

**Programs Committee**  
**Agenda Items for UCC November 17, 2020**

**Proposed revisions to templates**

**1. New Programs**

Add the following to align to new HLC requirement

<b>Category</b>	<b>Number of Credit Hours</b>	<b>Percent of Total</b>
Existing or repackaged curricula: <i>Courses from existing inventory of course at OHIO</i>		
Revised or redesigned curricula: <i>Courses for which content has been revised for the new program</i>		
New curricula: <i>Courses developed for the new program that haven't been offered at OHIO</i>		
Total: <i>Must match the total number of credit hours required for the program</i>		

**2. Program Changes**

Add a question about whether or not the program has been changed since 2015. If so, please list the approved changes in addition to the proposed change.

**SECOND READINGS – PROGRAM CHANGES**

NA

**SECOND READINGS – NEW PROGRAMS**

NA

**PROGRAM CHANGES**

**1. Russ College of Engineering & Technology**

Program Code: BS7262

Program Name: Chemical Engineering- Materials Track

Department: Chemical and Biomolecular Engineering

Contact: Darin Ridgway

Program Code: BS7263

Program Name: Chemical Engineering- Biological Track

Require either CHE 1000 or ChE 1100 or ET 2800. (ET2800 is the change)

Update the list of Technical Elective courses accepted toward the degree. This is necessary as new elective courses have been developed or identified as appropriate. There is no impact on required program hours, although students completing ET 2800 will complete more hours than the degree requires.

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**2. Russ College of Engineering & Technology**

Program Code: BS7263  
Program Name: Chemical Engineering- Biological Track  
Department: Chemical and Biomolecular Engineering  
Contact: Darin Ridgway

Require either CHE 1000 or ChE 1100 or ET 2800. (ET2800 is the change)

Update the list of Technical Elective courses accepted toward the degree. This is necessary as new elective courses have been developed or identified as appropriate. There is no impact on required program hours, although students completing ET 2800 will complete more hours than the degree requires.

**3. Russ College of Engineering & Technology**

Program Code: BS7264  
Program Name: Chemical Engineering- Energy and the Environment Track  
Department: Chemical and Biomolecular Engineering  
Contact: Darin Ridgway

Require either CHE 1000 or ET 2800. (ET2800 is the change)

Update the list of Technical Elective courses accepted toward the degree. This is necessary as new elective courses have been developed or identified as appropriate. There is no impact on required program hours, although students completing ET 2800 will complete more hours than the degree requires.

**4. College of Fine Arts**

Program Code: BF5155  
Program Name: Film  
Department: School of Film  
Contact: Ofer Eliaz

Change GPA requirement to Maintenance of a 2.7 GPA in courses within the major. Original requirement was: Maintenance of a 3.0 GPA in courses within the major.

Change Core I requirement to require students to select 2 of the following courses: FILM 2010 (Introduction to Film: History of World Cinema), FILM 2020 (Introduction to Film: Film Analysis), FILM 2030 (Introduction to Film: Documentary). Current requirement is to take FILM 2020 and FILM 2030.

Eliminate the requirement to take FILM 4910: Internship.

**5. College of Fine Arts**

Program Code: ORFILM  
Program Name: Film Minor  
Department: School of Film  
Contact: Ofer Eliaz

Add to Core Film Studies Requirements: Complete 1 of the following: FILM 3150: Film Studies 1 or FILM 3160: Film Aesthetics.

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Eliminate FILM 3400: Film Techniques from Core Techniques requirements.

Add the following courses to the list of possible Film Electives options: FILM 4440: Media Arts Management, FILM 3150: Film Studies 1, FILM 3160: Film Aesthetics.

Remove the following courses from the list of Film Electives options: FILM 3380: Studies in Documentary Film, FILM 4210: International Film I, FILM 4220: International Film II, FILM 4610: Motion Picture Production I, FILM 4620: Motion Picture Production II

**6. College of Business**

Program Code: BB6121

Program Name: Accounting

Department: Marketing

Contact: Katie Hartman

Program Code: BB6158

Program Name: Business Analytics

Program Code: BB6137

Program Name: Management Information Systems

Program Code: BB6125

Program Name: Finance

Program Code: BB6124

Program Name: Business Economics

Program Code: BB6120

Program Name: Business Prelaw

Program Code: BB6156

Program Name: Entrepreneurship

Program Code: BB6122

Program Name: General Business

Program Code: BB6132

Program Name: International Business

Program Code: BB6126

Program Name: Management and Strategic Leadership

Program Code: BB6127

Program Name: Marketing

The proposed changes aligns the BBA programs with the new BRICKS general education requirements. In the 2020-21 UG catalog, these are listed “Requirements for all B.B.A Majors.” There is no impact on program learning outcomes or assessment plans. The BBA program learning outcomes include Intercultural Knowledge and Competence and Ethical Reasoning. Changes allow for better assessment of learning outcomes within the college’s fiveyear assessment plan.

