

Section I: Action

The Division of Film Studies proposes to offer an emphasis in Entertainment Arts and Engineering.

The EAE emphasis is a joint effort of the School of Computing and the Division of Film Studies. The purpose of this emphasis is to provide undergraduates an interdisciplinary academic path toward careers in the digital entertainment industry with experience in both computer science and the arts.

The key feature of the EAE emphasis is its interdisciplinary nature. Students from both CS and Fine Arts will take common classes throughout their undergraduate years, culminating in a yearlong senior project where teams of students from both disciplines will build an interactive media project including elements drawn from animation and gaming.

See Appendix for a detailed program of study for the emphasis.

Section II: Need

The linking of the terms (a.) Entertainment Arts, and (b.) Engineering indicate that the emphasis has commercial potential, and includes training in engineering techniques (e.g. code writing) in such a way as to make it clear to potential employers and graduate programs that these candidates have specific skills in a new and growing field distinct from the broader umbrella of film studies.

Section III: Institutional Impact

There will be no impact to the department or the institution.

Section IV: Finances

These will be no financial impact to the department or the institution.

Appendix

I. Film Studies Core Requirements (16 hours)

| | |
|--|---|
| Film 2200 Introduction to Film | 4 |
| Film 3310 History of Film, Silent period-1950s | 4 |
| Film 3320 History of Film, 1950s-present | 4 |
| Film 3710 Film Production I | 4 |

II. The EAE Emphasis Requirements in Film Studies (22 hours)

| | |
|--|---|
| Film 4500 Traditional Animation, Film 3200 2D Experimental Animation | 4 |
| Film 4700 Computer Animation I | 4 |
| Film 4750 Game Development: History and Traditional Genres | 4 |
| Film Senior Project I | 3 |
| Film Senior Project 11 | 3 |

And one of the following courses

Film 4710 Computer Animation II or

Film 4760 Game Development: Contemporary and Alternative Genres

* Students have to take one more Film electives in order to fulfill the Film Electives Requirements"

III. The EAE Emphasis Required courses in Computer Science (14 hours)

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|---|---|
| CS 1410 Intro to Computer Science I | 4 |
| CS 2420 Intro to Computer Science II | 4 |
| CS 3960 3D Modeling for Video and Machinima | 3 |
| CS 5964 Machinima | 3 |

•• These credits will be counted into Allied Hours_s for Film majors.

IV. Suggested Additional Courses in Film Studies

| | |
|--|---|
| Film 2300 Survey of Video Game Theory and Design | 3 |
| Film 3720 Sound for Film and Video | 4 |
| Film 3790 Anime History and Perspectives | 4 |
| Film 4510 Intermediate Animation | 4 |
| Film 4740 Animation Film Survey | 4 |