



ARIZONA STATE UNIVERSITY

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GENERAL STUDIES PROGRAM COURSE PROPOSAL COVER FORM

Courses submitted to the GSC between 2/1 and 4/30 if approved, will be effective the following Spring.

Courses submitted between 5/1 and 1/31 if approved, will be effective the following Fall.

(SUBMISSION VIA ADOBE.PDF FILES IS PREFERRED)

DATE 2-17-09

1. ACADEMIC UNIT: Department of Dance

2. COURSE PROPOSED: DAN 323 Dance, Computers and Multimedia 3
(prefix) (number) (title) (semester hours)

3. CONTACT PERSON: Name: John D. Mitchell Phone: 480-229-8482
Mail Code: 0304 E-Mail: john.mitchell@asu.edu

4. ELIGIBILITY: New courses must be approved by the Tempe Campus Curriculum Subcommittee and must have a regular course number. For the rules governing approval of omnibus courses, contact the General Studies Program Office at 965-0739.

5. AREA(S) PROPOSED COURSE WILL SERVE. A single course may be proposed for more than one core or awareness area. A course may satisfy a core area requirement and more than one awareness area requirements concurrently, but may not satisfy requirements in two core areas simultaneously, even if approved for those areas. With departmental consent, an approved General Studies course may be counted toward both the General Studies requirement and the major program of study. (Please submit one designation per proposal)

Core Areas

Literacy and Critical Inquiry-L ☐
Mathematical Studies-MA ☐ CS ☒
Humanities, Fine Arts and Design-HU ☐
Social and Behavioral Sciences-SB ☐
Natural Sciences-SQ ☐ SG ☐

Awareness Areas

Global Awareness-G ☐
Historical Awareness-H ☐
Cultural Diversity in the United States-C ☐

6. DOCUMENTATION REQUIRED.
(1) Course Description
(2) Course Syllabus
(3) Criteria Checklist for the area
(4) Table of Contents from the textbook used, if available

7. *In the space provided below (or on a separate sheet), please also provide a description of how the course meets the specific criteria in the area for which the course is being proposed.*

- see attachment

CROSS-LISTED COURSES: ☒ No ☐ Yes; Please identify courses: _____

Is this amultisection course?: ☒ No ☐ Yes; Is it governed by a common syllabus? _____

SIMON DOVE
Chair/Director (Print or Type)

Date: 3/05/09

[Signature]
Chair/Director (Signature)

7. In the space provided below (or on a separate sheet), please also provide a description of how the course meets the specific criteria in the area for which the course is being proposed.

DAN 323 *Dance, Computers and Multimedia* encourages analytical thinking through the use of computer applications that are used to create digital works of art. In the course, computer applications are used for: modeling human movement to create animations; designing and creating digital video; designing and creating sound compositions; and designing and creating graphic elements for a basic web site. Students are introduced to concepts associated with the creation of time-based art works on the computer, as well as modeling and design in two and three-dimensional space.

In unit one students use software to model and sequence dance movements and create dance animations. This includes both the modeling of original movement vocabulary as well as the complex relationship between two dancers on the stage. Students make further use of dance simulations to design and test camera angles and perspectives for their work with video in unit two.

Unit two is involved with the creation of original, time-based artistic works using a computer application to record, edit and manipulate video.

In unit three, students work with the computer to create original sound compositions.

In unit four students are introduced to graphic design software and design pages for a basic web site. Web design software and html are also studied.

Additional problems covered in these units include the use of computers to:

- simulate the movement of sound in 3D space;
- simulate the viewing of a dance from multiple perspectives;
- model the effects of altered time on a particular movement or image sequence;
- create a graphic design using computers;
- bring the elements of sound, video, animation and web design together to create original work that spans several media.

Dance, Computers and Multimedia

DAN 323

Instructor: John D. Mitchell

Location: MUSIC W225

Time: TTH 9:00 am– 10:15 am

e-mail: john.mitchell@asu.edu

Office Hours: W 10:00 am– 12:00 pm

Description

This course is designed as an introduction to the use of computers in the dance profession, including the use of computer applications for human movement modeling, digital video design and creation, sound composition, and the incorporation of multimedia design elements into online environments. Software covered includes: Dance Forms (human movement modeling), Final Cut Pro (time-based 2D design and creation, digital audio design and creation), and Komposer (web design and publishing).

This course will be of interest to anyone seeking to gain a basic understanding of computer applications for multi media design applied specifically to dance production, dance education and dance research.