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Changes are limited to the “Selected General Education Requirements” section of the BBA college-level requirements and include: • Catalog language replacing Tier-specific language with BRICKS language • Revision of Global Perspectives • Addition of an Ethical Perspectives Requirement

Current	Proposed
<i>Selected General Education Requirements</i>	<i>Selected General Education Requirements</i>
<p>In addition to meeting all Ohio University Tier I, II, and III General Education requirements, B.B.A. candidates are required to take coursework to meet the following targeted areas. Some of these courses will also meet Tier I and Tier II requirements.</p> <p><b>Composition</b> ENG 1510 or 1610 (for non-native English speakers only)</p> <p><b>Mathematics</b> MATH 1350</p> <p><b>Economics</b> ECON 1030 and 1040</p> <p><b>Global Perspective</b></p> <p>Three options exist:</p> <ol style="list-style-type: none"> <li>1. Completion of a foreign language to 2120 or higher</li> <li>2. 6 hours of approved coursework from the following:            Anthropology: ANTH 3800, 3810, 3830, 3850            Communication Studies: COMS 4100            World Religions: CLWR 3330, 3340, 3350, 4330            Economics: ECON 3400, 3410, 3500, 3530, 4550, 4730, 4740, 4750, 4760            Finance: FIN 4550            Geography: GEOG 1200, 3290, 3310, 3350, 3380            History: HIST 1220 or 1330, 3231, 2460 3232, 3250, 3330, 3360, 3411, 3420, 3440, 3452, 3481, 3641, 3731, 3820, 3822, 3831, 3865, 4902            International Studies: INST 1100, 1400, 1600, 2100, 3201, 3202            Linguistics: LING 2750            Management: MGT 3600, 3650, 4640, 4650 Marketing: MKT 4410            Political Science: POLS 1500, 2500, 4310, 4340, 4360, 4410, 4440, 4450            Note: Only one of the following may be included in the 6 global hours: HIST 1220, 1330</li> </ol> <p>3. Successful completion of one of the following International Experience programs</p>	<p>In addition to meeting all Ohio University <b>BRICKS</b> General Education requirements, B.B.A. candidates are required to take coursework to meet the following targeted areas. Some of these courses will also meet <b>BRICKS general education</b> requirements. <del>Composition ENG 1510 or 1610 (for non-native English speakers only)</del></p> <p><b>Mathematics</b> MATH 1350</p> <p><b>Economics</b> ECON 1030 and 1040</p> <p><b>Cultural Perspectives</b></p> <p>Cultural Perspectives courses prepare you for active participation in multicultural business contexts in the US and globally. Through these courses, you will learn cultural self-awareness, cultural frameworks, empathy, communications, curiosity, and openness. B.B.A. candidates are required to complete a minimum of six total credit hours of coursework designated as:</p> <ul style="list-style-type: none"> <li>• <b>BRICKS Intercultural Explorations and/or</b></li> <li>• <b>BRICKS Diversity &amp; Practice.</b></li> </ul> <p>Students who complete one of the following International Experience programs will fulfill the Cultural Perspectives requirement:</p> <ul style="list-style-type: none"> <li>• Global Consulting Program (GCP), visit: <a href="http://www.cob.ohio.edu/gcp">www.cob.ohio.edu/gcp</a></li> <li>• Ohio International Consulting Program (OICP), visit: <a href="http://www.cob.ohio.edu/oicp">www.cob.ohio.edu/oicp</a></li> </ul> <p>Note: The <b>Cultural</b> Perspectives requirement is waived for international students on a F1 visa.</p> <p><b>Ethical Perspectives</b></p> <p>Ethical Perspectives courses prepare you to make difficult decisions when ethical considerations are involved and when the answers are not straightforward. Through these courses, you will learn to recognize and evaluate ethical issues and use ethical self-awareness, perspectives, and concepts to make ethical decisions.</p>

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**7. Scripps College of Communication**

