirements discussed.
At their May 9th meeting, the Faculty Senate Courses and Curriculum Committee took the following action regarding the DMAE proposals:

**DMAE 7110**
- The Committee conditionally approved the proposal to add DMAE 7110 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.
- The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
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If you have any questions regarding the request, please feel free to contact me at jrouse@lsu.edu.
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The Master of Digital Media in Arts & Engineering from the College of Engineering and the College of Art + Design is a 44 credit-hour professional program designed to graduate students with leadership, creativity, technical prowess and design excellence in the field of digital media.

M.S. Degree Requirements

44 credit-hours
15 hours of “blue” courses
17 hours of “red” courses
9 hours of “” courses
3 hour summer internship

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- These are foundational courses that delve into the creative, business production and management areas of the media arts industries. They also allow students to learn and develop within their focus areas the skills required to procure work in the field.

“” courses:
- There are elective classes that are traditional 3-credit-hour, 4000-level and 7000-level “elective” courses that will permit students to drill down into their chosen area of specialization and develop broader theoretical and practical expertise.
REQUEST FOR ADDITION OF NEW COURSE

Department: Engineering
College: College of Engineering
Date: 2/14/2014

PROPOSED COURSE
Short Title: DIGITAL MEDIA INTERNSHIP
Rubric & No.: DMEC 7175
Title: Digital Media Internship

COURSE CREDIT
Graduate Credit: X YES NO
Semester Hours of Credit: 3

COURSE TYPE
(Indicate hours in the appropriate course type)

Maximum enrollment per section: 40

CATALOG TEXT
DMEC 7175 Digital Media Internship (3) Prereq: Consent of instructor. A minimum of 12 weeks of full-time employment in the media arts industry. Hands-on experience in a professional work environment on a relevant digital media project.

BUDGET IMPACT
If this course is approved, will additional staff be needed? YES X NO
Will additional space, equipment, special library materials or other major expense be involved? YES X NO

ATTACHMENTS
ATTACH THE FOLLOWING TO YOUR PROPOSAL.
JUSTIFICATION: Justification must explain why this course is needed and how it fits into the curricula. Will the course duplicate other courses?
SYLLABUS: Including 14 week outline of the subject matter; titles of text, lab manual, and/or required readings; grading scale and criteria (For 4000-level, specify graduate student grading criteria if requirements differ for graduate and undergraduate students).

APPROVALS
Department Faculty Approval
College Faculty Approval

College Dean’s Signature
Chair, FS C&C Committee

College Contact E-mail

Please print name
Justification

4 Pillars of DMAE Program

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<th>Computation</th>
<th>Creativity</th>
<th>Collaboration</th>
<th>Commerce</th>
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</table>

DMAE 7110 is required for students enrolled in the DMAE program. The internship allows students to work in a production environment and gain professional experience in their field of interest.

Enrollment in DMAE 7175 marks the mid point in their studies. This provides a reflection point allowing students to apply what they have learned to date in a professional environment. The faculty will approve the internship to ensure that the work done is relevant to the student’s professional goals and is suitable for professional development. The faculty will have periodic contact with the student and company either in person or through phone or email to gauge progress and provide guidance. The students will each prepare a final report documenting the work done, project and results as well as a self-assessment. The company will also provide an employee evaluation of the student’s contribution to the tasks assigned.
DMAE 7175 – Digital Media Internship
Summer 20**

Credit hours: (3)

Louisiana State University
Version: Feb 17th, 2014

Contact Hours (with faculty): 1 hour every two weeks   Instructor: TBD
Expected Workload: Minimum of 40-60 hours a week for 12 weeks
Place: TBD   Office Hours: TBD

Catalog Course Description:
DMAE 7175 Digital Media Internship (3) Prereq: Consent of instructor. Hands-on experience in a professional work environment on a relevant digital media project.

Description:
The internship must be approved by the instructor assigned and be relevant to the student’s career objectives. You must keep in touch with your faculty overseeing the class from application through the internship culminating in a final report and presentation at the conclusion of your internship.

Course Learning Outcomes - At the end of the course, the students should be able to:

- Work in a professional setting
- Take on basic production tasks

Textbook(s): No textbooks or readings are required for the internship.

Software: To be supplied by the company.

Course Schedule & Logistics:
The student will be working at a media company, ideally, in an industry that they are professionally interested in pursuing. The student will be taking on 12 weeks of full time employment at a company of their choosing.

Course Outline:

<table>
<thead>
<tr>
<th>Date</th>
<th>Labs</th>
<th>Assignments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Week #1</td>
<td>Work internship</td>
<td>Final report &amp; self assessment due week #15</td>
</tr>
<tr>
<td>Week #2</td>
<td>Work internship</td>
<td></td>
</tr>
<tr>
<td>Week #3</td>
<td>Work internship</td>
<td></td>
</tr>
<tr>
<td>Week #4</td>
<td>Work internship</td>
<td></td>
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</tbody>
</table>
Week #5 | Work internship
---|---
Week #6 | Work internship
Week #7 | Work internship
Week #8 | Work internship
Week #9 | Work internship
Week #10 | Work internship
Week #11 | Work internship
Week #12 | Work internship
Week #13 | Work internship
Week #14 | Work internship
Week #15 | Work internship

Final Report

Grading Criteria:

<table>
<thead>
<tr>
<th>Assignment</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>Job assessment</td>
<td>50%</td>
</tr>
<tr>
<td>Final report &amp; self assessment</td>
<td>25%</td>
</tr>
<tr>
<td>Biweekly communication</td>
<td>25%</td>
</tr>
</tbody>
</table>

Procedure:
1. You must receive approval to register for this course from a DMAE faculty before beginning your internship (no exceptions).

2. Complete a signed internship proposal agreement.

3. You will work out an acceptable schedule with the faculty in charge at least bi-weekly. Communication can be in person, or electronically if the student is not in the local area. These meetings will give the faculty a sense of your progress as well as be able to offer guidance to issues that arise.

4. At the conclusion of your work, you must submit a final report that describes your role and work done. We expect a detailed report on the type of project, work done and challenges to completion without violating signed non-disclosure agreements. The company will also be assessing the work done by you and will comprise the majority of the grade.

5. You will be giving a post-mortem to your peers in the semester following the internship that is not included in the evaluation of the class. Post-mortem presentations are a staple in the media arts industries and will provide guidance and advice to students who have not completed the internship as well as information about corporate culture in different fields.

Grading Scale:

A = 90-100 Commendable performance. Exceptional work, student meaningfully
contributed above an entry level capacity. Student demonstrated good teamwork skills and leadership potential.

B = 80-89 Above average performance. Student performed tasks assigned and met the expected deadlines with above average work. Student contributed positively to the team.

C = 70-79 Acceptable performance. Student met deadlines and tasks at an average level of quality.

D = 60-69 Minimal performance. Student did not meet deadlines or finish all of the tasks assigned.