Course requirements: Students will complete six short projects corresponding with sections of the course. Students will also complete the required readings and viewings for each section. A final individual project will focus on information covered in at least two of the four sections studied. This is presented to the class on the last class meeting.

Participation and Attendance: Due to the nature of this course, attendance and participation are crucial to the student's success. The student is allowed two absences before overall grade is affected. With each additional absence the student's grade will be reduced by a half grade. The student is considered tardy if he/she arrives after roll call. Three tardies equal one absence.

Participation also includes effective use of class time. Using the computers to check email during class is unacceptable.

Class components: Students will be graded on the following class components:

- Reading assignments, viewing assignments and in class discussion
 - Participation – Attendance and effective use of class time
 - Final Projects – Proposals and presentations
 - Unit 1 – Introduction to human movement modeling using Dance Forms, Introductory exercise, project and quiz.
 - Unit 2 – Time-based 2-D composition using Final Cut Pro, video basics, digital video introductory exercise, video project and quiz.
 - Unit 3 – Digital audio introduction, sound score project and quiz.
 - Unit 4 – Image acquisition basics, web project, digital video compression, and quiz.
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Conferences: Individual conferences will be conducted at mid-semester. Student progress and other concerns will be discussed at this time. However if at any point in the semester the student needs extra assistance or any problems arise a meeting can be scheduled. I will be available in the in my office during my posted office hours for questions or technical problems. If these times conflict with the student's schedule, appointments can be arranged at other times.

No Food, Drink or Cell Phones: Food and drinks are not allowed in the Electronic Classroom. Please turn off cell phones and during class.

Required Materials: The following course materials are to be supplied by the student.

- Reading material course packet
- Mini DV video cassettes (I recommend one per project)
- Firewire hard drive for storage of video projects. Drives should be 300 gigs or better.

Highly recommended but not required:

- DVD-R discs for recording completed projects
- Personal camera and tripod

Evaluation:

Unit 1 – project & quiz 10%

Unit 2 – project & quiz 10%

Unit 3 – project & quiz 10%

Unit 4 – project & quiz 10%

Participation/Attendance 40%

Final Projects 20%

Total 100%

Important Dates

October 23 – Mid-semester Conferences
October 23 – Final Project Proposals Due
November 11 – Veteran's Day
November 27-28 – Thanksgiving
December 9 – Final Project Presentations
December 10 – Reading Day
December 11 – Final exam 7:30 – 9:20

Important Information**Student Code of Conduct**

All necessary and appropriate sanctions will be issued to all parties involved with plagiarizing any and all course work. Plagiarism and any other form of academic dishonesty that is in violation with the Student Code of Conduct will not be tolerated. For more information, please see the ASU Student Academic Integrity Policy:
http://www.asu.edu/studentaffairs/studentlife/judicial/academic_integrity.htm.

Any student needing a special course-related accommodation due to a physical and/or learning impairment must bring this to the attention of the instructor with appropriate documentation within the first week of class so that learning needs can be addressed effectively. Students must contact the ASU Disability Resource Center (<http://www.asu.edu/studentaffairs/ed/drc/#>) to document a disability. Accommodations cannot be made retroactively.

Incompletes

A. Incompletes are awarded for the most special circumstances and are not handed out freely. Students who wish to apply for an incomplete must schedule an appointment with the Assistant Chair during the mid term period (480-965-1891). Each incomplete is considered on a case by case basis to determine the extent to which they are warranted. There is no guarantee that incompletes negotiated after this time will be approved.

B. Students taking this class to fulfill an incomplete from a previous semester must meet with the instructor the first day of class to discuss the conditions for fulfilling the incomplete assignments. Students that do not inform the instructor at that time may not receive credit toward the completion of work performed in the class.

Drop/Add Withdrawal Dates

The Herberger College of Fine Arts Extended Drop/Add deadline is September 15, 5 PM. No courses may be added or dropped after this date.

The in person withdrawal deadline is November 2. ASU Interactive deadline is November 4, 5 PM. No courses may be dropped after this date

Arizona State University Criteria Checklist for

MATHEMATICAL STUDIES [CS]

Rationale and Objectives

The **Mathematical Studies** requirement is intended to ensure that students have skill in basic mathematics, can use mathematical analysis in their chosen fields, and can understand how computers can make mathematical analysis more powerful and efficient. The **Mathematical Studies** requirement is completed by satisfying both the **Mathematics [MA]** requirement and the **Computer/Statistics/Quantitative Applications [CS]** requirement explained below.

The **Mathematics [MA]** requirement, which ensures the acquisition of essential skill in basic mathematics, requires the student to complete a course in College Mathematics, College Algebra, or Precalculus, or demonstrate a higher level of skill by completing a mathematics course for which any of the first three courses in a prerequisite.