Program Code: BC5329

Program Name: Information Telecommunication Systems

Department: Emergine Communication Technologies

Contact: Trevor Roycroft

Advanced network applications like live video, audio, or gaming frequently demand specific services from the network infrastructure. Advanced applications like live video and gaming are a function of not only the type of data that is being transferred but of the transmission requirements of the information and the location of the information being exchanged. Augmented and virtual reality are two examples of applications that may demand specific services from networks and also need to know from where the required information can be delivered by the network to the end user. To address this technology transformation, the J. Warren McClure School of Emerging Technologies proposes to evolve the ITS degree into two tracks: the traditional track (ITS) will remain dedicated to information telecommunication systems networking; the new track (ECT) will be dedicated to emerging communication technologies production, e.g., virtual and augmented reality (VR/AR). According to our school advisory board, students possessing both networking and content production skills have a competitive advantage in the marketplace. Adding a second track to our major will allow our students to develop this competitive edge by combining courses that build competency in both networking and content production.

The current ITS major requires that students complete at least 78 semester credit hours. Completion of the ECT track requires students to complete at least 82 credit hours. Current ECT/ITS resources are sufficient to meet expected demand, which is anticipated to grow during the first three years from an initial five to a steady-state of 12 total ECT track students.

The new track would be the Emerging Communications Technologies Track. Below is the comparison between the two

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Table 1	
ECT Track	Existing ITS Major (New ITS Track)
<b>Intro Requirements (12 credits)</b> ITS 2140 - Intro to Emerging Technologies (3) ITS 2300 - Data Networking (4) ECT 1700 - Digital Design for Games/VR (3) ECT 1710 - Digital Design Tools (2)	<b>Intro Requirements (9 credits)</b> ITS 2140 - Intro to Emerging Technologies (3) ITS 2300 - Data Networking (4) ITS 3100 - Internet Applications (4)
<b>Core Requirements (11 credits)</b> ECT 1210 – Introduction to Virtual Reality Technology (4) ECT 2210 - Intro to VR Production (4) ECT 4440 - Games/VR Capstone (dual offer w/ ITS 4440) (3)	<b>Core Requirements (10 credits)</b> ITS 3110 - Network Transport, Optical Networking (4) ITS 4020 - Strategic Decision Making in ITS Industries (3) ITS 4440 - Lifecycle Management of Telecom Systems (3)
<b>Electives (15 credits) Choose 5 (at least 3 from ECT):</b> ITS 3100 - Internet and Network Systems (4) ITS 3110 - Technical Foundations for Comm (4) ITS 4020 - Strategic Decision Making in ITS (3) ITS 4310 - Privacy in the Internet Age (3) ITS 4750 - Internet Engineering (4) ITS 4900 – Topical Seminar (3) ITS 4920 – Practicum in Communication Systems (1-3) ECT 2750 - New Media Storytelling (3) ECT 3220 - Virtual Reality: Cine-VR (3) ECT 3230 - Virtual Reality: Immersive Audio (3) ECT 3240 - Virtual Reality: VR Interactive (3) ECT 2401 - Digital Game Design (3) ECT 3401 - Game Development I (3) ECT 4401 - Game Development II (3) ECT 4910 - Internship (3 credit max)	<b>Electives (15 credits) Choose 5:</b> ITS 3019 - Information and Telecommunication Policy I (3) ITS 3021 - Information and Telecommunication Policy II (3) ITS 4290 - Comm Network Analysis and Design (3) ITS 4310 - Privacy in the Internet Age (3) ITS 4370 - Wireless Networking (3) ITS 4410 - Voice over IP Systems (3) ITS 4510 – Telecom Network Security (3) ITS 4530 - Encrypted Communications (3) ITS 4750 - Internet Engineering (4) ITS 4900 - Topical Seminar (3) ITS 4920 - Practicum in Communication Systems (1-3)
<b>General Courses (24 credits)</b> COMS 1030 - Fundamentals of Public Speaking (3) ACCT 1005 - Accounting for Business Activities (3) ECON 1030 - Principles of Microeconomics (3) ECON 1040 - Principles of Macroeconomics (3) FIN 3000 - Introduction to Corporate Finance (3) MGT 2000 - Introduction to Management (3) MIS 2021 - Business Information Systems (3) MKT 2020 - Marketing Principles (3)	<b>General Courses (24 credits)</b> COMS 1030 - Fundamentals of Public Speaking (3) ACCT 1005 - Accounting for Business Activities (3) ECON 1030 - Principles of Microeconomics (3) ECON 1040 - Principles of Macroeconomics (3) FIN 3000 - Introduction to Corporate Finance (3) MGT 2000 - Introduction to Management (3) MIS 2021 - Business Information Systems (3) MKT 2020 - Marketing Principles (3)
<b>Statistics (3-4 credits) Choose 1:</b> COMS 3520 - Quantitative Inquiry in Comm ECON 3810 - Economic Statistics MATH 2500 - Intro to Statistics PSY 2110 - Statistics for the Behavioral Sciences QBA 1720 - Introduction to Information Analysis and Descriptive Analytics	<b>Statistics (3-4 credits) Choose 1:</b> COMS 3520 - Quantitative Inquiry in Comm ECON 3810 - Economic Statistics MATH 2500 - Intro to Statistics PSY 2110 - Statistics for the Behavioral Sciences QBA 1720 - Introduction to Information Analysis and Descriptive Analytics
<b>Programming (3-4 credits) Choose 1:</b> ITS 2801 - Scripting Projects CS 2300 - Computer Programming in JAVA CS 2400 - Introduction to Computer Science I ET 2100 - Programming in C	<b>Programming (3-4 credits) Choose 1:</b> ITS 2801 - Scripting Projects CS 2300 - Computer Programming in JAVA CS 2400 - Introduction to Computer Science I ET 2100 - Programming in C
<b>Area of Concentration (14 credits)</b> Five related courses outside of the ITS/ECT prefix.	<b>Area of Concentration (14 credits)</b> Five related courses outside of the ITS prefix.

