

THE UNIVERSITY OF NORTH CAROLINA AT ASHEVILLE
FACULTY SENATE

Senate Document Number 4817S
Date of Senate Approval 05/04/17

Statement of Faculty Senate Action:

APC Document 42 (NM): Add two New Media courses, NM 146, Video Game Studies, and NM 360, Digital Creation Lab: 3D Printing

Effective Date: Fall 2017

1. Add: On page 249, new course, **NM 146, Video Game Studies:**

146 Video Game Studies (4)

Critical investigation of 40+ years of video game histories, technologies, global cultures, philosophies, and aesthetics relevant to the medium. Using critical texts, auto-ethnographic game play, and informative documentaries, we will critically discuss the influence and the experiential power of video games, which will culminate in a substantial research paper and in-depth independent game design proposal. Introduction to open-source game creation software will also be covered in class. Odd years Fall.

Impact: Students will be able to have an additional history/theory, plus writing intensive course, to satisfy the New Media History and Theory requirement. There will be no impact on the resources and staffing of the NM department due to this change. NM 146 will be offered every other year in addition to the other two courses that meet our writing competency requirement (NM 142 and 344), thus offering more WI variety to students without requiring additional faculty hours. No new lab equipment or space will be needed.

Rationale: Video games have become the new normal in media; the impact on society cannot be under-estimated. It's essential to New Media's curriculum and UNC Asheville's course offering to include such an important topic. This course has been successfully offered as an elective, twice over the last two summers (2015 and 2016). This change reflects the current New Media curriculum and course offering. Adding this course to the catalog will broaden the options for students, adding intellectual diversity and allow more flexibility to our current curriculum.

2. Add: On page 250, new course, **NM 360, Digital Creation Lab: 3D**

360 Digital Creation Lab: 3D Printing (4)

Surveys the 3D printing and reality capture ecosystem. Students will gain hands-on experience creating 3D assets that are eventually printed on a 3D printer. Reality capture methods will include both fixed and mobile methods and discuss technical constraints and application. Digital prototyping will cover not only workflows but manage expectations of what's possible and what isn't with a 3D printer. Students will use existing off-the-shelf 3D software to complete their tasks while learning the key factors that go into successfully creating printable digital assets. Prerequisite: NM 251. Odd years Fall.

Impact: There will be no impact on the resources and staffing of the NM department due to this change. The students are required to take a certain number of electives within the major, and NM 360 will be offered occasionally in lieu of (or sometimes in addition to) the other NM elective courses, thus offering more NM elective variety to students without requiring additional faculty hours. No new lab equipment or space will be needed. Currently, the department hosts two 3D printers in our Media Production Lab. The cost of the printing material is relatively low at this point because of restrictions on the size and quantity of prints allowed for each student. In order to make this course sustainable, we plan on requesting students to spend the money on printing material instead of buying a textbook.

Rationale: Because of the availability of the small desktop 3D printers and the affordability of the printing costs today “3D Printing” has become an important topic in recent years in New Media. 3D printing technology are making concepts a rapid reality for today’s artists, designers and inventors. It is essential for UNC Asheville to offer students the opportunity to learn how to manage this medium. This highly popular course has been successfully offered as a Special Topics elective twice, once in Summer 2016 and once in Fall 2016.