I. Summary of Proposed Changes

<table>
<thead>
<tr>
<th>Dept / Program</th>
<th>School of Media Arts</th>
<th>Prefix and Course #</th>
<th>MAR 342</th>
</tr>
</thead>
<tbody>
<tr>
<td>Course Title</td>
<td>Art &amp; Science of Interactive Games</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Short Title (max. 26 characters incl. spaces)</td>
<td>Art &amp; Sci of Inter Games</td>
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<tr>
<td>Summarize the change(s) proposed</td>
<td>New Course</td>
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</tbody>
</table>

II. Endorsement/Approvals

Complete the form and obtain signatures before submitting to Faculty Senate Office

<table>
<thead>
<tr>
<th>Please type / print name</th>
<th>Signature</th>
<th>Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>Requestor:</td>
<td>Rick Hughes</td>
<td></td>
</tr>
<tr>
<td>Phone/ email:</td>
<td>243.4515</td>
<td></td>
</tr>
<tr>
<td></td>
<td><a href="mailto:Richard.hughes@umontana.edu">Richard.hughes@umontana.edu</a></td>
<td></td>
</tr>
<tr>
<td>Program Chair/Director:</td>
<td>Rick Hughes</td>
<td></td>
</tr>
<tr>
<td>Other affected programs:</td>
<td>None</td>
<td></td>
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<tr>
<td>Dean:</td>
<td>Stephen Kalm</td>
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</tbody>
</table>

Are other departments/programs affected by this modification because of
(a) required courses incl. prerequisites or co-requisites,
(b) perceived overlap in content areas
(c) cross-listing of coursework

Please obtain signature(s) from the Chair/Director of any such department/program (above) before submission

III: To Add a New Course

Syllabus and assessment information is required (paste syllabus into section V or attach). Course should have internal coherence and clear focus.

<table>
<thead>
<tr>
<th>Common Course Numbering Review:</th>
<th>YES</th>
<th>NO</th>
</tr>
</thead>
<tbody>
<tr>
<td>Does an equivalent course exist elsewhere in the MUS? Do the proposed abbreviation, number, title and credits align with existing course(s)? Please indicate equivalent course/campus</td>
<td></td>
<td></td>
</tr>
<tr>
<td><a href="http://mus.edu/transfer/CCN/ccn_default.asp">http://mus.edu/transfer/CCN/ccn_default.asp</a></td>
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</tbody>
</table>

MUS Transfer Initiative in Progress

<table>
<thead>
<tr>
<th>Exact entry to appear in the next catalog (Specify course abbreviation, level, number, title, credits, repeatability (if applicable), frequency of offering, prerequisites, and a brief description.)</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>U 342</strong> Art &amp; Science of Interactive Games 3 cr. Offered every term. Online Course. This class is an introduction to the technological achievements and artistic and social impacts involved with the development of interactive games. It will cover the evolution of the gaming profile and the advanced visual, sonic and narrative properties that make interactive games the explosive growth industry that it is today.</td>
<td></td>
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</table>

<table>
<thead>
<tr>
<th>Justification: How does the course fit with the existing curriculum? Why is it needed?</th>
<th></th>
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<tbody>
<tr>
<td>The explosion in the design and development of interactive games speaks to the dramatic change in the artistic application of digital technology. University students are increasingly engaged in some form of interactive game environment and there is a clear need for us to provide a solid artistic and technological overview of that environment. Interactive games have been a part of the MAR 102 curriculum in Media Arts and the faculty feels that it is time to expand that area into its own class.</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Are there curricular adjustments to accommodate teaching this course?</th>
<th>No</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Complete for UG courses. (UG courses should be assigned a 400 number).</th>
<th></th>
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</thead>
<tbody>
<tr>
<td>Describe graduate increment (Reference guidelines: <a href="http://www.umt.edu/facultysenate/Grad/UG.htm">http://www.umt.edu/facultysenate/Grad/UG.htm</a>)</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Fees may be requested only for courses meeting specific conditions determined by the Board of Regents. Please indicate whether this course will be considered for a fee.</th>
<th>YES</th>
<th>NO</th>
</tr>
</thead>
<tbody>
<tr>
<td>If YES, what is the proposed amount of the fee?</td>
<td></td>
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</tbody>
</table>
IV. To Delete or Change an Existing Course – check X all that apply

