

UCF Graduate Council

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CURRICULUM COMMITTEE MINUTES

Minutes of March 16, 2015 meeting

Members Present

Diane Andrews, Deborah Breiter, Steven Collins, Lucretia Cooney, Steven Ebert, Jana Jasinski, Charles Kelliher, Donna Malvey, Terrie Sypolt, Art Weeks

Recorder

Michele Pozdoll

Guests Present

Arlen Chase, Danae Barulich, Sherron Roberts, Mason Cash, Joe Muley, Ross Wolf, Andre Gesquiere

Staff Members

Barbara Rodriguez, Debra Winter, Michele Pozdoll

Files

[2015-03-16 Meeting Course Minutes](#) 

Welcome and call to order. Dr. Deborah Breiter, chair, welcomed the committee and guests. The minutes of the last meeting were reviewed and approved unanimously with no changes.

Revisions to the Nanotechnology PSM program - CGS. Dr. Andre Gesquiere presented a summary of the revisions. The program requested to reduce the credit hours of the PSM Nanotechnology program from 36 to 30. After evaluating the feedback from students and faculty and self-assessment of the program, Dr. Gesquiere indicated that the faculty concluded that a 30 credit hour requirement was a more reasonable requirement for the program. This request received unanimous approval from the committee.

Addition of a Nanotechnology MS program – CGS. Dr. Gesquiere presented a summary of the addition of a new Master of Science degree program in Nanotechnology which will be a parallel program to the Professional Science Master's degree program in Nanotechnology. A few questions were asked regarding the thesis option and the need for such a program. Dr. Gesquiere shared that there are currently 10 students enrolled, 20 faculty and current searches in the process. This request received unanimous approval from the committee.

Revisions to the Conservation Biology PSM program– CGS. Dr. Jana Jasinski presented a summary of these revisions. Currently the program includes 8 credit hours of internship and 2 credit hours of research report. They would like to decrease the number of internship credits to 3. Dr. Jasinski shared how successful the internships were so far and that summer students have already been placed. Ten students have been accepted for summer term. This request received unanimous approval from the committee.

Revisions to the Interactive Entertainment MS program - CAH. Dr. Joe Muley gave a summary of the revisions to the MS program. They are revising the program to better clarify all specializations. They wish to create distinctive classes previously listed as lab sections DIG 5045C, DIG 5046C, and DIG 6785C. The committee agreed that due to the numerous revisions to the DIG 5549C course, this course should be revised to have a new name and course description. The program will also add a new course titled Venture Practicum to the fall semester for those students entering their final semester. The course is meant to cater specifically to students in their downtown program. The practicum will be 6 credit hours and will not contain a lab component. The committee tabled this item for clarification of the 6 credit hour practicum course with no lab. The committee also asked that Dr. Muley and his group speak with Cameron Ford and the College of Business Administration for any conflict of interest. The committee tabled the program request and course actions. Revisions will be brought back to an upcoming meeting.

Revisions to the Cognitive Sciences Graduate Certificate-CAH. Dr. Mason Cash gave a summary of the revisions to the certificate. They requested to add EME 6646: Learning, Instructional Design, and Cognitive Neuroscience to their restrictive elective course offerings. This class is often requested by students and will be offered in the summer which will give the students more flexibility. This request received unanimous approval from the committee.

Revisions to the HSA track (Health Sciences MS)-COHPA. Dr. Donna Malvey discussed her concerns and disagreements with the swapping of a core course (HSA 6126 Health Services Management) with a current elective version of the informatics course (HSA 6195 Management and Health Information Systems). Dr. Wolf informed the Curriculum Committee members that the revision was discussed and approved at an HSA faculty meeting back in February. The committee voted to table this request until differences have been settled and a clear vote had been obtained from the Graduate Curriculum Committee in COHPA before sending this item back to the Graduate Council Curriculum Committee.

Courses and special topics. To review a list of approved courses, please see the attached course minutes.

