### Office of the Hunter College Senate

Room E1018 Telephone: 772-4200

1 May 2024

TO:	Members	of the	Hunter	College	Senate
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FM: Senate Office

RE: **Approved Curriculum Changes** 

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	UNDERGRADUATE ROUTINE CHANGES	
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# Film and Media Studies Media Program Routine Change in Course Description

FF	ROM (strikethrough the changes)	TO (underline changes)
<b>Short Course</b>		
Title		
(30 characters)	Game Programming 1	Game Programming 1
Course Title		
	Game Programming 1	Game Programming 1
Is this course	[X] Yes [] No	
required for		
a major?		
If so, is the	[X]Yes[]No	
major in		
your		
department?		
Catalog	This course serves as an introduction to game	This class is an introduction to the practical and
Description	design in the Unity 3D game engine. It will also	conceptual aspects of electronic game creation
•	serve as an introduction to programming in C#.	Students learn a variety of game development
	2D Games will be created using sprites made in	tools and approaches while exploring a variety
	Photoshop or another image editor. 3D games	of theoretical, social, and other aspects of
	will use assets created in Maya, an alternate 3D	modern game culture. We will learn how to
	modeling tool, or basic geometry. The course	program controller input, create graphical
	will cover game design principles with a strong	output, develop environmental rules and follow
	emphasis on learning the cycle of prototyping,	debugging best practices. Throughout the
	playtesting, iterative design and publishing. The	course, we will look critically at large budget,
	end goal will be to create a portfolio-ready final	experimental games and mobile games, and
	piece. Library research is not expected for this	explore concepts like procedural rhetoric and
	course. This course is focusing on the procedural	player agency. The class will use easy-to-learn,
	thinking, aesthetic expression and critical	industry standard programming environments
	thinking needed for game programming,	like p5.js or Processing.
	therefore it will not require extensive written	
	<del>papers.</del>	
Start Term: S	Spring 2025	
Grading	Letter Grade	
Basis:		
1 5375		
Letter grade, P/NC		
T *1 1 4 4	r 187 r S71 N	
Liberal Arts	[ ] Yes [ X] No	

Core	X Not Applicable		
Requirement	English Composition		
_	Scientific World		
	Math and Quantitative Reasoning		
	Creative Expression		
	Life and Physical Science		
	U.S. Experience in its Diversity		
	World Cultures and Global Issues		
	Individual and Society (Humanities of	or Social Sciences:)	
T : -4 - 11 - 41			
List all other			
designations 			
or attributes			
(W, P&D, STEM, GER, Foreign			
Language)			
Language)			
Ta Alaia aannaa	r 1 Was r W 1 Ma		
	[ ] Yes [ X ] No		
cross-listed?	Course Prefix and Number:		
	Course Prefix and Number:		
Prefix & Five	MEDD 27000	MEDP 37000	
	MEDF 37000	MEDF 3/000	
Digit Course			
Number			
Pre and/or	Prerequisites: (MEDP or FILMP 15000) and	Prerequisites: (MEDP or FILMP 15000) and	
Co Requisites	(MEDP or FILMP 16000) and MEDP 23400 and	(MEDP or FILMP 16000) and MEDP 23400 and	
(specify which are	MEDP 25000	MEDP 25000	
pre-, co-, or both)			
Credits	3		
Repeatable?	D. T.		
If so, how	No		
many			
credits?			
ci cuits.			
<b>П</b> опред	3	3	
Hours (per week)			
Mode of	Hybrid	1	
	X Online		
instruction	X In person		
	<del>*</del>		

• Rationale: The course descriptions for MEDP 37000: Game Programming 1 and MEDP 37100: Game Programming 2 are mixed up in the catalog because of an error when sending the approved courses up. This is to fix an error in the course descriptions.

