

**BERKELEY CITY COLLEGE**  
**October 15, 2015**  
**Curriculum Committee Meeting Minutes**

Process Title	Discipline	Course Number	Full Course Title	Effective Term	Units	Hours	Grading	Prerequisites	Catalog Description	Top Code	Justification	List of Changes	Curriculum Committee Action
BCC New Course	MMART	191	3D Modeling for Animation & Game Design	F16	3 units	3 hours lecture	(GR or P/NP)	Recommended Preparation: MMART 177, 177L, and 188	3D Modeling: Principles and practices of modeling in polygons, NURBS, and subdivision surfaces; applications of textures, materials, and lighting to models; rendering with appropriate materials, lighting and cameras.	0614.40	Satisfies requirement for A.A. and Certificate in Multimedia Arts with a Specialization in Animation.	New Course	Approved

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College	Proposal Type	Program Title	Award Type	Effective Term	Top Code	Justification/ List of changes	Curriculum Approval Date	CIPD Action
Berkeley City College	Program Correction	Introductory Game Design	AA	Spring 16	0955.00	Based on BACCC's feedback, the following elements were changed: 1. Program Title (Formerly approved as "Game Design Level I") 2. Catalog Description 3. Career Opportunities	Tabled	
Berkeley City College	Program Correction	Game Design Prototyping	CA	Spring 16	0955.00	Based on BACCC's feedback, the following elements were changed: 1. Program Title (Formerly approved as "Game Design Level II") 2. Catalog Description 3. Career Opportunities	Tabled	