Adjournment. The meeting adjourned at 1:30 pm. The next meeting is scheduled for April 6th

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Rationale: To create a distinctive class previously listed as a lab section of DIG 5045C. There are enough students to justify creating a unique course that is specific to the specialization covered, Game Art or Asset Creation. We are revising the program to better clarify all specializations. Creation of the course is also at the recommendation of the Academic Program Review.

Majors taking course: MS in Interactive Entertainment

DIG 6XXX **CAH-FIEA** **3(3,0)**

Advanced Game Asset Creation: PR: DIG 5XXX: Game Asset Creation or C.I. Advanced techniques in game asset specializations such as 2d art, mobile application art, 3d modeling and texturing, animation, lighting and effects and technical art topics. *Spring*.

Abbrev: (27 of 30 chars) Advance Game Asset Creation

Discussion with others: No conflict.

Rationale: To create a distinctive class previously listed as a lab section of DIG 5046C. There are enough students to justify creating a unique course that is specific to the specialization covered, Game Art or Asset Creation. We are revising the program to better clarify all specializations. Creation of the course is also at the recommendation of the Academic Program Review.

Majors taking course: MS in Interactive Entertainment

DIG 6XXX **CAH-FIEA** **3(3,0)**

Game Asset Portfolio Development: PR: DIG 6XXX: Advanced Game Asset Creation or C.I. Concentration in professional game artist portfolio development in specializations such as 2d art, mobile application art, 3d modeling and texturing, animation, lighting and effects and technical art topics. *Summer*.

Abbrev: (28 of 30 chars) Game Asset Portfolio Develop

Discussion with others: No conflict

Rationale: To create a distinctive class previously listed as a lab section of DIG 6785C. There are enough students to justify creating a unique course that is specific to the specialization covered, Game Art or Asset Creation. We are revising the program to better clarify all specializations. Creation of the course is also at the recommendation of the Academic Program Review.

Majors taking course: MS in Interactive Entertainment

DIG 6XXX **CAH-FIEA** **3(3,0) Game**

Production and Design II: PR: DIG 5XXX Game Production and Design I or C.I. Advanced principles of game design and production including integrating development skills into level designs and complete games. *Spring*.

Abbrev: (29 of 30 chars) Game Production and Design II

Discussion with others: No conflict.

Rationale: To create a distinctive class previously listed as a lab section of DIG 5046C. There are enough students to justify creating a unique course that is specific to the specialization covered, Game Production. We are revising the program to better clarify all specializations. Creation of the course is also at the recommendation of the Academic Program Review.

Majors taking course: MS in Interactive Entertainment

DIG 6XXX **CAH-FIEA** **3(3,0)**

Media Distribution: PR: DIG 6XXX Game Production and Design II or C.I. Theory and practical application of video game messaging, advertisement and distribution. *Summer*.

Abbrev: (18 of 30 chars) Media Distribution

Discussion with others: No conflicts.

Rationale: To create a distinctive class previously listed as a lab section of DIG 6785C. There are enough students to justify creating a unique course that is specific to the specialization covered, Game Production. We are revising the program to better clarify all specializations. Creation of the course is also at the recommendation of the Academic Program Review.

Majors taking course: MS in Interactive Entertainment

DIG 6XXX **CAH-FIEA** **3(3,0)**

Advanced Game Programming: PR: DIG5XXX: Game Programming Fundamentals or C.I. Advanced principles of software development for interactive entertainment. *Spring.*

Abbrev: (25 of 30 chars) Advanced Game Programming

Discussion with others: No conflicts.

Rationale: To create a distinctive class previously listed as a lab section of DIG 5046C. There are enough students to justify creating a unique course that is specific to the specialization covered, Game Programming. We are revising the program to better clarify all specializations. Creation of the course is also at the recommendation of the Academic Program Review.

Majors taking course: MS in Interactive Entertainment

DIG 6XXX **CAH-FIEA** **3(3,0)**

Applied Programming Mechanics: PR: DIG 6XXX Advanced Game Programming or C.I.

Application of advanced software development principles for interactive entertainment. *Summer.*

Abbrev: (29 of 30 chars) Applied Programming Mechanics

Discussion with others: No conflicts.