F < 60 Unacceptable performance. Student was absent, failed to complete tasks or submitted subpar work that was not usable.

On the job Assessment:
The employer is expected to give instructor a report based on employees contribution based on outcomes specified in the internship proposal agreement. This will include the following areas:

- Work and punctuality. Was the intern at the jobs at all required times, and did they work diligently during core hours?
- Extra effort. Did the student put in additional effort beyond the scheduled hours and schedule assignments? Did the student actively seek out extra work?
- Assigned work. Did the student complete assigned work in a timely manner? Did the students complete the assigned work to an acceptable quality level?
- Recommendation for hire. Would the employer hire this intern if a position was available at their company?
- Communication. Did the intern communicate professionally with his manager and peers?
- Self sufficient. Was the intern able to complete task with the requisite amount of guidance and management?
- Teamwork. Did the intern integrate with the team and develop strong work ties with the team?
- Criticism. Was the intern able to accept feedback and make suitable adjustments in their work?

Assignments
There are no assignments per say except for a final report that includes a self assessment. Students will summarize their contribution, their perception of how they “fit” into the role given, and a summary of the employer and their experience. The employer will also assess the students contribution which will make up the half of the grade. This assessment will directly reflect the job satisfaction of the employer and future job prospects in the field.
Internship
LSU does not guarantee that students will be placed in an internship. Students are responsible for securing the internship as well as successfully completing the agreed to term. It is the student’s responsibility to apply for the position and to supply requested portfolio materials in a timely manner.

The program will help in every way possible to help the students find an appropriate company to work for at a paid or unpaid capacity (depending on each companies’ internship practices). The internship period needs to be at least 12 weeks long working full time 40 hour weeks.

If the student has a valid mitigating circumstance that prevents them from participating in the internship, an independant study can be arranged.

Expectations
Since the students are representing the entire university in this venture, they are required to follow all set company policies and take direction from their supervisor. Confidentiality is key component of most placements, and all non-disclosure agreements need to be followed. It is expected that the employee will behave professionally.
The Internship Proposal is a written document to be prepared by the student. A satisfactory proposal must contain ALL SIX of the elements listed below. The proposal should be between 5-7 pages double spaced.

1. A detailed description of the setting or organization in which the internship will take place including:
   a. Sufficient detail should be provided such that a clear understanding of the internship position is communicated including whether it is paid or unpaid.
   b. A description of the student's responsibilities in the project assigned.
   c. Contact information including name, email and phone number of the hiring manager (human resources) and the direct supervisor.
   d. The start and end dates for the proposed internship.
   e. The number of hours the student will be working on a weekly basis.
   f. A brief general description of the project(s) the student is assigned to.

2. A description of the roles and responsibility the student will be expected to perform during the internship.

3. Identification of a set of achievable outcomes or goals related to the projects or programs identified in #2. These should be tangible or measurable criteria or indicators that can be used to demonstrate the effectiveness of the student's contribution while still respecting project confidentiality and nondisclosure agreements.

4. Keep a daily log of activities performed during the internship including hours and days worked.

5. Follow all policies and procedures as set forth by the hiring manager.

6. Create a list of learning objectives that the student would like to accomplish in the role assigned.

The Internship Contract
It is expected that students will share their Internship Proposal with their Site Supervisor prior to submitting it so that the Site Supervisor is aware of what the student's goals and objectives are for the internship and to assure that the Site Supervisor is willing to facilitate the student's learning objectives.
Digital Media Internship Agreement

The following parties voluntarily enter into this agreement and attached agreement internship proposal:

Student Name: 
LSU IS Number: 
Street Address: 
City/State: 
Zip Code: 
Email Address: 

Hiring Manager: 
Organization: 
Street Address: 
City/State: 
Zip Code: 
Email Address: 

By signing this agreement it is mutually agreed that (student’s name) will perform the internship at the following location:

Street Address: 
City/State: 
Zip Code: 
Telephone Number: 
Contact Email Address: 

The student will commence on and end on (start/end dates).

<table>
<thead>
<tr>
<th>Student Signature</th>
<th>Date</th>
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</table>

<table>
<thead>
<tr>
<th>Instructor Signature</th>
<th>Date</th>
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<tbody>
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</table>

<table>
<thead>
<tr>
<th>Hiring Manager Signature</th>
<th>Date</th>
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</table>
At their May 9th meeting, the Faculty Senate Courses and Curriculum Committee took the following action regarding the DMAE proposals:

DMAE 7110

- The Committee conditionally approved the proposal to add DMAE 7110 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.
- The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
- The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.
- The Committee suggested adding consent of department as a prerequisite to prevent any student from enrolling in the course.

DMAE 7115

- The Committee conditionally approved the proposal to add DMAE 7115 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.
- The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
- The Committee suggested adding consent of department as a prerequisite to prevent any student from enrolling in the course.

DMAE 7120

- The Committee conditionally approved the proposal to add DMAE 7120 pending a revised syllabus that further details the grading components. Suggested wording could be “Prototypes will be based on the studio topic from the following week.” Also, explain what the difference between the regular prototype exercises and the final exam prototype. Is it cumulative?
- The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
• The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.

• The Committee suggested adding consent of department as a prerequisite to prevent any student from enrolling in the course.

DMAE 7150

• The Committee conditionally approved the proposal to add DMAE 7150 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.

• The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.

• The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.

DMAE 7155

• The Committee conditionally approved the proposal to add DMAE 7155 pending a revised syllabus that further details the grading components. Suggested wording could be “Assignments will be based on the studio topic from the following week.”

• The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.

• The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.

• The Committee suggested revising the course description to fully explain the nature of the course.

DMAE 7175

• The Committee conditionally approved the proposal to add DMAE 7175 pending a rubric for the employer to evaluate the student. How will the instructor then evaluate the employer evaluation? The instructor’s signature must be included in the internship agreement form, and the student’s internship proposal should be attached to the agreement form.

• The Committee also suggested adding verbiage that LSU does not guarantee internships and that it is the student’s responsibility to attain an internship.

• See attached ART 4280 internship guidelines and form for a template.

DMAE 7250
• The Committee conditionally approved the proposal to add DMAE 7250 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.
• The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
• The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.

DMAE 7255

• The Committee conditionally approved the proposal to add DMAE 7255 pending a revised syllabus that further details the grading components. Suggested wording could be “Assignments will be based on the studio topic from the following week.”
• The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
• The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.
• The Committee suggested adding portfolio development to the course description to better explain the purpose of the course.

DMAE 7270

• The Committee conditionally approved the proposal to add DMAE 7270 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.
• The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
• The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.

Please submit the requested documentation to Anna Castrillo in the Office of the University Registrar at 112 Thomas Boyd Hall or by email at acastrl@lsu.edu.