<table>
<thead>
<tr>
<th>Deletion</th>
<th>Title</th>
<th>From:</th>
<th>To:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Course Number</td>
<td></td>
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<tr>
<td>Change</td>
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<tr>
<td>Description Change</td>
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<tr>
<td>Change in Credits</td>
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<tr>
<td>Prerequisites</td>
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</tbody>
</table>

1. Current course information at it appears in catalog [http://www.umt.edu/catalog](http://www.umt.edu/catalog) ↓

3. If cross-listed course: secondary program & course number

4. Is this a course with MUS Common Course Numbering? If yes, then will this change eliminate the course’s common course status? Please explain below.

5. Graduate increment if level of course is changed to UG. Reference guidelines at: [http://www.umt.edu/facultysenate/Grad/UG.htm](http://www.umt.edu/facultysenate/Grad/UG.htm) (syllabus required in section V)

6. Other programs affected by the change

7. Justification for proposed change

Is there a fee associated with the course? Yes

V. Syllabus/Assessment Information

Required for new courses and course change from U to UG. Paste syllabus in field below or attach and send digital copy with form.

MAR 295:52 Art and Science of Interactive Games

Professor: Rick Hughes
Email: richard.hughes@umontana.edu
Phone: 406.243.4515
iChat / Skype Screenname: ummediaarts

Course Overview

MAR 295:52 Art and Science of Interactive Games is an introduction to the technological achievements and artistic and cultural impacts of interactive games. This course will be divided into 4 sections and will begin with the rise of technology.

1. The Gaming Timeline
   - "Total Retro" - Focuses on the gaming environments from 1960 through 1990
   - PC "Revolution" & Home Console "Revival" – Focuses on the international impacts on the American Gaming Industry
   - Online "Phenomenon" & "Physical" Gaming - Focuses on internet connectivity and how that affects gaming along with motion sensors and identity recognition.
   - Mobile Gaming & "Open Sourced Nations" - Focuses on the rise of portable games which leads into mobile gaming. This part will also focus on Open Source management of games and how that affects the gaming lifestyle.

2. Gaming Profiles
Part 1 will focus on the following 3 types of gamers and how they evolved:
- the older more, 'real-life-experienced' gamer.
- sports and tournament participators
- the young gamer

Part 2 will focus on the following 3 types of gamers and how they evolved:
- "Social Gamer" - AKA Casual Gamer, familiar with most games and participating in games via facebook etc.
- "Gladiator" – Battle centered zero sum games.
- "Dungeon Master" - The stereotype gamer who is capable of all this 'techy'.

3. The Artistic Evolution of Interactive Games
This will focus on the following 4 elements:
- Graphics
- Music & Sound
- Animation, Motion Capture, and Acting
- Narrative

4. The Future of Interactive Games
- Part 1 An overview of the current interactive gaming environment
- Part 2 An overview of the emerging trends and technologies of interactive games

Outcomes
The challenge of the media arts student is to expand their perspective of interactive games through their research utilizing the available online resources. With this in mind, this course has been designed to help each student gain a cohesive understanding of the multiple facets of interactive games.

At the conclusion of this course students should be able to:
- Understand and articulate the roots of video game industry
- Understand and articulate the process of interactive game design and development
- Understand the historical relationship between video games and visual art
- Articulate the aesthetic approach of pioneering video game franchise titles
- Have a basic understanding of the applicable hardware in use today

Research / Assignments
In this course there will be a total of 14 research topics (a detailed description of each can be found in the Assignments area). You will be responsible for researching the assigned topic and writing a maximum two page single space response to the assignment question. Do not cut and paste information from websites. Your responsibility is to articulate a clear and concise perspective based on the information. Each assignment must be either a Word file or compatible text editing formats. See Course Calendar for due dates and schedule. There will be one exam to determine your gaming profile. Using the posted assignment information including accompanying videos and web links as starting points, research each of the appropriate areas. Bookmark any additional web sites used. You will be responsible for listing all of your sources for each assignment.