Rationale: To create a distinctive class previously listed as a lab section of DIG 6785C. There are enough students to justify creating a unique course that is specific to the specialization covered, Game Programming. We are revising the program to better clarify all specializations. Creation of the course is also at the recommendation of the Academic Program Review.

Majors taking course: MS in Interactive Entertainment

The committee requested that the department meet with CBA regarding conflict of interest on this course.

DIG 6XXX **CAH-FIEA** **6(6,0)**

Venture Practicum: PR: DIG 6718 Interactive Entertainment Project or C.I. Principles and application of business development, IP rights, market research, iterative production, monetization, support and distribution as it relates to a start-up entity in game design. *Fall.*

Abbrev: (17 of 30 chars) Venture Practicum

Discussion with others: No conflict.

Rationale: This lecture based course on gaming entrepreneurship is intended for students not taking an internship in their final semester at FIEA. Creation of the course is also at the recommendation of the 10-11 Academic Program Review.

Majors taking course: MS in Interactive Entertainment

College of Education and Human Performance Course Additions

Tabled. Needs additional rigor and specificity. Keep wording “in literacy” for clarification.

LAE 7XXX

ED-TL&L

3(3,0)

Seminar on Writing for Professional Publication in-Literacy: PR: Doctoral student standing and **IDS 7501**. Designed to enhance doctoral-level publication possibilities, this course focuses on establishing students' research trajectories early on and culminates in a manuscript publication. *Summer*.

Abbrev: (21 of 30 chars) Seminar Writ Prof Pub

Discussion with others: I am unaware of any duplications or conflicts across departments or colleges. The Ph.D. in Exceptional Education track has a course on Grant Writing; however, I have spoken to the Ph.D. Coordinator, Dr. Lisa Dieker, and we see no overlap or conflicting goals across these two courses. Likewise, I have spoken with Dr. Glenn Lambie who noted that the Counselor Education track did not have any overlapping or conflicting courses.

Rationale: This course is designed to enhance the scholarly writing skills and the research trajectories of doctoral level students in fields related to literacy. In addition to exploring academic publishing, current issues in literacy across the fields of reading education, writing, language arts, ESOL, communication disorders, school psychology, exceptional education, and fields related to literacy will be highlighted. Most academics become proficient at communicating their ideas and research through trial and error. The thrust of this course is to inform students in ways that might enhance their chances of publishing their manuscripts as Ph.D. students and subsequently as junior faculty.

Majors taking course: PhD in Elementary Education; recommended for PhD in Reading Education Track.

College of Engineering and Computer Science Course Additions

COT 5XXX

ECS-ECE

3(3,0) Network

Science: PR: Undergraduate degree in CS, EE, or CpE. The emerging science of complex networks and their applications. Focus will be on algorithms, mathematical theories, and computational methods that analyze complex networks and predict their behavior. *Even Fall*.

Abbrev: (15 of 30 chars) Network Science

Discussion with others: This course was offered for the first time in Fall 2014 as a Special Topics course after the approval of the Department Chairs of Statistics, Sociology, Mathematics and Political Science (Profs. David Nickerson, Jana L. Jasinski, Piotr Mikusinski, and Kerstin Hamann). None of them have any concern or any overlap with the courses in their department.

The proposed course will be taught from a Computer Science perspective and will focus on algorithms, graph theory, game theory and computational methods that analyze communication and social systems.

Rationale: Studying the science of various (social, technological, biological, physical, transportation, etc.) networks is important for their analysis, understanding, and predicting their evolution. With the availability of large scale data, such studies have become possible in recent years. Some universities have just started offering similar courses. This course will equip the students with the knowledge and tools required to handle the needs of both industry and academia. Majors taking course: Required for MS in Data Analytics (to be introduced in 2015)

College of Medicine Course Additions

Tabled. Consult with Spanish Department regarding the syllabus and to ensure no overlap. Consult on possible collaboration.

MDE 8XXX **COM-MED** **6(6,0)**

Medical Spanish Elective: PR: At least two years of high school Spanish or equivalent language exposure. Designed for medical students with at least basic Spanish knowledge to improve their understanding of medical Spanish. *Spring, Summer, Fall.*

Abbrev: (24 of 30 chars) Medical Spanish Elective

College of Sciences Course Additions

Tabled. Syllabus needs additional rigor and specificity. College withdrew this course on 3/10/15 per Teresa Dorman's email sent to Rhonda Nelson.