If you have any questions regarding the request, please feel free to contact me at lrQl~t,.@J!ill&9l.!.
DMAE Proposed Course Flow
The Master of Digital Media in Arts & Engineering from the College of Engineering and the College of Art + Design is a 44 credit-hour professional program designed to graduate students with leadership, creativity, technical prowess and design excellence in the field of digital media.

M.S. Degree Requirements
44 credit-hours
15 hours of “blue” courses
17 hours of “red” courses
9 hours of “” courses
3 hour summer internship

Figure 1: Proposed Curriculum Flowchart

"Blue" team based studio courses:
- These are studio/laboratory-style, immersive and collaborative courses akin to the types of courses that provide the core curricula at other very successful "interactive media/entertainment" programs.
- All students entering the program will take these courses together, as a cohort.

"Red" courses:
- These are foundational courses that delve into the creative, business production and management areas of the media arts industries. They also allow students to learn and develop within their focus areas the skills required to procure work in the field.

"" courses:
- There are elective classes that are traditional 3-credit-hour, 4000-level and 7000-level "elective" courses that will permit students to drill down into their chosen area of specialization and develop broader theoretical and practical expertise.
REQUEST FOR ADDITION OF NEW COURSE

Department: Engineering  Date: 2/14/2014
College: College of Engineering

PROPOSED COURSE
Short Title: PRODUCTION TEAM II
Rubric & No.: DMAE 7250
Title: Interactive Production Team II

COURSE CREDIT
Graduate Credit: X YES ___ NO
Semester Hours of Credit: 3
(For combination course types only: Lecture Hrs. Lab/Sem/Rec Hrs.
If course may be repeated for credit (i.e. special topics), course may be taken for a max. of ___ credit hours.
Credit will not be given for this course and:

GRADING
Final Exam: X YES ___ NO Grading System: X Letter Grade ____ Pass/Fail
(Attach justification if the proposed course will not hold a final exam during examination week.)

COURSE TYPE
(Indicate hours in the appropriate course type)

<table>
<thead>
<tr>
<th>LEC/REC</th>
<th>LEC/SEM</th>
<th>LEC</th>
<th>LAB</th>
<th>LEC/LAB</th>
<th>SEM</th>
<th>CLIN/PRACT</th>
<th>RES/IND</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>6</td>
<td></td>
<td></td>
<td>10</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Maximum enrollment per section: 10 (use integer, e.g. 25 not 20-30)

CATALOG TEXT
(Concise catalog statement exactly as you wish it to appear in the LSU General Catalog)
DMAE 7250 Interactive Production Team II (3) Prereq.: DMAE 7150 or equivalent. Interactive team-based collaborative production based on an external client’s needs and specifications.

BUDGET IMPACT
If this course is approved, will additional staff be needed? X YES ___ NO
Will additional space, equipment, special library materials or other major expense be involved? ___ YES X NO
(If answer to either question above is “yes” attach explanation) Academic Affairs Approval: 

ATTACHMENTS
ATTACH THE FOLLOWING TO YOUR PROPOSAL.

JUSTIFICATION: Justification must explain why this course is needed and how it fits into the curricula. Will the course duplicate other courses?
SYLLABUS: Including 14 week outline of the subject matter; titles of text, lab manual, and/or required readings; grading scale and criteria
(For 4000-level, specify graduate student grading criteria if requirements differ for graduate and undergraduate students)

APPROVALS
Department Faculty Approval ____________________________
(date)
College Faculty Approval 4/18/14 ____________________________
(date)

Department Chair’s Signature ____________________________
(date) 5/5/14

Graduate Dean’s Signature (for 4000 level and above) ____________________________
(date) 5/5/14

College Contact: ____________________________
(Please print name.)

College Contact E-mail: ____________________________

Academic Affairs Approval 6/26/14 ____________________________
(date)

Chair, FS C&C Committee ____________________________
(date) 5/26/14

Academic Affairs Approval ____________________________
(date)
4 Pillars of DMAE Program

<table>
<thead>
<tr>
<th>Computation</th>
<th>Creativity</th>
<th>Collaboration</th>
<th>Commerce</th>
</tr>
</thead>
</table>

DMAE 7250 is required for students enrolled in the DMAE program. This course builds on DMAE 7150 by moving the project requirements from the team to an external client. The class will challenge the students to work with an external partner, gather project needs, solve problems and communicate progress to a third party. All of the concepts the students have applied to date will be incorporated into a market ready product. The commercial side of production is emphasized as well as meeting challenging schedules and deadlines. Students will have a chance to develop client management strategies as well as get external feedback and critique.
DMAE 7250 – Interactive Production Team II
Fall 20**

Credit hours: (3)

Louisiana State University
Version: Feb 17th, 2014

Contact Hours: 2 x 3 hour lab weekly
Instructor: TBD
Expected Homework: 20 hours weekly
Office Hours: TBD
Place: TBD

Catalog Course Description:
DMAE 7250 Interactive Production Team II (3) Prereq.: DMAE 7150 or equivalent. Two 3 hr. labs. Interactive team-based collaborative production based on an external client's needs and specifications.

Course Learning Outcomes - At the end of the course, the students should be able to:
• Build a complete digital media arts project based on a clients specifications
• Address client feedback and concerns throughout the project
• Communicate progress and challenges regularly to client
• Prepare and present a post mortem to client.

Topics of Study:
• Real world project with client
• Developing content for an external stakeholder and external requirements
• Project must be able to eventually be used in students portfolio (company can own/augment IP but students must have marketing rights for their work and be properly credited)
• 15 week schedule
• Pitching concepts to external and internal clients
• Develop skills in communicating with non technical and non subject matter experts
• Managing client relationships
• Delivering real milestones
• Reacting to milestone feedback and ongoing project change requests
• Testing and quality assurance
• Managing feedback, changing requirements and creative drift
• Project post mortem with individual, with team and with client
• Focus groups and user feedback
Required Course Materials:
Students will require access to development tools required for the chosen project that could include, but are not limited to: Adobe Creative Cloud, Unity 4 with iOS pro, GameMaker Professional, Visual Studio, Maya, 3D Studio Max, ZBrush, and Visual Studio 2012.

Textbook(s) Programming Track: Course materials to be provided by instructor.

Software: Software is provided in the studio classroom and an up to date list can be found on the website: https://dmac.lsu.edu/ctct-program/dma-classroomsoftware. Purchasing a copy of software for home use is optional.

Course Schedule & Logistics:
The class time for the Interactive Production Team II course is flexible and subject to clients schedule and availability.

Assignment
Students will form teams and work with the faculty to pick a suitable external partner to work with on a client based project. This will be a single team based project that spans the entire semester. The faculty will make the final decision of which project(s) are selected based on the team's ability, learning potential, staffing requirements and complexity. The faculty will also be responsible for deciding on the size of each team and the distribution of students.

Even though project requirements will be set by the client, students will be expected to manage the process using the most appropriate project management structure for the chosen project. Budgets and timelines will be agreed to and managed during the process. Teams will be responsible for all research and development and present the client with a finished project at the end of the class. Both individual work and group work will be assessed (see team based grading rubric).

