**Purdue Northwest Curriculum Document Coversheet**

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| **Document No:**  (According to [Instruction](http://faculty.pnw.edu/blog/curriculum-document-approval-procedures/)s[[1]](#footnote-1)) | COT 18-21 NEW COURSE CGT 34501 | **Approval by Faculty Senate:**  (Leave Blank) | 3/8/2019 |
| **Proposed Effective Date** | July 1, 2019 | **Date Reviewed by Senate Curriculum**  **Committee:**  (Leave blank) | 2/22/2019 |
| **Submitting Department:**  (Name of both Dept & College/School ) | Computer Information Technology & Graphics College of Technology | **Name(s) of Library Staff Consulted:**  (NA if not required) | N/A |
| **Date Reviewed by Department** | January 23, 2019 |  |  |
| **Submission Date:**  (Date sent to College/School Curr Comm after Dept Review) | January 25, 2019 | **Will New Library**  **Resources Used?** | **Yes** **No**  Double-click to check Yes / No. |
| **Date Reviewed by College/School Curriculum Committee** | January 25, 2019 | **Form 40 Needed?**  (Double-click one box.)  Registrar will complete Form 40 **after** Senate approval of document. | **Yes** New courses or any course change, check **YES**  **No** For **all other** curriculum matters, check **NO**. |
| **Contact Person(s):**  (Name & Title) | Magesh Chandramouli Associate Professor of CGT |  |  |

Unless marked “Leave blank” all parts of this form must be filled in **before** sending to Secretary of the Faculty Senate.

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| **Task (check all that apply and fill out sections appropriate for each change).**  Program/Concentration Change or New Program/Concentration Proposal: Complete Section I, III, & IV  Minor Change or New Minor Proposal: Complete Section I (delete sections III & IV)  Certificate Change or New Certificate Proposal: Complete Section I (delete sections III & IV)  Course Change or New Course Proposal: Complete Section II (delete sections III & IV) |
| **Program name**.  Computer Graphics Technology |
| **Degree name(s).** (If applicable.)  Bachelors of Science in Computer Graphics Technology |

## Section I: This section is for changes in programs, minors and certificates

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| **List the major changes in each program of study, minor or certificate.** |
| **Impact on Students.** (State “N/A” if proposal will not greatly affect students.) |
| **Impact on University Resources.** (State “N/A” if proposal will not require new resources, faculty or funds.) |
| **Impact on other Academic Units.** (State “N/A” if proposal will not affect other units.)(Include name of person in affected area discussed with) |

## Section II: This section is for changes in courses only

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| **Subject.** (Brief description of proposed change, addition or deletion.)  New Course - CGT 34501: Introduction to Virtual Reality for the Computer Graphics Technology program at Purdue University Northwest. |
| **Justification.** (Briefly list main reasons for proposed change, addition or deletion.)  CGT 34501 will allow students interested in this area to learn VR and use computer graphics skills from CGT courses to develop VR applications. |

Use the **Current** and **Proposed** spaces below for course changes only. Otherwise, mark “N/A”

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| **Current:** (Course changes: include entire present catalog information. Leave blank if new course) | | **Proposed:** (Course changes: include entire new catalog information.)  CGT 34501: Introduction to Virtual Reality  Credit Hours 3.00. This course covers the theoretical knowledge for Virtual Reality (VR) for the multiple modes of VR namely, immersive, augmented and desktop. The students will be introduced to the industry standard VR hardware and software for a variety of applications. Topics include VR theory immersion, interaction, and perception, multimodal VR, and technical characteristics. Students will develop VR applications using contemporary software and hardware.  Prerequisites: (CGT 11800 with a grade of “C” or better) AND (CGT 21500 with a grade of “C” or better) AND (CGT 24100 with a grade of “C” or better).  Total Credits: 3.00 Pattern: 2-2-3 Type: Lecture (LEC) / Lab (LAB) Level: Undergraduate (UG) Semesters: Fall, Spring, Summer Fees: None Grading: Regular (G) |
| **Is this course also:** | **General Education** | **Currently Designated ExL (see** [**instructions[[2]](#footnote-2)**](http://faculty.pnw.edu/blog/curriculum-document-approval-procedures/)**)** |

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| **Course Objectives / Learning Outcomes.** (New courses only. List main outcomes. If lengthy, attach separate page.)  1. Summarize the essential properties of Virtual Reality (VR).  2. Understand and distinguish commonly used industry VR software and hardware.  3. Understand the most widely used VR modes including immersive VR, augmented VR, & desktop VR.  4. Create digital VR content based on the theoretical foundations of interaction, immersion, and navigation. |
| **Impact on Students.** (State “N/A” if proposal will not greatly affect students.) N/A |
| **Impact on University Resources.** (State “N/A” if proposal will not require new resources, faculty or funds.) N/A |
| **Impact on other Academic Units.** (State “N/A” if proposal will not affect other units.) (Include name of person in affected area this was discussed with.) N/A |

(Boxes will expand and spill over onto next page to accommodate your typing.)

1. <http://faculty.pnw.edu/blog/curriculum-document-approval-procedures/> [↑](#footnote-ref-1)
2. <http://faculty.pnw.edu/blog/curriculum-document-approval-procedures/> [↑](#footnote-ref-2)