

Eastern Michigan University  
College of Arts and Sciences, College Advisory Council  
**Arts Subcommittee Agenda**  
**February 10, 2022 3:30-5:00**

<https://emich.zoom.us/j/85898457155>  
Meeting ID: 858 9845 7155

1. Call to Order
2. Approval of Minutes – January 20, 2022
3. Old Business
  - a. CSIE Experiential Learning in Stem (on table)
4. New Business
  - a. Visual Arts Education [MA]
  - b. AD 330 -- Digital Illustration
  - c. ADAG 105L4 -- Introduction to Animation and Gaming
  - d. ADAG 175 -- Simulation Modeling for Non-Majors
  - e. ADAG 195 -- Historical & Contemporary Approaches to Animated Art
  - f. ADAG 300 – Nonlinear Studio
  - g. ADAG 303 – 3-D Form Studio
  - h. ADAG 304 – 4D Time Studio
  - i. ADAG 320 – Game Studio
  - j. ADAG 321 – Animation Studio
  - k. ADAG 330 – 2D Animation
  - l. ADAG 331 – Advanced Modeling
  - m. ADAG 332 – Rigging
  - n. ADAG 333 – Digital Texturing and Mapping
  - o. ADAG 334 – Advanced Lighting and Camera
  - p. ADAG 335 – Environmental Design
  - q. ADAG 336 – Sequential Dynamics
  - r. ADAG 401 – Advanced Animation & Gaming Studio I
  - s. ADAG 402 – Advanced Animation and Gaming Studio II
  - t. ADGD 332 – Poster Design
  - u. ADGC 401 – Advanced Graphic Design Studio I
  - v. ADGD 402 – Advanced Graphic Design Studio II
  - w. Animation and Gaming [BFA]
  - x. CRTW 426W – Contemporary Forms
  - y. English [BA]
  - z. SAG 215 – Game Development and Planning
  - aa. SAG 290 – Introduction to Game Engines
  - bb. SAG 365 – Introduction to Unity III
  - cc. SAG 475 – Advanced Modeling II
  - dd. SAG Multiple Courses – Deletion
  - ee. SAGA 145 – Introduction to Animation
  - ff. SAGG 165 – Introduction to Game Design
  - gg. SAGS 225 – SAG Movement

hh. Secondary Education Language, Literature and Writing [BA]

6. Faculty Remarks
7. Chair Remarks
8. Adjournment