Course Outline:
Production milestones are project related and can be changed based on clients needs and project progress.

<table>
<thead>
<tr>
<th>Date</th>
<th>Lab Activities</th>
<th>Assignments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Week #1</td>
<td>Pre-production</td>
<td>Pre-production due week #4</td>
</tr>
<tr>
<td>Week #2</td>
<td>Pre-production</td>
<td></td>
</tr>
<tr>
<td>Week #3</td>
<td>Pre-production</td>
<td></td>
</tr>
<tr>
<td>Week #4</td>
<td>Pre-production</td>
<td></td>
</tr>
<tr>
<td>Week #5</td>
<td>Milestone 1</td>
<td>Milestone #1 due week #7</td>
</tr>
<tr>
<td>Week #6</td>
<td>Milestone 1</td>
<td>Milestone #2 due week #9</td>
</tr>
<tr>
<td>Week #7</td>
<td>Milestone 2</td>
<td></td>
</tr>
<tr>
<td>Week #8</td>
<td>Milestone 2</td>
<td></td>
</tr>
</tbody>
</table>
Week #9  | Milestone 3           | Milestone #3 due week #11
Week #10 | Milestone 3           | Alpha due week #13
Week #11 | Alpha                 | Beta due week #14
Week #12 | Alpha                 | Final due week #15
Week #13 | Beta                  | Final Post Mortem Exam

Grading Criteria:

<table>
<thead>
<tr>
<th>Assignment</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>Milestone Delivery</td>
<td>30%</td>
</tr>
<tr>
<td>Final Project Delivery</td>
<td>20%</td>
</tr>
<tr>
<td>Individual Performance</td>
<td>30%</td>
</tr>
<tr>
<td>Final exam</td>
<td>20%</td>
</tr>
</tbody>
</table>

Team Project Acceptance
The faculty or students can propose projects with an external party. Faculty is the final decision make in determining which outside group to work with.

Team Project Grading Rubric
Both the project and the team member’s contribution will be assessed. It is possible for a student to contribute meaningfully to a project that is not successful or contribute little to a successful project. The below rubrics applies to all projects in this class.

<table>
<thead>
<tr>
<th>Project</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>UX design</td>
<td>10%</td>
</tr>
<tr>
<td>Artistic merit</td>
<td>10%</td>
</tr>
<tr>
<td>Technical merit</td>
<td>10%</td>
</tr>
<tr>
<td>Clients objectives</td>
<td>20%</td>
</tr>
<tr>
<td>Individual Student</td>
<td></td>
</tr>
<tr>
<td>Effort</td>
<td>10%</td>
</tr>
<tr>
<td>Contribution to final project</td>
<td>20%</td>
</tr>
<tr>
<td>Time management</td>
<td>10%</td>
</tr>
<tr>
<td>Peer assessment</td>
<td>5%</td>
</tr>
</tbody>
</table>
Behavior that will earn you a better individual student grade:
- Exceeding product quality and deadlines
- Demonstrating improvement and growth over the lifecycle of the project
- Able to accept criticism and respond appropriately
- Mentoring and helping others to accelerate project completion
- Striving for exceptional quality versus average quality
- Taking on a leadership role on the team
- Selflessness in pursuit of project excellence

Behavior that will be detrimental to your individual grade:
- Believing that “good enough” is satisfactory
- Incomplete work
- Work that does not make it into the final production
- Rarely putting in an effort beyond a bare minimum
- Not following proper production methodology and guidelines
- Refusing to accept criticism from instructor and classmates
- Becoming a burden to the team instead of an asset

If none of your work for the semester makes it into the project, especially due to incompleteness or poor quality will lead to a failing grade.

Grading Scale:
A = 90-100 Commendable performance. Projects were very well researched and skillfully developed with excellent outcomes. Student contributed in a meaningful way to the final outcome of the project through individual effort, leadership, teamwork and skill acquisition.

B = 80-89 Above average performance. Projects were well researched and developed with good outcomes and demonstrate the potential to develop into industry quality outcomes with further investment. Students contributed in a meaningful way to the final outcome of the project through individual effort, teamwork or skill acquisition.

C = 70-79 Acceptable performance. Design effort and outcomes were practical, but lacked in originality and/or execution. Students met all milestones and delivered the work expected of them at a minimum acceptable quality levels.

D = 60-69 Minimal performance. Project outcome was ineffective. Student failed to meet a minority project milestones or some work undeserving of inclusion in the final project.

F < 60 Unacceptable performance. Project was incomplete or not assessable.
Student contributed little to the final project and failed to meet the majority of project milestones.

**Assignments**
Assignments are due at the beginning of the class period. The program strives to replicate a professional work environment therefore late assignments will **not be accepted**, except in cases of a documented severe illness or emergency. Work not submitted due to lost media, lost footage, failure of technology and/or storage medium will not be considered a valid excuse for late submission.

**Participation**
Attendance is mandatory for each lab period. Each project will be graded on their merits and individual contribution. Special attention will be paid to project quality, originality, scope management and personal effort. It is possible that a student could receive a failing grade even if the project that they worked on received a passing grade.
At their May 9th meeting, the Faculty Senate Courses and Curriculum Committee took the following action regarding the DMAE proposals:

DMAE 7110

- The Committee conditionally approved the proposal to add DMAE 7110 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.
- The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
- The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.
- The Committee suggested adding consent of department as a prerequisite to prevent any student from enrolling in the course.

DMAE 7115

- The Committee conditionally approved the proposal to add DMAE 7115 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.
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- The Committee conditionally approved the proposal to add DMAE 7120 pending a revised syllabus that further details the grading components. Suggested wording could be “Prototypes will be based on the studio topic from the following week.” Also, explain what the difference between the regular prototype exercises and the final exam prototype. Is it cumulative?
- The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
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DMAE 7150

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• See attached ART 4280 internship guidelines and form for a template.

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DMAE 7255

- The Committee conditionally approved the proposal to add DMAE 7255 pending a revised syllabus that further details the grading components. Suggested wording could be “Assignments will be based on the studio topic from the following week.”
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- The Committee suggested adding portfolio development to the course description to better explain the purpose of the course.

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If you have any questions regarding the request, please feel free to contact me at lrouse@lsu.edu.
DMAE Proposed Course Flow

The Master of Digital Media in Arts & Engineering from the College of Engineering and the College of Art + Design is a 44 credit-hour professional program designed to graduate students with leadership, creativity, technical prowess and design excellence in the field of digital media.

M.S. Degree Requirements

44 credit-hours
15 hours of “blue” courses
17 hours of “red” courses
9 hours of “ ” courses
3 hour summer internship

Figure 1: Proposed Curriculum Flowchart

“Blue” team based studio courses:
- These are studio/laboratory-style, immersive and collaborative courses akin to the types of courses that provide the core curricula at other very successful “interactive media/entertainment” programs.
- All students entering the program will take these courses together, as a cohort.

