

**Rio Hondo Community College District
Curriculum Committee
Minutes
Wednesday, September 11, 2019 – Board Room**

Voting Members Present: Dana Arazi, Sharon Bell, Ryan Carey, Mike Garabedian, Alex Gardos, Rose Marie Gaw, Lydia Gonzalez, Jannine Livingston, Moises Mata, Juana Mora, Michelle Pilati, Dorali Pichardo-Diaz, Elizabeth Ramirez, Melissa Rifino-Juarez, Claudia Rivas, Mutsuno Ryan, Jodi Senk, Mike Slavich, Christian Vaca, Warren Roberts, Student Representative – Eduardo Barrera

Voting Members Absent: Janet Cha, Marius Dornean, Patti Luna, Jim Newman, Michelle Pilati

Non-Voting Members: Rose Sanceda

Guests: N/A

I. APPROVAL OF THE MINUTES FROM THE MEETING ON SEPTEMBER 4, 2019

It was moved by Mike Slavich seconded by Alex Gardos.

Approved Not Approved Tabled

II. ACTION ITEMS

A) Approval of Consent Agenda: *No Items*

B) Second Readings:

Item 1920-007

Credit Course Revision

GIS 281 Crime Mapping and Analysis

Units 4.00

Description

Crime mapping plays an important role in almost any form of crime analysis and can improve our understanding of the important relationships between people, location, time, and crime. As a result, geographic information systems (GIS) have become an essential tool used by crime analysts to discover crime patterns, implement corrective strategies, optimize resource allocation and to develop crime prevention measures. Students will use ArcGIS to analyze crime series, conduct problem analysis, study crime trends, and address deployment issues as they relate to decision making in law enforcement. Students should have a working knowledge of Windows to be successful in this course.

It was moved by Ryan Carey seconded by Mike Slavich.

Approved Not Approved Tabled

C) First Readings

Item 1920-008

Credit Course Revision

ANIM 101 Introduction to Digital 3-D Animation

Units 4.00

Description

This course is an introduction to the production pipeline used in games, film and TV. Students will be introduced to the concepts of digital sculpting, lighting, texturing, rendering, rigging and animating 3-D objects. This course is beneficial for all students in courses related to graphic arts (multimedia, illustration, web and game design, and film production) and industrial design (architectural, automotive, furniture, clothing, and product design).

****Correction needed – In content be consistent with 3-D; Minimum for “C” remove attendance and replace with participation***

It was moved by Alex Gardos seconded by Ryan Carey.

X Approved

Not Approved

Tabled

Item 1920-009

Credit Course Revision

ANIM 105 Principles of 3-D Digital Animation

Units 4.00

Description

This course introduces students to the basic principles of 3-D digital animation. The topics covered in this course are the starting point for any student interested in becoming a digital animator. Through the use of solid drawing and 3-D software such as Maya, students will learn to master fundamentals like squash and stretch, timing, weight, drag and follow through. This course provides students with the opportunity to build and refine the basic skill set necessary to be a digital animator.

****Correction Needed – Entering Skill needs Course# added; Consistency with 3-D; “C” remove attendance and replace with participation***

It was moved by Melissa Rifino-Juarez seconded by Mike Slavich.

X Approved

Not Approved

Tabled

Item 1920-010

Credit Course Revision

ANIM 120 Lighting and Rendering

Units 4.0

Description

This is an introductory course for all students interested in learning about lighting, rendering and texturing for 3D animation and games. Students focus on creating lighting scenarios and texture editing systems to generate and render surface details on a variety of 3-D objects for film TV and Games. The class is beneficial to all students interested in career fields using computer graphics. The course is recommended for all animation, art, and Architecture transfer students.

****Correction Needed - Description clean up; consistency with 3-D; “C” remove attendance and replace with participation***

It was moved by Alex Gardos seconded by Mike Slavich.

Approved Not Approved Tabled

Item 1920-011

Credit Course Revision

ANIM 140 Animation Portfolio

Units 4.0

Description

This course will prepare digital artists to talk about and present their artwork in a professional manner. Students will select an area of concentration within entertainment art to focus a portfolio project around. Using programs such as Photoshop CC, Premier CC, ZBrush, Maya, and the Unity game engine students will create an online portfolio. This course is an excellent opportunity for students interested in developing and presenting a body of work that will help them take the next step in their professional career.

****Correction Needed - Description clean up; consistency with 3-D; "C" remove attendance and replace with participation; Methods of Evaluation add Evaluation of Portfolio or something to this effect.***

It was moved by Jodi Senk seconded by Jannine Livingston.

Approved Not Approved Tabled

Item 1920-012

Credit Course Revision

ENGL 131 Creative Writing

Units 3.0

Description

This is a course of expression for students who are interested in various forms of writing. It offers students a workshop setting in which to develop their writing skills in various genres, such as fiction, poetry, and playwriting. Students will learn to "read as writers" by analyzing published writings in various genres with a focus on authorial techniques and effectiveness. Students will also be required to write regularly, present their own work in-class for discussion, and develop critical standards for evaluating the merit of their own work and of the work of their peers.

It was moved by Mike Slavich seconded by Alex Gardos.

Approved Not Approved Tabled

Item 1920-013

Credit Course Revision

MUS 129 Music in Latin American Culture

Units 3.0

Description

This course is a survey course designed for the student seeking an introduction to music in Latin American culture. The course will focus on the diverse musical cultures of South America, Central America, Mexico, Puerto Rico and the Caribbean. Emphasis will be placed on rhythmic styles and structures, as well as, specific social, cultural, and historical backgrounds.

****Correction Needed – Description clean up punctuation***

It was moved by Mike Slavich seconded by Jodi Senk.

Approved

Not Approved

Tabled

III. PUBLIC COMMENT:

IV. UNFINISHED BUSINESS: *No Items*

V. DISCUSSION ITEMS/ATTACHMENT

1. Repeatability Training

Dana Arazi presented the Title 5 criteria for course repetition:

1. Courses for which repetition is necessary to meet the major requirements of CSU or UC for completion of a bachelor's degree.
2. Intercollegiate athletics
3. Intercollegiate academic or vocational competition

He also stated that a correction should be made in CurrlQunet to delete the option of re-enrollment by permission of the Division Dean since this is more of a local policy and not a Title 5 guideline. Kathy Burdett to put in work order to CurrlQunet to have this removed.

2. Cross-listing

Dana Arazi asked if anyone has any questions in regards to cross-listed courses since the discussion from last meeting. Members were concerned that cross listing was going to be eliminated and felt like it is necessary for the following reasons:

1. Acronym by major showing on transcript.
2. Ease of Course location in catalog for student benefit.

Elizabeth Ramirez informed the committee that cross listing is referenced in Assist also.

Dana reminded the committee that as new courses and revisions come through the departments should review their courses to ensure that cross listing is still necessary.

3. Assigning Courses to Discipline

Dana reminded committee members to work on Assigning Courses to Disciplines if this has not been completed as of yet.

VI. ADJOURNMENT

Dana Arazi announced that the next Curriculum Meeting will be held on September 25th. He adjourned the meeting at 12:15 p.m.