# Film And Media Department Routine Change in Course description

FI	ROM (strikethrough the changes)	TO (underline changes)
Short Course		
Title		
(30 characters)	Game Programming 2	Game Programming 2
Course Title		
(100 characters)	Game Programming 2	Game Programming 2
Is this course	[X]Yes[]No	
required for		
a major?		
Ü		
If so, is the	[X]Yes[]No	
major in		
your		
department?		
Catalog		This course serves as an introduction to game
<b>Description</b>	This class is an introduction to the practical and	design in the Unity 3D game engine. It will also
Description	conceptual aspects of electronic game creation.	serve as an introduction to programming in C#.
	Students learn a variety of game development	2D Games will be created using sprites made in
	tools and approaches while exploring a variety	Photoshop or another image editor. 3D games
	of theoretical, social, and other aspects of	will use assets created in Maya, an alternate 3D
	modern game culture. We will learn how to	modeling tool, or basic geometry. The course
	program controller input, create graphical	will cover game design principles with a strong
	output, develop environmental rules and follow	emphasis on learning the cycle of prototyping,
	debugging best practices. Throughout the	playtesting, iterative design and publishing. The
	course, we will look critically at large budget,	end goal will be to create a portfolio-ready fina
	experimental games and mobile games, and	piece. Library research is not expected for this
	explore concepts like procedural rhetoric and	course. This course is focusing on the
	player agency. The class will use easy to learn,	procedural thinking, aesthetic expression and
	industry standard programming environments	critical thinking needed for game
	like p5.js or Processing.	<u> </u>
Start Term:	Spring 2025	
Grading	Letter Grade	
Basis:		
Dasis.		
Letter grade, P/NC		
Liberal Arts	[ ] Yes [ X] No	
	~ - * -	

Core	_X_ Not Applicable		
Requirement	English Composition		
_	Scientific World		
	Math and Quantitative Reasoning		
	Creative Expression		
	Life and Physical Science		
	U.S. Experience in its Diversity		
	World Cultures and Global Issues		
	Individual and Society (Humanities o	r Social Sciences:	
		i Social Sciences	
List all other			
designations			
or attributes			
(W, P&D, STEM,			
GER, Foreign			
Language)			
T (1 ·	F 187 F 87 1 87		
	[ ] Yes [ X ] No		
cross-listed?	Conner Donfor on d Novelon		
	Course Prefix and Number:		
Prefix & Five	MEDP 37100	MEDP37100	
Digit Course	MBI 3/100	THE TOTAL OF THE	
Number			
	D :: (MEDD 15000 FILMD 15000)	D :: (MEDD 15000 FILMD 15000)	
	Prerequisites: (MEDP 15000 or FILMP 15000) and	·	
_	,	and (MEDP or FILMP 16000) and MEDP 23400	
(specify which are pre-, co-, or both)	MEDP 25000 and MEDP 37000	and MEDP 25000 and MEDP 37000	
Credits	3		
Credits			
Danastahla?			
Repeatable?	NO		
If so, how			
many			
credits?			
**			
Hours (per	3		
week)	Hybrid		
Mode of	X Online		
instruction	X In person		
	P******		

• Rationale: The course descriptions for MEDP 37000: Game Programming 1 and MEDP 37100: Game Programming 2 are mixed up in the catalogue following a mix up in the course proposal process. This is to fix an error in the course descriptions.

# **German Routine Change in Prerequisite**

FI	ROM (strikethrough the changes)	TO (underline changes)
<b>Short Course</b>		
Title		
(30 characters)	Sem Std Ger Lit Lang	Sem Std Ger Lit Lang
Course Title		Seminar Studies in German Literature and
(100 characters)	Seminar Studies in German Literature and Language	Language
Is this course	[ ] Yes [ X ] No	
required for		
a major?		
TC	Г 187. г 181.	
If so, is the	[ ] Yes [ ] No	
major in		
your		
department?		G
Catalog	Seminar study of literary topic or linguistic	Seminar study of literary topic or linguistic phenomenon
Description	phenomenon	phenomenon
Start Term: ]	Fall 2024	
Grading	Letter grade	
Basis:		
Letter grade, P/NC		
Liberal Arts	[X]Yes []No	
Core	X Not Applicable	
Requirement	U	
	Scientific World	
	Math and Quantitative Reasoning	
	Creative Expression	
	Life and Physical Science	
	U.S. Experience in its Diversity	
	World Cultures and Global Issues	
	Individual and Society (Humanities of	or Social Sciences:)
List all other		
designations		
or attributes		
(W, P&D, STEM,		
GER, Foreign		
Language)		

cross-listed?	[ ] Yes [ X ] No Course Prefix and Number:	
Prefix & Five Digit Course Number		GERMN 44400
Pre and/or Co Requisites (specify which are pre-, co-, or both)		One course from GERMN 32000-35900 or GERMN 44400
Credits	3	
Repeatable? If so, how many credits?	Only under a different sub-number	
Hours (per week)	3	
Mode of instruction	Hybrid Online _X_In person	