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**FIRST READING- NEW PROGRAM/ CERTIFICATE**

**1. College of Fine Arts**

Program Code: CTX25U

Program Name: Certificate in Dance Production

Department: School of Dance

Contact: Tresa Randall

The undergraduate Certificate in Dance Production is for dance, theater, musical theater, and theater production/design/technology students, as well as other interested students, who wish to gain a deeper knowledge of the differentiation between Lighting and Production for Theatre vs. Lighting and Production for Dance. The intent of this certificate is to develop students' abilities to work in the field of dance production and lighting, or in theater production and design with in depth knowledge of dance production, thus expanding their future design opportunities and careers.

15 credit hours minimum

Core Courses (12 cr. hrs)

DANC 1801: Dance Production I 2 credit hours

DANC 2801: Lighting for Dance 2 credit hours

DANC 3801: Dance Production II 1 credit hour

DANC 2700: Histories, Traditions, and Languages of Dance 3 credit hours

THAR 1394: Fundamentals of Lighting, Sound, and Stage Management 4 credit hours

Movement Course (1 cr. hr)

Select from among the following:

DANC 1010: Introduction to Modern Dance 1 credit hour

DANC 1020: Introduction to Ballet 1 credit hour

DANC 1040: Introduction to Jazz Dance 1 credit hour

DANC 1050: Introduction to African Dance 1 credit hour

For Dance majors or minors: DANC 1210: Modern Dance Technique I 2 credit hours

Electives (min. 2 cr. hrs)

Select from among the following:

DANC 4830: Dance Choreography and Video Techniques 1.5 credit hours

THAR 4312: Lighting Design Cueing 3 credit hours

THAR 3310: Lighting Design 1 3 credit hours

THAR 3319: Stage Electrics 3 credit hours

THAR 3605: Stage Management 3 credit hours



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**2. College of Arts & Sciences**

Program Code: BSXX13

Program Name: Environmental Science and Sustainability

Department: College of Arts & Sciences

Contact: Sarah Wyatt

Environmental Science and Sustainability is a multi-disciplinary program that provides scientific knowledge of the natural world, the living organisms that inhabit it, and social sciences at the core of sustainability. Students will learn the scientific principles that underlie environmental issues, the effects of human actions, and the public policies and regulations that influence those actions. Students will complete a core curriculum from a range of disciplines to provide a broad foundation in environmental science and sustainability issues and choose major electives from a variety of departments to tailor the program to their interests. The program is unique in its inter-, multi-disciplinary approach, it draws major requirements and electives from courses and expertise in ten departments/program across the College of Arts and Sciences and the Voinovich School. Students who pursue this degree will be prepared for careers in environmental resource management, governmental and non-governmental agencies, companies pursuing social responsibility, with a wide variety of roles from science to public policy. All courses are currently available, so no additional resources should be needed.

The Program of Study is below.