Assignments
The assignments will be:
#1 - 1 Page essay on your personal experience with video games. = 4 pts
#2 - Gaming personality quiz. = 10 pts
#3 - 1 Page research paper based on "Total" Retro Timeline research topics. = 7 pts
#4 - 1 Page research paper based on PC "Revolution" & Home Console "Revival" Timeline research topics. = 7 pts
#5 - 1 Page research paper based on Online "Phenomenon" & "Physical" Gaming Timeline research topics. = 7 pts
#6 - 1 Page research paper based on Mobile Gaming & "Open Sourced Nations" Timeline research topics. = 7 pts
#7 - Create 3 avatars with the given resources based on the 3 gaming profiles (Chuck-N-Sue, Sporty, Kids). = 9 pts
#8 - Create 3 avatars with the given resources based on the 3 gaming profiles (Social Gamer, Gladiator, Dungeon Master). = 9 pts
#9 - Design a game in page format, based on the your research of gaming profiles. = 10 pts
#10 - 1 Page research paper focusing on 1 Gaming Franchise Title from a list discussing the evolution and progression of "Graphics". = 7 pts
#11 - 1 Page research paper focusing on 1 Gaming Franchise Title from a list discussing the evolution and progression of "Music & Sound". = 7 pts
#12 - 1 Page research paper focusing on 1 Gaming Franchise Title from a list discussing the evolution and progression of "Animation, MoCap, & Acting". = 7 pts
#13 - 1 Page research paper focusing on 1 Gaming Franchise Title from a list discussing the evolution and progression of "Impact". = 7 pts
#14 - 1 Page essay based on the entirety of this course designed to discuss the future of gaming. = 7 pts

**Videos / Web Links**
For each assignment there are videos that give you an overview of the assignment and web links that provide access to a significant amount of information for the topic.

**Grading Procedure**
Grades will be based primarily on the student’s ability to:

1. Demonstrate an understanding of the specific characteristics and integrative capabilities of the assigned topic.
2. Articulate a clear and concise perspective.
3. Present an organized paper including proper and punctual delivery of the assignment files. (refer to the Course Information area for specifics)

There will be a total of **100 points** based on the following formula:
The point breakdown for each assignment is as follows:
Assignment 1 will be worth 4 points.
Assignment 2 will be worth 5 points.
Assignment 3 will be worth 7 points.
Assignment 4 will be worth 7 points.
Assignment 5 will be worth 7 points.
Assignment 6 will be worth 7 points.
Assignment 7 will be worth 9 points.
Assignment 8 will be worth 9 points.
Assignment 9 will be worth 10 points.
Assignment 10 will be worth 7 points.
Assignment 11 will be worth 7 points.
Assignment 12 will be worth 7 points.
Assignment 13 will be worth 7 points.
Assignment 14 will be worth 7 points.

Points will translate into the following letter grade:
A 95-100
A- 90-94
B+ 86-89
B 83-85
B- 80-82
C+ 76-79
C 73-75
C- 70-72
D 60-69
F 0-59

**Academic Misconduct and the Student Conduct Code**

*All students must practice academic honesty. Academic misconduct is subject to an academic penalty by the course instructor and/or disciplinary sanction by the University. All students need to be familiar with the Student Conduct Code. The Code is available online at [http://life.umt.ed/vpsa/student_conduct.php](http://life.umt.ed/vpsa/student_conduct.php)*

**VI Department Summary** (Required if several forms are submitted) In a separate document list course number, title, and proposed change for all proposals.

**VII Copies and Electronic Submission.** After approval, submit original, one copy, summary of proposals and electronic file to the Faculty Senate Office, UH 221, camie.foos@mso.umt.edu.

Revised 11-2009