#### • Rationale:

When creating a new course under the GERMN 44400 umbrella for Spring 2024, we learned that the prerequisite for 44400 courses is not standard: some currently have no prerequisite, others have incorrect prerequisites. We would like the prerequisite for *all* courses under the GERMN 44400 umbrella to be: One course from GERMN 32000-35900 or GERMN 44400. Completing a literature class numbered between 32000 and 35900 would show a student's readiness for 44400. While it would be rare, a student beginning in our program with advanced proficiency could be placed directly into 444000 under one special topic, and then be ready for 44400 under a different special topic.

## **Political Science Routine Change in Course name and number**

FI	ROM (strikethrough the changes)	TO (underline changes)
<b>Short Course</b>		
Title	Women and the Law	Gender and the Law
(30 characters)		
Course Title (100 characters)	Women and the Law	Gender and the Law
Is this course	[ ] Yes [x ] No	<u> </u>
required for		
a major?		
a major .		
If so, is the	[ ] Yes [ ] No	
major in		
your		
department?		
Catalog	Overview of how local, state and federal laws treat	Analysis of how gender identity and expression
<b>Description</b>	people on the basis of sex.	shape (and are shaped by) law and society.
Description		
Start Term:		
Grading	Letter grade	
Basis:		
1 222		
Letter grade, P/NC		
Liberal Arts	[x]Yes []No	
Core	Not Applicable	
Requirement		
	Scientific World	
	Math and Quantitative Reasoning	
	Creative Expression	
	Life and Physical Science	
	U.S. Experience in its Diversity	
	World Cultures and Global Issues	
	Individual and Society (Humanities of	or Social Sciences:)
List all other	GER/3/B; PD/C	
designations		
or attributes		
(W, P&D, STEM,		
GER, Foreign		
Language)		

cross-listed?	[ x ] Yes [ ] No Course Prefix and Number: WGS 21900	
Prefix & Five Digit Course Number	POLSC 21900	POLSC 21900
Pre and/or Co Requisites (specify which are pre-, co-, or both)		ENGL 12000
Credits Repeatable? If so, how many credits?	3, not repeatable	
Hours (per week) Mode of instruction	3HybridOnlinex_In person	3

#### • Rationale:

The course title is being updated to reflect a focus on gender, broadly, to be more inclusive.

## Political Science Routine Change in Routine Change in Course Name and Number

FI	ROM (strikethrough the changes)	TO ( <u>underline</u> changes)
<b>Short Course</b>		
	Women and Politics	Gender and Politics
(30 characters)		
Course Title (100 characters)	Women and Politics	Gender and Politics
		Gender and Fondes
required for a major?	[ ] Yes [x] No	
If so, is the major in your department?	[ ] Yes [ ] No	
Catalog Description	Constitutional and legal position of women, ERA, affirmative action, marriage, divorce, property, feminist causes.	Analysis of how gender identity and expression shapes (and is shaped by) politics and society.
Start Term: 1	Fall 2024	
Grading Basis:	Letter grade	
Letter grade, P/NC		
Liberal Arts	[x] Yes [ ] No	
Core Requirement	Scientific World  Math and Quantitative Reasoning Creative Expression Life and Physical Science U.S. Experience in its Diversity World Cultures and Global Issues Individual and Society (Humanities of	or Social Sciences:)
List all other designations or attributes (W, P&D, STEM, GER, Foreign Language)	GER/3/B; PD/C	
Is this course cross-listed?	[ x ] Yes [ ] No Course Prefix and Number: WGS 26100	

Prefix & Five	DOI SC 21800	POLSC 21800
	FOLSC 21000	FOLSC 21600
Digit Course		
Number		
Pre and/or	ENGL 12000	ENGL 12000
Co Requisites (specify which are pre-, co-, or both)		
Credits	3, not repeatable	
Repeatable? If so, how many credits?		
Hours (per week)	3	
Mode of instruction	Hybrid Online xIn person	

#### • Rationale:

The course title is being updated to reflect a focus on gender, broadly, to be more inclusive.