“Red” courses:
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“ ” courses:
- There are elective classes that are traditional 3-credit-hour, 4000-level and 7000-level “elective” courses that will permit students to drill down into their chosen area of specialization and develop broader theoretical and practical expertise.
REQUEST FOR ADDITION OF NEW COURSE

Department: Engineering  Date: 2/14/2014
College: College of Engineering

PROPOSED COURSE
Short Title: PROGRAMMING & ART II
Rubric & No.: DMAE 7255  Title: Advanced Programming & Digital Art II

COURSE CREDIT
Graduate Credit: X YES  NO
Semester Hours of Credit: 5
Lecture Hrs.: 4  Lab/Sem/Rec Hrs.: 1
If course may be repeated for credit (i.e. special topics), course may be taken for a max. of ___ credit hours.
Credit will not be given for this course and:
(Indicate rubrics and course numbers)

GRADING
Final Exam: X YES  NO
Grading System: X Letter Grade  Pass/Fail
(Attach justification if the proposed course will not hold a final exam during examination week.)

COURSE TYPE
(Indicate hours in the appropriate course type)

<table>
<thead>
<tr>
<th>LEC/REC</th>
<th>LEC/SEM</th>
<th>LEC</th>
<th>LAB</th>
<th>4/2</th>
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<th>SEM</th>
<th>CLIN</th>
<th>PRACT</th>
<th>RES/IND</th>
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</table>

Maximum enrollment per section: 7  (use integer, e.g. 25 not 20-30)

CATALOG TEXT
Concise catalog statement exactly as you wish it to appear in the LSU General Catalog
DMAE 7255 Advanced Programming & Digital Art II (5) Prereq.: DMAE 7155 or equivalent. 4 hrs. lecture; 2 hrs. lab.
Advanced programming and digital arts concepts with an emphasis on contemporary tools and techniques.
Students will complete a professional portfolio.

BUDGET IMPACT
If this course is approved, will additional staff be needed? X YES  NO
Will additional space, equipment, special library materials or other major expense be involved? YES X NO
(If answer to either question above is "yes" attach explanation)
Academic Affairs Approval:

ATTACHMENTS
ATTACH THE FOLLOWING TO YOUR PROPOSAL.
JUSTIFICATION: Justification must explain why this course is needed and how it fits into the curricula. Will the course duplicate other courses?
SYLLABUS: Including 14 week outline of the subject matter; titles of text, lab manual, and/or required readings; grading scale and criteria
(For 4000-level, specify graduate student grading criteria if requirements differ for graduate and undergraduate students).

APPROVALS
Department Faculty Approval  College Faculty Approval
(date)  4/4/14

Department Chair's Signature (date)  College Dean's Signature (date)
5-5-14  5/13/14

Graduate Dean's Signature (for 4000 level and above) (date)
College Contact:

(Please print name)
College Contact E-mail:

Chair, FS C&C Committee (date)
5/13/14

Academic Affairs Approval (date)
6/20/14
## Justification

<table>
<thead>
<tr>
<th>Year 1</th>
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<th>Year 1</th>
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<th>Year 1</th>
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<tbody>
<tr>
<td>Fall</td>
<td>ENGR 7110 Principle Production Workshop</td>
<td>ENGR 7115 Digital Media Production &amp; Project Management</td>
<td>ENGR 7120 Interactive Design, Prototyping &amp; Innovation</td>
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<tr>
<td>Spring</td>
<td>ENGR 7150 Interactive Production Team I</td>
<td>ENGR 7155 Advanced Programming &amp; Digital Art</td>
<td>Elective I</td>
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<td>Summer</td>
<td>ENGR 7175 Digital Media Interface</td>
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<tr>
<td>Year 2</td>
<td>ENGR 7250 Interactive Production Team II</td>
<td>ENGR 7255 Advanced Programming &amp; Digital Art</td>
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</table>

### 4 Pillars of DMAE Program

<table>
<thead>
<tr>
<th>Computation</th>
<th></th>
<th>Creativity</th>
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</thead>
</table>

DMAE 7255 is required for students enrolled in the DMAE program. This is a lecture/lab based class for the proposed Master of Digital Media Arts & Engineering degree. Building on what began in DMAE 7155 programmers and artists will develop skills and assets required to obtain employment in the digital media field. Classes will focus on developing a professional portfolio, programming tests and white board tests common in the interactive industry. Students will continue to develop hard skills in programming, modeling and animation and explore advanced concepts in these fields.
DMAE 7255 – Advanced Programming & Digital Art II
Fall 20**

Credit hours: (5)

Louisiana State University
Version: Feb 17th, 2014

Contact Hours: 4 hour lecture, 2 hour lab weekly  Instructor: TBD
Expected Homework: 12 hours weekly  Office Hours: TBD
Place: TBD

Catalog Course Description:
DMAE 7255 Advanced Programming & Digital Art II (5) Prereq.: DMAE 7155 or equivalent. 4 hrs. lecture; 2 hrs. lab. Advanced programming and digital arts concepts are explored with a focus on contemporary tools and techniques. Students will complete a professional portfolio.

Course Learning Outcomes - At the end of the course, the students should be able to:
• Understand employer demands and demonstrate meeting minimum criteria for the field of study
• Create usable source code, audio and art that is up to professional standards
• Organize and compile materials for a demo reel or portfolio
• Identify different fields’ terminology for media arts projects
• Demonstrate theoretical foundation for the field of study
• Practice solving real world problems in the field of study

Topics of Study:
This list is inclusive of most possible topics. These will change based on student’s field of study as well as the subject matter, development environment and challenges of the projects the students are working on in their production oriented classes.

• Asynchronous game application design
  o Threading, concurrency, data pipelines, parallel processing and batch processing
  o Asynchronous design patterns
• Advanced dynamic memory allocations (multiple pools, run-time allocations, fast allocations/deallocations)
• Performance profiling
• Asynchronous work load dis-batching
• Performance optimizations
- Practice interview questions, programming tests and whiteboard quizzes
- Cross platform development strategies and techniques
- Math & Physics
  - Solve problems with harmonic motion involving springs and pendulums
  - Solve 1D, 2D and 3D collision problems involving linear and angular velocity
  - Solve 1D & 2D elastic and inelastic collision problems
  - Model 2D and 3D rotational motion involving torque, moment of inertia and angular momentum
  - Animate objects in 3D using equations of motion
  - Predict collisions in 3D by calculating intersection of geometric shapes
  - Resolve collisions in 3D using torque, angular momentum & moment of inertia
  - Perform linear and piecewise linear interpolation, and animate objects along curves: Hermite & Bezier curves, B-splines
- Generative artwork
- Rigging
  - Human kinematics
  - Skinning geometry
  - The Maya muscle system
- Motion capture
  - Cleaning and animating in Motion Builder
- Distributed rendering and render farms
- Advanced Python for artists
- Rendering for Compositing
- Compositing in Nuke
- Animation
- Effects & Particle Systems
- Cloth & Hair

**Recommended Textbook:** Cracking the Coding Interview: 150 Programming Questions and Solutions, Gayle Laakmann McDowell (ISBN: 098478280X). Other course materials to be provided by instructor.