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Table 1. Required Courses*				
	Number	Name	Credits	
Year 1	PBIO 1000 (L)	Plants and their Global Environment (+ lab)	3 + 1	
	CAS 1415	Intro to Sustainability	3	
	PBIO 1140 or BIOS 1700 <u>and</u> BIOS 1705	Foundations of Plant Biology or Biological Science I <u>and</u> Biological Sciences I Laboratory	4	
	GEOG 1100	Physical Geography	4	
	GEOL 2150 <u>and</u> GEOL 2020	Environmental Geology <u>and</u> Introductory Geology Laboratory	3+1	
	MATH 1350	Survey of Calculus	4	
	SOC 1000	Introduction to Sociology	3	
Year 2	CHEM 1210 or 1510	General Chemistry I	4	
	CHEM 1220 or 1520	General Chemistry II	4	
	GEOG 2400	Environmental Geography	3	
	PBIO 2090	Plant Ecology	3	
	ECON 1030	Principles of Microeconomics	3	
Subtotal 43 credits				
Year 3 - Ethics requirement				
	PHIL 3350	Environmental Ethics	3	
Year 3 - Statistics requirement (choose one)				
	PBIO 3150	Statistical Methods in Plant Biology	4	
	GEOG 2170	Introduction to Statistics in Geography	3	
	MATH 2500	Introduction to Statistics	3	
Year 3 –Environmental Economics requirement (choose one)				
	ECON 3130	Economics of the Environment	3	
	ECON 3010C	Economy of Altruism	2	
	ECON 3350	Energy Economics	3	
	ECON 3510	Agricultural Development	3	
	MKT 4100	Sustainability Marketing	3	
Year 3 – Social Equity/Justice requirement (choose one)				
	GEOG 3410	Geography of Hunger and Food Security	3	
	GEOG 4560	The Just & Sustainable City	3	
	SOC 2300	Social Inequalities and Social Change	3	
	SOC 4810	Environmental Sociology	3	
Year 3 - Environmental Policy and Planning requirement (choose one)				
	POLS 4840	Politics of Sustainability	3	
	ES 3620	Environmental Science and Public Policy	3	
	ES 4710	Bioenergy: Science, Policy and Business	3	
	POLS 4250	Envtl & Natural Resource Politics and Policy	3	
	GEOG 4520	Environmental and Sustainability Planning	3	
Year 3 or 4 - Experiential Learning (choose one)				
	PBIO 4940	Undergraduate Research	2	
	GEOG 4942	Research Experience in Env. Geography	2	
	PBIO <u>or</u> GEOG 4910	Internship	2	
	ES 4832	Sustainability Implementation Practicum	3	
	ES 4910	Env. Studies Leadership Experience	2	
Subtotal 16-19 credits				

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Year 3 and 4 - Major Electives (choose 4 courses from at least two departments, with a minimum of 2 at the 3XXX or 4xxx level)				
	BIOS 2200	Conservation & Biodiversity	3	
	GEOG 2680	Introduction to GIS & Mapping	3	
	GEOL 2710	Water Resource & Sustainability	3	
	GEOL 2310	Water and Pollution	3	
	PBIO 2060	Sustainable Agriculture	3	
	BIOS or GEOG 3160	Biogeography	3	
	GEOG 3020	Climatology	3	
	GEOG 3150 or GEOG 3300	Landforms and Landscapes or Geomorphology	3	
	GEOG 3310	Geography of Africa	3	
	GEOG 3330	Appalachia: Land and People	3	
	GEOG 3350	Geography of Latin America	3	
	GEOG 3430	Global Issues in Environment	3	
	GEOG 3440	Agricultural Ecosystems	3	
	GEOG 3450	Access to Water in a Changing World	3	
	GEOG 3580	Environmental Hazards	3	
	GEOL 3060	Geodata Analysis for Geological Sciences	3	
	GEOL 3700	Groundwater Fundamentals and Practices	3	
	PBIO 3220	Tropical Ecology	3	
	PBIO 3260	Plant Ecophysiology	4	
	PBIO 3330	Restoration Ecology	3	
	REC 3550	Principles of Ecotourism	3	
	SOC 3090	Sociology of Appalachia	3	
	PBIO 4380	Soil Properties and Ecosystems Processes	4	
	BIOS 4310	Aquatic Biology	3	
	ES 4250	Watershed Management	3	
	ES 4300	Field Methods in ES	3	
	ES 4610	Resilience Theory and Practice (at UCC)	3	
	ES 4720	Energy Systems and Policy	3	
	ES 4730	Environmental Entrepreneurship	3	
	GEOG 4170	Landscape Ecology	3	
	GEOG 4660	Remote Sensing	3	
	GEOG 4450	Gender, Environment and Development	3	
	GEOG 4470	Natural Resource Conservation	3	
	GEOL 4270	Water Geochemistry	3	
	GEOL 4750	Watershed and Stream Hydrology	3	
	GEOL 4800	Hydrogeology	3	
Major Elective Subtotal			14-17 credits	
Year 4 - T3/Capstone (choose one)				
	T3 4850	Sustainability Citizenship	3	
	T3 4080	Environmentalism in America	3	
	T3 4010	Climate Change and Public Health	3	
	ES 4500	Environmental Studies Capstone	3	
Capstone			3 credits	
Major requirements - Total			76- 81 credits	
Credit hours required for degree completion (inclusive of college and university requirements):				120