POS 7XXX **COS-POLS** **3(3,0)**

Research Design in Security Studies: PR: Consent of instructor. Develop the ability to produce and critique research in the field of Security Studies. *Occasional.*

Abbrev: (30 of 30 chars) Research Design in Sec Studies

Discussion with others: The following departments have been contacted (see attached): English, Writing and Rhetoric, Sociology, Anthropology, Statistics, Public Administration, Criminal Justice. To see approval emails contact Tonya Walker - COS Dean's Office.

Rationale: The course will help advanced doctoral students develop their research skills. Majors taking course: None require; recommended: PhD program in security studies

2.Special Topics Additions

College of Education and Human Performance Special Topics Additions

EEX 6938 **ED-CFCS** **3(3,0)**

Advanced Behavior Analytic Approaches to Communication: PR: EEX 6612 Methods for Behavior Management. This course prepares practitioners to use the principles of ABA to assess and teach communication skills/procedures to individuals with disabilities. *Occasional.*

Abbrev: (12 of 30 chars) Advanced ABA

Discussion with others: There are currently no advanced behavior analysis courses on any existing roster focusing on students with Autism and/or Severe or profound disabilities. Rationale: All of the students enrolling in this course will be funded Project ASD students.

Tabled. Discuss with Department of Social Work for possible conflicts.

MHS 6XXX **ED-CFCS** **3(3,0)**

Psychopharmacology for Mental Health Professionals: PR: N/A. Students will learn about medication treatment of psychiatric disorders. In addition, the examination of the efficacy of psychoactive drugs will be discussed. *Occasional.*

Abbrev: (30 of 30 chars) Psychopharmacological healthprof
Discussion with others: Dr. Gulnora Hundley (Counselor Education) contacted Dr. Deborah

Beidel (Psychology Department) who indicated that the psychology department does not offer a psychopharmacology course for its students. Furthermore, Dr. Beidel indicated that the department would be interested in allowing its students to enroll in the course. The Social Work Department offers a similar course; however, that course is available to Social Work majors only.

Tabled. Syllabus needs additional rigor and specificity. Keep wording “in literacy” for clarification.

LAE 7939 **ED-TL&L** **3(3,0)**

Seminar on Writing for Professional Publication in Literacy: PR: Doctoral student standing and **IDS 7501**. Designed to enhance doctoral-level publication possibilities, this course focuses on establishing students' research trajectories early on and culminates in a manuscript submission. *Occasional*.

Abbrev: (22 of 30 chars) Seminar Writ Prof Pubs

Rationale: I am unaware of any duplications or conflicts across departments or colleges. The PhD in Exceptional Education track has a course on Grant Writing; however, I have spoken to the PhD Coordinator, Dr. Lisa Dieker, and we see no overlap or conflicting goals across these two courses. Likewise, I have spoken with Dr. Glenn Lambie who noted that the Counselor Education track did not have any overlapping or conflicting courses.

College of Sciences Special Topics Additions

Tabled. Syllabus needs additional rigor and specificity. College withdrew this course on 3/10/15 per Teresa Dorman's email sent to Rhonda Nelson.

POS 7939 **COS-POLS** **3(3,0)**

ST: Research Design in Security Studies: PR: Consent of instructor. Develop the ability to produce and critique research in the field of Security Studies. *Occasional*.

Abbrev: (30 of 30 chars) Research Design in Sec Studies

Rationale: The following departments have been contacted (see attached): English, Writing and Rhetoric, Sociology, Anthropology, Statistics, Public Administration, Criminal Justice. Approval available upon request from Tonya Walker - COS Dean's Office.

3.Course Revisions

College of Arts and Humanities Course Revisions

Tabled. Committee requested this course along with a new syllabus be sent through due to multiple revisions.