The **Computer/Statistics/Quantitative Applications [CS]** requirement, which ensures skill in real world problem solving and analysis, requires the student to complete a course that uses some combination of computers, statistics, and mathematics.

Approved: Feb. 2000

Proposer: Please complete the following section and attach appropriate documentation.

ASU--[CS] CRITERIA			
A COMPUTER/STATISTICS/QUANTITATIVE APPLICATIONS [CS] COURSE MUST SATISFY ONE OF THE FOLLOWING CRITERIA: 1, 2, OR 3			
YES	NO		Identify Documentation Submitted
		1. Computer applications*: courses must satisfy both a and b:	
<input checked="" type="checkbox"/>	<input type="checkbox"/>	a. Course involves the use of computer programming languages or software programs for quantitative analysis, modeling, simulation, animation, or statistics.	see attached and syllbus
		b. Course requires students to analyze and implement procedures that are applicable to at least one of the following problem domains (check those applicable):	
<input type="checkbox"/>	<input checked="" type="checkbox"/>	i. Spreadsheet analysis, systems analysis and design, and decision support systems.	
<input checked="" type="checkbox"/>	<input type="checkbox"/>	ii. Graphic/artistic design using computers.	see attached and syllbus
<input checked="" type="checkbox"/>	<input type="checkbox"/>	iii. Music design using computer software.	see attached and syllbus
<input checked="" type="checkbox"/>	<input type="checkbox"/>	iv. Modeling, making extensive use of computer simulation.	see attached and syllbus
<input type="checkbox"/>	<input checked="" type="checkbox"/>	v. Statistics studies stressing the use of computer software.	
<p>*The computer applications requirement cannot be satisfied by a course, the content of which is restricted primarily to word processing or report preparation skills; learning a computer language or a computer software package; or the study of the social impact of computers. Courses that emphasize the use of a computer software package or the learning of a computer programming language are acceptable, provided that students are required to understand, at an appropriate level, the theoretical principles embodied in the operation of the software and are required to construct, test, and implement procedures that use the software to accomplish tasks in the applicable problem domains.</p>			
		2. Statistical applications: courses must satisfy both a and b.	
<input type="checkbox"/>	<input type="checkbox"/>	a. Course has a minimum mathematical prerequisite of College Mathematics, College Algebra, or Precalculus, or a course already approved as satisfying the MA requirement.	
		b. The course must be focused principally on developing knowledge in statistical inference and include coverage of all of the following:	

ASU--[CS] CRITERIA			
YES	NO		Identify Documentation Submitted
<input type="checkbox"/>	<input checked="" type="checkbox"/>	i. Design of a statistical study.	
<input type="checkbox"/>	<input checked="" type="checkbox"/>	ii. Summarization and interpretation of data.	
<input type="checkbox"/>	<input checked="" type="checkbox"/>	iii. Methods of sampling.	
<input type="checkbox"/>	<input checked="" type="checkbox"/>	iv. Standard probability models.	
<input type="checkbox"/>	<input checked="" type="checkbox"/>	v. Statistical estimation	
<input type="checkbox"/>	<input checked="" type="checkbox"/>	vi. Hypothesis testing.	
<input type="checkbox"/>	<input checked="" type="checkbox"/>	vii. Regression or correlation analysis.	
3. Quantitative applications: courses must satisfy both a and b.			
<input type="checkbox"/>	<input checked="" type="checkbox"/>	a. Course has a minimum mathematical prerequisite of College Mathematics, College Algebra, or Precalculus, or a course already approved as satisfying the MA requirement.	
		b. The course must be focused principally on the use of mathematical models in quantitative analysis and design making. Examples of such models are:	
<input type="checkbox"/>	<input checked="" type="checkbox"/>	i. Linear programming.	
<input type="checkbox"/>	<input checked="" type="checkbox"/>	ii. Goal programming.	
<input type="checkbox"/>	<input checked="" type="checkbox"/>	iii. Integer programming.	

ASU--[CS] CRITERIA			
YES	NO		Identify Documentation Submitted
<input type="checkbox"/>	<input checked="" type="checkbox"/>	iv. Inventory models.	
<input type="checkbox"/>	<input checked="" type="checkbox"/>	v. Decision theory.	
<input type="checkbox"/>	<input checked="" type="checkbox"/>	vi. Simulation and Monte Carlo methods.	
<input type="checkbox"/>	<input checked="" type="checkbox"/>	vii. Other (explanation must be attached)	