Process Title	Discipline	Course Number	Full Course Title	Effective Term	Units	Hours	Grading	Prerequisites	Catalog Description	Top Code	Justification	List of Changes	DE Addendum	Action
BCC New Course	MMART	191	3D Modeling for Animation & Game Design	Fall 2016	3 units	2 hours lecture, 4 hours laboratory	(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 CC Approved 11/05/2015		Approved
BCC Course Changes in Catalog Info	MATH	003A	Calculus I	Fall 2016	5 units	5 lecture hours	(GR or P/NP)	Prerequisites: MATH 2, or 1 and 50	Theorems on limits and continuous functions, derivatives, differentials, and applications: Fundamental theorems of calculus, and applications, properties of exponential, logarithmic, and inverse trigonometric functions, hyperbolic functions.	1701.00	Change in Prerequisites	1. Student Performance Objectives 2. Course Content 3. Student Assessment 4. Texts, Readings, and Materials 5. Change in prerequisite. Removing MATH 52C CC Approved 11/05/2015		Approved
BCC Course Changes in Catalog Info	MMART	188	Introduction to 3D Animation I	Fall 2016	3 units	2 hours lecture, 4 hours laboratory	(GR or P/NP)		Introduction to the theory, history and production techniques of 3D Animation: Pre-production through post-production and deliverables; considerations for game and other industries.	0614.40	Unit change from 2 to 3 units to enable students to transfer the course and to develop a class demo reel.	1. Change in units, lecture, and lab hours 2. Student Performance Objectives 3. Course Content 4. Assignments 5. Student Assessment 6. Texts, Readings, and Materials CC Approved 11/05/2015		Approved

Process Title	Discipline	Course Number	Full Course Title	Effective Term	Units	Hours	Grading	Prerequisites	Catalog Description	Top Code	Justification	List of Changes	DE Addendum	Action
BCC Course Changes in Non-Catalog Info	PHYS	3A	General Physics	Spring 2016	5 units	4 hours lecture, 3 hours laboratory	(GR)	Prerequisite or Corequisite: MATH 3A	Comprehensive study of major topics of physics: Motion, forces, gravity, energy, momentum, rotation, equilibrium, fluids, oscillations, waves, sound, heat, and thermodynamics for students majoring in the biological and medical sciences.	1902.00	Course is being updated to match C-ID Descriptor.	1. Course Content 2. Methods of Instruction 3. Assignments 4. Texts, Readings, and Materials CC Approved 11/05/2015		Approved
BCC Course Changes in Non-Catalog Info	PHYS	3B	General Physics	Spring 2016	5 units	4 hours lecture, 3 hours laboratory	(GR)	Prerequisite: PHYS 3A	Comprehensive study of major topics of physics: Electric and magnetic forces, fields, and energy; DC and AC circuits, light, optics, relativity, quantum physics, atoms, molecules, nuclei, particles, and astrophysics for students majoring in the biological and medical sciences.	1902.00	Course is being updated to match C-ID Descriptor.	1. Course Content 2. Methods of Instruction 3. Assignments 4. Texts, Readings, and Materials CC Approved 11/05/2015		Approved

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	Game Design Level I	AA	Spring 16	0614.20	Based on BACCC's feedback, the following elements were changed: 1. Catalog Description 2. Career Opportunities	11/5/2015	
Berkeley City College	Program Correction	Game Design Level II	CA	Spring 16	0614.20	Based on BACCC's feedback, the following elements were changed: 1. Catalog Description 2. Career Opportunities The following courses were also added to the list of restricted electives: MMART 170, 170L, 186, 186L, and 188.	11/5/2015	