DIG 5549C **~~Rapid Prototype Production Experimentation,~~
~~Application and Innovation in Games~~
Experimentation, Application, and Innovation in Games**

DIG 5549

PR: DIG 5548C-5529C or
C.I.3(1,3)-3(3,0)

Students engage Survey and development of games being used in interdisciplinary teams to create advanced rapid development projects, non-traditional applications, such as medical simulation, education and research.

Abbrev (28 of 30): ~~Rapid Prototype Production II Experiment, App, Innov Games~~

Term Offered: ~~Fall~~ Spring

Discussion with others: No conflicts.

Rationale: This course is intended to encourage and motivate our students to explore and create interactive entertainment technologies outside of games. Such topics and expectations will include educational, military and medical simulations. Revision of the course is also at the recommendation of the 10-11 Academic Program Review.

Majors taking course: MS in Interactive Entertainment

There are no programs that list DIG 5549C.

College of Engineering and Computer Science Course Revisions

~~Machine Learning Methods for Bioinformatics~~

CAP 6545

3(3,0)

Machine Learning Methods for Biomedical Data

PR:CAP 5510 or C.I.

Machine Summarize computational techniques for bridging two fields: machine learning methods and their applications biomedical science to illustrate successful data mining and knowledge discovery in Bioinformatics, an interdisciplinary context.

Rationale: Here we request the title and prerequisite change to accommodate the the emerging research theme change in this "Big Data" era. Compared to "Bioinformatics", "Biomedical data" is more general and accurate in terms of describing the applicational scope of machine learning methods taught in this course.

There are no programs that list CAP 6545.

College of Medicine Course Revisions

Tabled. Split Class. The graduate syllabus should clearly demonstrate more advanced subject matter, expectations, and rigor. Objectives should be more rigorous, all additional projects should be listed, and the assessments should be more advanced with examples given.

MCB 5225

Molecular Biology of Disease

3(3,0)

PR: Graduate standing or C.I.

An in-depth study of the molecular biological mechanism of diseases in experimental animal models and human populations.

Rationale: This course provides students with an in-depth knowledge of current advances in the molecular mechanisms underlying human diseases. Topics include autoimmunity, neurodegeneration, aging, drug addiction, obesity, and cancer. The course format will consist of lectures, discussions, and student presentations. The aim of this course is to demonstrate how various disciplines can be integrated into modern medicine and how the information can be used for drug discovery in the treatment or cure of human diseases.

Majors taking course: Biomedical MS, Biotechnology MS, Biomedical Ph.D.

There are 3 programs that list MCB 5225: Biotechnology (B.S.), Biomedical Sciences (B.S.), Biomedical Sciences - Preprofessional Concentration (B.S.)

College of Sciences Course Revisions

Applied Behavior Analysis with Children and Youth

EAB 5765

3(3,0)

PR: ~~DEP 5057 and EXP 5445~~, and graduate Graduate status or senior standing or C.I. Advanced survey of principles, procedures, and techniques of applied behavior analysis, with special attention to applications with children and youth.

Rationale: Prerequisite updated to remove EXP 5445 which was deleted. There are no programs that list EAB 5765.

4.Course Deletions

College of Sciences Course Deletions

SYD 6515

COS-SOC

3(3,0)Race,

Class and Environmental Justice PR: Graduate standing or C.I. The sociological study and analysis of the distributional impacts of environmental degradation on poor people and people of color.

Discussion with others: Public Administration approved course deletion.

Rationale: Course not offered in 5-years.

There are no programs that list SYD 6515.

SYD 6516

COS-SOC

3(3,0)

Human Dimensions of Natural Resource Management PR: Graduate standing or C.I. The dynamic relationship between social and ecological systems, and the integral role of natural resource agencies.

Discussion with others: Public Administration approved course deletion.

Rationale: Course not offered in 5-years

There are no programs that list SYD 6516.

5.Course Continuations

College of Sciences Course Continuations

STA 6662

COS-STAT

3(3,0)

Statistical Methods for Industrial Practice Variance components, PCRs, autocorrelation structures, charting, EVOP, design strategies, calibration, standards, and associated awards.

Rationale: Course will be used in PhD program being developed.

There are no programs that list STA 6662.