**Software:** Software is provided in the studio classroom and an up to date list can be found on the website: [https://dmeae.lsu.edu/cct-programs-gmae300software](https://dmeae.lsu.edu/cct-programs-gmae300software). Purchasing a copy of software for home use is optional.

**Assignments:** Assignments are based on the lecture topic of the week.

**Labs:** Labs will allow students to be mentored and assisted as they are working on their assignments and on their portfolios that relates to the lectures given.
<table>
<thead>
<tr>
<th>Course Outline:</th>
<th>Lecture Topics</th>
<th>Assignments</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Week #1</strong></td>
<td>Shaders in Direct X Advanced Modelling Part I</td>
<td>Portfolio Completion Plan due week #3</td>
</tr>
<tr>
<td><strong>Week #2</strong></td>
<td>Shaders in Direct X II Generative art Advanced Modelling Part II</td>
<td>Advanced photorealistic shader due week #4</td>
</tr>
<tr>
<td><strong>Week #3</strong></td>
<td>Shaders in VRay</td>
<td>Final Portfolio due week #15</td>
</tr>
<tr>
<td><strong>Week #4</strong></td>
<td>Animation in games Game math part #1 Generative art Advanced Modelling Part III</td>
<td>Generative art assignment due week #5</td>
</tr>
<tr>
<td><strong>Week #5</strong></td>
<td>Animation in games Game math part #2 Advanced Rigging Part I</td>
<td>Human biped animation assignment due week #7</td>
</tr>
<tr>
<td><strong>Week #6</strong></td>
<td>Networking in games Game math part #3 Advanced Rigging Part II</td>
<td>Multiplayer assignment due week #10</td>
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<tr>
<td><strong>Week #7</strong></td>
<td>Game math part #4 Networking in games Advanced Rigging Part III</td>
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<tr>
<td><strong>Week #8</strong></td>
<td>Networking in games Motion Capture</td>
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<tr>
<td><strong>Week #9</strong></td>
<td>Networking in games Rendering part I Advanced Nuke Part I</td>
<td>Advanced rendering assignment due week #11</td>
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<tr>
<td><strong>Week #10</strong></td>
<td>Advanced memory allocations Rendering Part II Advanced Nuke part II</td>
<td>Advanced game memory manager due week #13</td>
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<tr>
<td><strong>Week #11</strong></td>
<td>Whiteboard test Animation part I</td>
<td></td>
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<tr>
<td><strong>Week #12</strong></td>
<td>Asynchronous programming Animation part II</td>
<td>Multithreaded assignment due week #14</td>
</tr>
<tr>
<td><strong>Week #13</strong></td>
<td>Asynchronous programming Effects &amp; Particles</td>
<td>Portfolio Completion Plan due week #15</td>
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<tr>
<td><strong>Week #14</strong></td>
<td>Asynchronous programming Cloth &amp; Hair</td>
<td></td>
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<tr>
<td><strong>Week #15</strong></td>
<td></td>
<td>Final Exam</td>
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</tbody>
</table>

**Grading Criteria:**

<table>
<thead>
<tr>
<th>Assignment</th>
<th>Grade</th>
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</thead>
<tbody>
<tr>
<td>Portfolio Completion Plan</td>
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<td>5%</td>
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<tr>
<td>Assignment</td>
<td>Percentage</td>
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<td>------------------------------------------------</td>
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<tr>
<td>Human biped animation assignment</td>
<td>5%</td>
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<tr>
<td>Multiplayer assignment</td>
<td>10%</td>
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<tr>
<td>Advanced rendering assignment</td>
<td>5%</td>
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<td>5%</td>
</tr>
<tr>
<td>Multithreaded assignment</td>
<td>10%</td>
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<tr>
<td>Completed Portfolio</td>
<td>20%</td>
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<tr>
<td>Final Exam</td>
<td>30%</td>
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</table>

Grading Scale:

A = 90-100 Commendable performance.

B = 80-89 Above average performance.

C = 70-79 Acceptable performance.

D = 60-69 Minimal performance.

F < 60 Unacceptable performance. Project is incomplete and not assessable. Student contributed little to the final project and failed to meet the majority of project milestones.

Assignments
Assignments are due at the beginning of the class period. The program strives to replicate a professional work environment therefore late assignments will not be accepted, except in cases of a documented severe illness or emergency. Work not submitted due to lost media, lost footage, failure of technology and/or storage medium will not be considered a valid excuse for late submission.

Participation
Timely attendance is mandatory for each lab period. The lab portion of the class is crucial as this is the starting point for the weekly assignments.
From: Lawrence Rouse, Chair, Courses and Curricula Committee

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REQUEST FOR ADDITION OF NEW COURSE

Department: Engineering  Date: 2/14/2014
College: College of Engineering

PROPOSED COURSE
Short Title: Capstone Production Team (≤ 19 characters)
Rubric & No.: DMAE 7270 Title: Capstone Production Team

COURSE CREDIT
Graduate Credit:  X YES  NO
Semester Hours of Credit:  6  (For combination course types only: Lecture Hrs.  Lab/Sem/Rec Hrs.
If course may be repeated for credit (i.e. special topics), course may be taken for a max. of  ___  credit hours.
Credit will not be given for this course and: 

GRADING
Final Exam:  X YES  NO  Grading System:  X Letter Grade  Pass/Fail
(Attach justification if the proposed course Will not hold a final exam during examination week.)

COURSE TYPE  (Indicate hours in the appropriate course type)

LEC/REC  _  LEC/SEM  _  LEC  _  LAB  _  LEC/LAB  _  SEM  _  CLIN PRACT  _  RES/IND
Maximum enrollment per section:  ___  (use integer, e.g. 25 not 20-30)

CATALOG TEXT  (Concise catalog statement exactly as you wish it to appear in the LSU General Catalog)
DMAE 7270 Capstone Production Team (6) Prereq.: DMAE 7250 or equivalent. 12 hrs studio Team-based collaborative production that synthesizes a culmination of skills and knowledge through an approved final project.