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**3. Scripps College of Communication**

Program Code: BSXX09  
Program Name: Virtual Reality and Game Development  
Department: Emergence Communication Technologies  
Contact: Julio Arauz

The Virtual Reality and Game Development major (VRG) is housed in the McClure School of Emerging Communication Technologies (McClure). In addition to a core set of Virtual Reality and game design classes, VRG electives within the McClure School introduce our students to the information networking systems and coding required to solve problems and implement VR and game systems within a larger context. Within the 120 total credit hours needed to complete their undergraduate degree, the students' business or communication courses (two minors from which they must choose) prepare our students to become effective leaders, entrepreneurs and/or creative problem solvers in a wide variety of industries.

The total credit hours required for completion of the major:

59 credit hours for major

+ 15 credit hours for minor

The total credit hours required for completion of the degree: 120 credit hours

<b>Major Requirements within ECT (37 credits)</b>
ECT 1210 Understanding VR Technologies (4 credits) ECT 1700 Foundations of VR & Game Development (3 credits) ECT 1710 Digital Tools for VR and Games (2 credits) ECT 2210 Intro to VR Production (4 credits) ECT 2401 Game Design (3 credits) ECT 2750 New Media Storytelling (3 credits) ECT 3260J VR: Critical Analysis and Evaluation (3 credits) ECT 3401 Game Dev I (3 credits)
Choose 3: ECT 3220 VR Production: cine-VR (3 credits) ECT 3230 VR Production: Interactive (3 credits) ECT 3210 VR Production: Immersive Audio (3 credits) ECT 4401 Game Dev II (3 credits)
Choose 1: ECT 4440 VR and Game Design Capstone (3 credits) COMM 4023 Theme Park Capstone (3 credits)
<b>Major Requirements outside of ECT (13 credits)</b>
COMS 1030 Public Speaking (3 credits) ITS 2140 Intro to Info and Telecom Systems (3 credits) ITS 2801 Scripting Projects (3 credits)
Choose 1: PSY 1110 Elementary Statistical Reasoning (3 credits) PSY 2110 Statistics for the Behavioral Sciences (3 credits) PHIL 1200 Principles of Reasoning (3 credits)
<b>Electives for the major (9 credits)</b>
ECT 2411 Game Design: World Creation (3 credits) ECT 2900 Special Topics (3 credits) ECT 4110 Augmented Reality Development (3 credits) ECT 4910 Internship (1-8 credits) ECT 4920 Practicum (1-4 credits) ECT 4900 Special Topics (3 credits) ITS 2010 Understanding Internet Tech (3 credits)

