Office of the Hunter College Senate

Room E1018   Telephone: 772-4200

1 May 2024

TO: Members of the Hunter College Senate

FM: Senate Office

RE: **Approved Curriculum Changes**

UNDERGRADUATE ROUTINE CHANGES

Routine Course Change

Film and Media Studies Media Program
Routine Change in Course Description

FROM (~~strikethrough~~ the changes)	TO (<u>underline</u> changes)
Short Course Title (30 characters) Game Programming 1	Game Programming 1
Course Title (100 characters) Game Programming 1	Game Programming 1
Is this course required for a major? [X] Yes [ ] No	
If so, is the major in your department? [X] Yes [ ] No	
Catalog Description ~~This course serves as an introduction to game design in the Unity 3D game engine. It will also serve as an introduction to programming in C#. 2D Games will be created using sprites made in Photoshop or another image editor. 3D games will use assets created in Maya, an alternate 3D modeling tool, or basic geometry. The course will cover game design principles with a strong emphasis on learning the cycle of prototyping, playtesting, iterative design and publishing. The end goal will be to create a portfolio-ready final piece. Library research is not expected for this course. This course is focusing on the procedural thinking, aesthetic expression and critical thinking needed for game programming, therefore it will not require extensive written papers.~~	<u>This class is an introduction to the practical and conceptual aspects of electronic game creation. Students learn a variety of game development tools and approaches while exploring a variety of theoretical, social, and other aspects of modern game culture. We will learn how to program controller input, create graphical output, develop environmental rules and follow debugging best practices. Throughout the course, we will look critically at large budget, experimental games and mobile games, and explore concepts like procedural rhetoric and player agency. The class will use easy-to-learn, industry standard programming environments like p5.js or Processing.</u>
Start Term: Spring 2025	
Grading Basis: Letter grade, P/NC	Letter Grade
Liberal Arts	[ ] Yes [X] No

Core Requirement	__X__ Not Applicable _____ 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 or Social Sciences:_____)	
List all other designations or attributes (W, P&D, STEM, GER, Foreign Language)		
Is this course cross-listed?	**[ ] Yes [X] No** Course Prefix and Number:	
Prefix & Five Digit Course Number	MEDP 37000	MEDP 37000
Pre and/or Co Requisites (specify which are pre-, co-, or both)	Prerequisites: (MEDP or FILMP 15000) and (MEDP or FILMP 16000) and MEDP 23400 and MEDP 25000	Prerequisites: (MEDP or FILMP 15000) and (MEDP or FILMP 16000) and MEDP 23400 and MEDP 25000
Credits	3	
Repeatable? If so, how many credits?	No	
Hours (per week)	3	3
Mode of instruction	__Hybrid _X_Online _X_In person	

- 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.

Routine Course Change

Film And Media Department
Routine Change in Course description

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

Core Requirement	__X__ Not Applicable ____ 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 or Social Sciences:_____)	
List all other designations or attributes (W, P&D, STEM, GER, Foreign Language)		
Is this course cross-listed?	[ ] Yes [X] No Course Prefix and Number:	
Prefix & Five Digit Course Number	MEDP 37100	MEDP37100
Pre and/or Co Requisites (specify which are pre-, co-, or both)	Prerequisites: (MEDP 15000 or FILMP 15000) and (MEDP or FILMP 16000) and MEDP 23400 and MEDP 25000 and MEDP 37000	Prerequisites: (MEDP 15000 or FILMP 15000) and (MEDP or FILMP 16000) and MEDP 23400 and MEDP 25000 and MEDP 37000
Credits	3	
Repeatable? If so, how many credits?	NO	
Hours (per week)	3	
Mode of instruction	__Hybrid _X_Online _X_In person	

- 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.

Routine Course Change

German
Routine Change in Prerequisite

FROM (~~strikethrough~~ the changes)		TO (<u>underline</u> changes)
Short Course Title **(30 characters)**	Sem Std Ger Lit Lang	Sem Std Ger Lit Lang
Course Title **(100 characters)**	Seminar Studies in German Literature and Language	Seminar Studies in German Literature and Language
Is this course required for a major?	[ ] Yes [X] No	
If so, is the major in your department?	[ ] Yes [ ] No	
Catalog Description	Seminar study of literary topic or linguistic phenomenon	Seminar study of literary topic or linguistic phenomenon
Start Term: Fall 2024		
Grading Basis: Letter grade, P/NC	Letter grade	
Liberal Arts	[X] Yes [ ] No	
Core Requirement	__X__ Not Applicable _____ 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 or Social Sciences:_____)	
List all other designations or attributes (W, P&D, STEM, GER, Foreign Language)		

Is this course cross-listed?	[ ] Yes [X] No Course Prefix and Number:	
Prefix & Five Digit Course Number	GERMN 44400	GERMN 44400
Pre and/or Co Requisites (specify which are pre-, co-, or both)	Not currently standardized	<u>One course from GERMN 32000-35900 or GERMN 44400</u>
Credits **Repeatable? If so, how many credits?**	3 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.

Routine Course Change

Political Science
Routine Change in Course name and number

FROM (~~strikethrough~~ the changes)		TO (<u>underline</u> changes)
Short Course Title (30 characters)	~~Women~~ and the Law	<u>Gender</u> and the Law
Course Title (100 characters)	~~Women~~ and the Law	<u>Gender</u> and the Law
Is this course required for a major?	[ ] Yes [x] No	
If so, is the major in your department?	[ ] Yes [ ] No	
Catalog Description	~~Overview of how local, state and federal laws treat people on the basis of sex.~~	<u>Analysis of how gender identity and expression shape (and are shaped by) law and society</u>.
Start Term:		
Grading Basis: Letter grade, P/NC	Letter grade	
Liberal Arts	[x] Yes [ ] No	
Core Requirement	_____ Not Applicable _____ 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 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 21900	
Prefix & Five Digit Course Number	POLSC 21900	POLSC 21900
Pre and/or Co Requisites (specify which are pre-, co-, or both)	ENGL 12000	ENGL 12000
Credits **Repeatable? If so, how many credits?**	3, not repeatable	
Hours (per week)	3	3
Mode of instruction	__Hybrid __Online _x_ In person	

- Rationale:

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

Routine Course Change

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

FROM (~~strikethrough~~ the changes)		TO (<u>underline</u> changes)
Short Course Title (30 characters)	~~Women~~ and Politics	<u>Gender</u> and Politics
Course Title (100 characters)	Women and Politics	Gender and Politics
Is this course 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.~~	<u>Analysis of how gender identity and expression shapes (and is shaped by) politics and society.</u>
Start Term: Fall 2024		
Grading Basis: Letter grade, P/NC	Letter grade	
Liberal Arts	[x] Yes [ ] No	
Core Requirement	_____ Not Applicable _____ 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 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 Digit Course Number	POLSC 21800	POLSC 21800
Pre and/or Co Requisites (specify which are pre-, co-, or both)	ENGL 12000	ENGL 12000
Credits **Repeatable? If so, how many credits?**	3, not repeatable	
Hours (per week)	3	
Mode of instruction	__Hybrid __Online x__In person	

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