BUDGET IMPACT
If this course is approved, will additional staff be needed?  X YES  NO
Will additional space, equipment, special library materials or other major expense be involved?  YES  X  NO
(if answer to either question above is "yes" attach explanation )
Academic Affairs Approval:
Date:

ATTACHMENTS
ATTACH THE FOLLOWING TO YOUR PROPOSAL.
JUSTIFICATION: Justification must explain why this course is needed and how it fits into the curricula. Will the course duplicate other courses?
SYLLABUS: Including 14 week outline of the subject matter; titles of text, lab manual, and/or required readings; grading scale and criteria
(For 4000-level, specify graduate student grading criteria if requirements differ for graduate and undergraduate students)

APPROVALS
Department Faculty Approval  College Faculty Approval  4/8/14
(date)  (date)
Department Chair’s Signature  College Dean’s Signature  5/1/14  5/26/14
(date)  (date)
Graduate Dean’s Signature (for 4000 level and above)  Chair, FS C&C Committee  5/26/14
(date)  (date)
College Contact:  Academic Affairs Approval  (Please print name )
College Contact E-mail:
4 Pillars of DMAE Program

<table>
<thead>
<tr>
<th>Computation</th>
<th>Creativity</th>
<th>Collaboration</th>
<th>Commerce</th>
</tr>
</thead>
</table>

DMAE 7270 is required for students enrolled in the DMAE program. This is a team-based studio class for the proposed Master of Digital Media Arts & Engineering degree. This final project synthesizes what has been learned in all previous classes through an approved advanced final project. This final project is an original design challenge that can integrate elements of what have been learned and produced in previous classes and projects. The only projects that will be approved are of sufficient complexity. Students will perform market research, project planning and pitching for a specified audience, pre-production, production and post-production. The capstone project should make up a significant portion of the student's personal portfolio. Students need to demonstrate technical competency, creative design, teamwork, leadership and commitment.
DMAE 7270 – Capstone Production Team
Spring 20**

Credit hours: (6)

Louisiana State University
Version: Feb 17th, 2014

Contact Hours: 3 x 4 hour lab
Expected Homework: 30 hours
Place: TBD
Instructor: TBD
Office Hours: TBD

Catalog Course Description:
DMAE 7270 Capstone Production Team (6) Prereq.: DMAE 7250 or equivalent. Three 4 hr. labs. Team-based collaborative production that synthesizes a culmination of skills and knowledge through an approved final project.

Course Learning Outcomes - At the end of the course, the students should be able to:

- Build a large scale digital media art production for final portfolio
- Demonstrate application of theory presented in previous classes
- Demonstrate self-discipline and professionalism
- Demonstrate critical thinking and problem solving
- Establish and execute components of the project
- Coordinate all aspects of management, production and development
- Effectively communicate role played in team
- Prepare and present a post mortem

Topics of Study:
- Work on team defined project or client defined project
- Identifying a customer and targeting design
- Full-time work in a large team tackling an unsolved problem. Creative expression and value will be more important than commercial potential.
- Project success is paramount and risk management and mitigation becomes mission critical
- Dealing with larger scope, larger teams, with a lofty high concept
- Coping with demanding project outcomes
- Taking a concept from an idea to a fully realized project
- Rigorous testing and focus group feedback to integrate customer feedback as well as deliver a polished bug free project
- Proper documentation
- Well defined roles, and effective project planning

Textbook(s): Course materials to be provided by instructor.
Software: Software is provided in the studio classroom and an up to date list can be found on the website: https://gmsu.edu/department/comm/purchase-software. Purchasing a copy of software for home use is optional.

Capstone Project:
The group capstone project is a culminating academic endeavor that demonstrates the capabilities of the team and its members. The project must demonstrate a scholarly or professional need and entail a significant development challenge. The requirements for the project will be determined by the faculty member and can include but not limited to a case study, test groups, business plan, design documentation, technical documentation and project requirements. This capstone project gives students the chance to put to practice the theory that they have learned and demonstrate their ability to work as a team, deal with conflict resolution, think analytically and demonstrate creativity. The project will cover all phases of production from concept through completed development and proper project documentation.

Course Outline:
Production milestones are suggestions only and depend on the design of the project.

<table>
<thead>
<tr>
<th>Date</th>
<th>Lab Activities</th>
<th>Assignments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Week #1</td>
<td>Project Pitches</td>
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</tr>
<tr>
<td>Week #2</td>
<td>Pre-production</td>
<td>Pre-production due week #4</td>
</tr>
<tr>
<td>Week #3</td>
<td>Pre-production</td>
<td></td>
</tr>
<tr>
<td>Week #4</td>
<td>Pre-production</td>
<td></td>
</tr>
<tr>
<td>Week #5</td>
<td>Milestone 1</td>
<td>Milestone #1 due week #7</td>
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<tr>
<td>Week #6</td>
<td>Milestone 1</td>
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<td>Week #7</td>
<td>Milestone 2</td>
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<tr>
<td>Week #8</td>
<td>Milestone 2</td>
<td></td>
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<td>Week #9</td>
<td>Milestone 3</td>
<td>Milestone #3 due week #11</td>
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<tr>
<td>Week #10</td>
<td>Milestone 3</td>
<td></td>
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<tr>
<td>Week #11</td>
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<tr>
<td>Week #12</td>
<td>Alpha</td>
<td></td>
</tr>
<tr>
<td>Week #13</td>
<td>Beta</td>
<td>Beta due week #14</td>
</tr>
<tr>
<td>Week #14</td>
<td>Beta</td>
<td>Final due week #15</td>
</tr>
<tr>
<td>Week #15</td>
<td>Final</td>
<td>Final Post Mortem Exam</td>
</tr>
</tbody>
</table>

Grading Criteria:

<table>
<thead>
<tr>
<th>Assignment</th>
<th>Grade</th>
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<tbody>
<tr>
<td>Milestone Delivery</td>
<td>30%</td>
</tr>
<tr>
<td>Final Project Delivery</td>
<td>20%</td>
</tr>
<tr>
<td>Individual Performance</td>
<td>30%</td>
</tr>
<tr>
<td>Final Exam</td>
<td>20%</td>
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</tbody>
</table>
Team Project Grading Rubric

Both the project and the team member’s contribution will be assessed. It is possible for a student to contribute meaningfully to a project that is not successful or contribute little to a successful project. The below rubrics applies to all projects in this class.

<table>
<thead>
<tr>
<th>Project</th>
<th>Grade</th>
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</thead>
<tbody>
<tr>
<td>Project versus plan</td>
<td>10%</td>
</tr>
<tr>
<td>Artistic merit</td>
<td>10%</td>
</tr>
<tr>
<td>Technical merit</td>
<td>10%</td>
</tr>
<tr>
<td>Interactive merit</td>
<td>20%</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Individual Student</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Effort</td>
<td>10%</td>
</tr>
<tr>
<td>Contribution to final project</td>
<td>20%</td>
</tr>
<tr>
<td>Time management</td>
<td>10%</td>
</tr>
<tr>
<td>Peer assessment</td>
<td>5%</td>
</tr>
<tr>
<td>Critique</td>
<td>5%</td>
</tr>
</tbody>
</table>

**TOTAL** 100%

Behavior that will earn you a better individual student grade:
- Exceeding product quality and deadlines
- Demonstrating improvement and growth over the lifecycle of the project
- Able to accept criticism and respond appropriately
- Mentoring and helping others to accelerate project completion
- Striving for exceptional quality versus average quality
- Taking on a leadership role on the team
- Selflessness in pursuit of project excellence

Behavior that will be detrimental to your individual grade:
- Believing that “good enough” is satisfactory
- Incomplete work
- Work that does not make it into the final production
- Rarely putting in an effort beyond a bare minimum
- Not following proper production methodology and guidelines
• Refusing to accept criticism from instructor and classmates
• Becoming a burden to the team instead of an asset

If none of your work for the semester makes it into the project, especially due to incompleteness or poor quality will lead to a failing grade.