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ITS 2300 Data Networking (4 credits) ITS 3100 Internet Applications / Systems (4 credits) ITS 3110 Technical Foundations for Communication (4 credits) ITS 4020 Strategic Decision Making in ITS (3 credits) ITS 4310 Privacy in the Internet Age (3 credits) MDIA 1350 Animation Foundation (3 credits) MDIA 2500 Animation I (3 credits) MDIA 3500 Animation II (3 credits) COMS 3200 Comm & New Technologies (3 credits) COMS 4110 Comm w/ People w/ Disabilities (3 credits) COMS 4510 Instructional Training (3 credits) ENG 3860 Composing in New Media (3 credits) ECT 4250 Transmedia Storytelling (3 credits)	
<p>OPTIONS IF NOT PREVIOUSLY CHOSEN AS REQUIREMENTS:</p> ECT 3220 VR Production: cine-VR (3 credits) ECT 3230 VR Production: Interactive (3 credits) ECT 3240 VR Production: Immersive Audio (3 credits)	
<b>Minor (15 credits) Choose one of two options: Business or COMS</b>	
Business minor	Communication Studies minor
ACCT 1005 (3 credits) MGT 2000 (3 credits) MKT 2020 (3 credits) FIN 3000 (3 credits) MIS 2021 (3 credits)	COMS 1030 X Note: COMS 1030 is listed as previous requirement, above.  Choose 2: COMS 1100 (3 credits) COMS 2050 (3 credits) COMS 2060 (3 credits) COMS 2150 (3 credits)  Choose 3: 9 credits from any COMS classes: (COMS 2020, 2040, 2400, 3060, 3200, 3300, 3410, 3420, 3520, 3602, 3603, 3610, 4050, 4100, 4110, 4200, 4410, 4630, 4900)
<b>BRICKS (38 credits)</b>	
Foundations (11 hours) Pillars (11 hours) Arches (9 hours) Bridges (4 hours) Capstone (2 hours) VRGD students will find at least 9 BRICKS hours within their required courses. <ul style="list-style-type: none"> <li>• Foundations [one of the quantitative courses listed, above] (3 hours)</li> <li>• Foundations [ECT 3260J has been accepted (written foundation)] (3 hours)</li> <li>• Bridges [currently proposing ECT 1210 (ethical reasoning)] (1 hour)</li> <li>• Capstone [ECT 4440 has been accepted] (2 hours)</li> </ul>	
<b>Additional Credits/Electives (as needed to complete 120 hours)</b>	
Students require a total of 120 credits to graduate from the Virtual Reality and Game Development major. Elective credits may be used inside or outside the major. However, electives courses must include: <ul style="list-style-type: none"> <li>• At least two programs (two different prefixes)</li> <li>• A minimum 8 credits at 3xxx and 4xxx level A certificate is recommended but not required.</li> </ul>	
<b>Total: 120 hours</b>	

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**EXPEDITED**

**1. College of Business**

Program Code: CTOAMG

Program Name: Operations and Supply Chain Management Certificate

Department: Management

Contact: Gary Coombs

We are removing one course from the “choose from among” set in order to include that course in a proposed, advanced/follow-on certificate program. This will result in three required courses with no “choice from among” component. Total required credits remains unchanged.

Change Curricular requirements from:

CTOAMG Certificate in Operations & Supply Chain Management (3 courses = 9 hours)

- MGT 5020: Management of Operations & Project Management

Choose 2 from among:

- MGT 5021: Lean Six Sigma
- MGT 5022: Sustainable Supply Chain Management
- MGT 5023: Supply Chain Risk

To: CTOAMG Certificate in Operations & Supply Chain Management (3 courses = 9 hours)

- MGT 5020: Management of Operations & Project Management
- MGT 5021: Lean Six Sigma
- MGT 5023: Supply Chain Risk

**2. College of Business**

Program Code: MS8162

Program Name: Master of Science in Athletic Administration

Department: Sports Administration

Contact: Jim Strobe

The College wishes to reduce the number of letters of recommendation from three to two.

**3. College of Business**

Program Code: MS8161

Program Name: Master of Sport Administration (Professional/Online)

Department: Sports Administration

Contact: Jim Strobe

The College wishes to reduce the number of letters of recommendation from three to two.

**4. College of Business**

Program Code: MS8112

Program Name: Master of Sport Administration

Department: Sports Administration

Contact: Jim Strobe

Due to university strategic changes with regard to requiring standardized tests as part of admissions processes the College of Business is no longer requiring GMAT/GRE for graduate admissions.

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**NOTIFICATIONS**

**Program Suspension**

**1. Patton College of Education**

Program Code: CTTTWG

Program Name: Transition to Work Certificate

Department: Teacher Education

Contact: Frans Doppen

Due to low enrollment, the Transition to Work Certificate (CTTTWG) is suspending admissions, effective fall semester 2020.

There are currently 6 students seeking the certificate. All required coursework will be offered until the current students have completed the certificate. The date the last student will be awarded the certificate is at the end of Fall 2020.

This impacts one OHIO faculty member who previously taught the Spring semester course. All other courses in this endorsement program were taught by adjunct instructors.

**2. Patton College of Education**

Program Code: MS6327

Program Name: Professional Tennis Management

Department: Recreation and Sport Pedagogy

Contact: Bruce Martin

The Professional Tennis Management program was intended to begin in the 2018-2019 academic year. The potential start date was delayed multiple times due to insufficient enrollment.