Grading Scale:

A = 90-100 Commendable performance. Projects were very well researched and skillfully developed with excellent outcomes. Student contributed in a meaningful way to the final outcome of the project through individual effort, leadership, teamwork and skill acquisition.

B = 80-89 Above average performance. Projects were well researched and developed with good outcomes and demonstrate the potential to develop into industry quality outcomes with further investment. Students contributed in a meaningful way to the final outcome of the project through individual effort, teamwork or skill acquisition.

C = 70-79 Acceptable performance. Design effort and outcomes were practical, but lacked in originality and/or execution. Students met all milestones and delivered the work expected of them at a minimum acceptable quality levels.

D = 60-69 Minimal performance. Project outcome was ineffective. Student failed to meet a minority project milestones or some work undeserving of inclusion in the final project.

F < 60 Unacceptable performance. Project was incomplete or not assessable. Student contributed little to the final project and failed to meet the majority of project milestones.

Assignments
Assignments are due at the beginning of the class period. The program strives to replicate a professional work environment therefore late assignments will not be accepted, except in cases of a documented severe illness or emergency. Work not submitted due to lost media, lost footage, failure of technology and/or storage medium will not be considered a valid excuse for late submission.

Participation
Attendance is mandatory for each lab period. Each project will be graded on their merits and individual contribution. Special attention will be paid to project quality, originality, scope management and personal effort. It is possible that a student could receive a failing grade even if the project that they worked on received a passing grade.
From: Lawrence Rouse, Chair, Courses and Curricula Committee

At their May 9th meeting, the Faculty Senate Courses and Curriculum Committee took the following action regarding the DMAE proposals:

**DMAE 7110**

- The Committee conditionally approved the proposal to add DMAE 7110 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.
- The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
- The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.
- The Committee suggested adding consent of department as a prerequisite to prevent any student from enrolling in the course.

**DMAE 7115**

- The Committee conditionally approved the proposal to add DMAE 7115 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.
- The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
- The Committee suggested adding consent of department as a prerequisite to prevent any student from enrolling in the course.

**DMAE 7120**

- The Committee conditionally approved the proposal to add DMAE 7120 pending a revised syllabus that further details the grading components. Suggested wording could be “Prototypes will be based on the studio topic from the following week.” Also, explain what the difference between the regular prototype exercises and the final exam prototype. Is it cumulative?
- The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
• The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.

• The Committee suggested adding consent of department as a prerequisite to prevent any student from enrolling in the course.

DMAE 7150

• The Committee conditionally approved the proposal to add DMAE 7150 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.

• The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.

• The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.

DMAE 7155

• The Committee conditionally approved the proposal to add DMAE 7155 pending a revised syllabus that further details the grading components. Suggested wording could be “Assignments will be based on the studio topic from the following week.”

• The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.

• The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.

• The Committee suggested revising the course description to fully explain the nature of the course.

DMAE 7175

• The Committee conditionally approved the proposal to add DMAE 7175 pending a rubric for the employer to evaluate the student. How will the instructor then evaluate the employer evaluation? The instructor’s signature must be included in the internship agreement form, and the student’s internship proposal should be attached to the agreement form.

• The Committee also suggested adding verbiage that LSU does not guarantee internships and that it is the student’s responsibility to attain an internship.

• See attached ART 4280 internship guidelines and form for a template.

DMAE 7250
• The Committee conditionally approved the proposal to add DMAE 7250 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.
• The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
• The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.

DMAE 7255

• The Committee conditionally approved the proposal to add DMAE 7255 pending a revised syllabus that further details the grading components. Suggested wording could be “Assignments will be based on the studio topic from the following week.”
• The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
• The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.
• The Committee suggested adding portfolio development to the course description to better explain the purpose of the course.

DMAE 7270

• The Committee conditionally approved the proposal to add DMAE 7270 pending a revised syllabus that further details the grading components, how projects are selected and graded, whether they are group or individual projects, etc. Each grading component should have a short synopsis letting the student know what he/she should expect.
• The Committee also suggested rewording the section “Suggested Classroom Topics” to “Topics of Study” or something similar.
• The Committee also suggested removing any reference to modern software in the syllabus as these change rapidly and would require syllabus upkeep. Suggestions were made to add a statement that current software requirements are available on the department’s website or in the departmental office. The student should also be assured that software will be made available to them and that it is not required to purchase.

Please submit the requested documentation to Anna Castrillo in the Office of the University Registrar at 112 Thomas Boyd Hall or by email at acastrl@lsu.edu.

If you have any questions regarding the request, please feel free to contact me at lr@lsu.edu.
DMAE Proposed Course Flow

The Master of Digital Media in Arts & Engineering from the College of Engineering and the College of Art + Design is a 44 credit-hour professional program designed to graduate students with leadership, creativity, technical prowess and design excellence in the field of digital media.

M.S. Degree Requirements

44 credit-hours
15 hours of "blue" courses
17 hours of "red" courses
9 hours of " " courses
3 hour summer internship

**Figure 1:** Proposed Curriculum Flowchart

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Year 1  Fall  DMAE 7110  DMAE 7115  DMAE 7120  Elective I
         Principle Production Workshop  Digital Media Production  Interactive Design: Rapid Prototyping & Innovation

Year 1  Spring  DMAE 7150  DMAE 7155  Elective I
              Interactive Production  Advanced Programming  Team I  & Digital Art I

Summer  Elective II

Year 2  Fall  DMAE 7250  DMAE 7255  Elective II
              Interactive Production  Advanced Programming  Team II  & Digital Art II

Year 2  Spring  DMAE 7270  Elective III
              Team  Capstone Production

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"Blue" team based studio courses:
- These are studio/laboratory-style, immersive and collaborative courses akin to the types of courses that provide the core curricula at other very successful "interactive media/entertainment" programs.
- All students entering the program will take these courses together, as a cohort.

"Red" courses:
- These are foundational courses that delve into the creative, business production and management areas of the media arts industries. They also allow students to learn and develop within their focus areas the skills required to procure work in the field.

" " courses:
- There are elective classes that are traditional 3-credit-hour, 4000-level and 7000-level "elective" courses that will permit students to drill down into their chosen area of specialization and develop broader theoretical and practical expertise.