Unfortunately, the program never achieved the necessary number of students to ensure financial viability. After further review and in light of faculty capacities, it was determined that this program is not going to move forward. Effective in fall semester, 2020, the program suspended admissions and is filing the necessary documentation to close the program.

**Graduate Curriculum Cleanup**

**1. Patton College of Education**

Program Code: PH6276

Program Name: Higher Education

Department: Counseling and Higher Education

Contact: David Nguyen

As a faculty, we are requesting a change to the program requirements to remain current on current trends in the field of higher education and student affairs.

1. Increase the number of required courses from seven courses (21 credits) to eight courses (24 credits)
2. Reduce the number of elective courses from three courses (9 credits) to two courses (6 credits)
3. Instead of offering a choice of practicum courses, students will only choose the one offered with frequency (EDHE7920)
4. Explicitly outlining the minimum scholarly tools courses needed to be taken by students.



# Programs Committee

## Agenda Items for UCC November 17, 2020

### PH6276 Changes in Higher Education PhD Curriculum

OLD			NEW		
<b>CORE</b>	EDHE 6885 - History and Philosophy of American Higher Education (3 cr.)	Select seven courses for <b>21</b> Credits	<b>CORE</b>	EDHE 6885 - History and Philosophy of American Higher Education (3 cr.)	Complete the following courses for a total of <b>24</b> hours.
	EDHE 6890 - Legal Issues in American Higher Education (3 cr.)			EDHE 6890 - Legal Issues in American Higher Education (3 cr.)	
	EDHE 7210 - Diversity in American Higher Education (3 cr.)			EDHE 7210 - Diversity in American Higher Education (3 cr.)	
	EDHE 7800 - College Teaching			EDHE 7790 - Finance and Budgeting in Higher Education (3 cr.)	
	EDHE 7850 - Organization and Governance of Higher Education (3 cr.)			EDHE 7850 - Organization and Governance of Higher Education (3 cr.)	
	EDHE 7880 - Policy Perspectives in Higher Education (3 cr.)			EDHE 7860 - Leadership and Change Management in Higher Education (3 cr.)	
	EDCP 7250 - Advanced College Student Development: Theories and Research (3 cr.)			EDHE 7880 - Policy Perspectives in Higher Education (3 cr.)	
				EDCP 7250 - Advanced College Student Development: Theories and Research (3 cr.)	
<b>Electives</b>	EDHE 7915 Service-learning in Ecuador (3 cr.)	Select three courses for <b>9</b> Credits	<b>Electives</b>	Students will complete at least two (2) courses greater than 5000-level courses	3 x 3 = <b>6</b> Credits
	EDHE 7390 The American Community College (3 cr.)				
	EDHE 7780 - Assessment and Evaluation in Higher Education and Student Affairs (3 cr.)				
	EDHE 7790 - Finance and Budgeting in Higher Education (3 cr.)				
	EDHE 7820 - Effective Curriculum Development and Teaching Practices in American Higher Education (3 cr.)				
	EDHE 7830 Institutional Research and Planning in Higher Education (3 cr.)				
	EDHE 8210 Critical Race Theory in Higher Education (3 cr.)				
<b>Field Experience</b>	EDHE 7810 Practicum in College Teaching and Curriculum Development	Select one course for <b>3</b> credits	<b>Field Experience</b>	EDHE 7920 - Practicum in Higher Education Administration and Leadership (3 cr.)	<b>3</b> Credits
	EDHE 7920 - Practicum in Higher Education Administration and Leadership (3 cr.)				
<b>Scholarly Tools</b>	EDRE 7200 Educational Statistics (4 cr.)	<b>15</b> Credits	<b>Scholarly Tools</b>	EDRE7500 - Intro to Qualitative Research (4 cr.)	<b>16</b> Credits
	EDRE 7500 Introduction to Qualitative Research Methods in Education (4 cr.)			EDRE7200 - Educational Statistics (4 cr.)	
	EDRE 7330 Research Design in Education (4 cr.)			EDRE7330 - Research Design in Education (4 cr.)	
	EDHE 8900 Scholarly Writing (3 cr.)			EDCE 8240 - Counselor Education Professional Publications (4 cr.)	
<b>Dissertation</b>	Dissertation Credits	<b>12</b> Credits	<b>Dissertation</b>	Students must complete at least 12 dissertation credits	<b>12</b> Credits
		<b>Total</b>			<b>Total</b>
		<b>60</b>			<b>61</b>



**Programs Committee**  
**Agenda Items for UCC November 17, 2020**