

**AGENDA  
GRADUATE COUNCIL  
Thursday, April 21, 2016**

Note: Course changes and additions will not take effect until they are listed in the graduate catalog. Items marked with an asterisk (\*) must have approval by the Texas Higher Education Coordinating Board before listing in the graduate catalog. Items marked with a plus (+) must be approved by the Department of Education before being listed in the graduate catalog.

**I. ANNOUNCEMENTS**

**2 new members of the council -**

Dr. Mark Vosvick  
Dr. Denise Catalano

**II. MINUTES**

**Approved**

II-1 Approval of March 2016 Meeting Minutes

**III. ACTION ITEMS**

**Toulouse Graduate School**

**Approved**

III-1 Proposed Change in Graduate Course Repeat Policy

Discussion in regard to annual review of student standing. Question posed to deans in attendance in regard to mechanisms used to track student progress. Question in regard to replacing a B; no policy against this practice. Discussion in regard to instructor ability to deny the opportunity. Financial aid implications discussed. Discussion in regard to the role of TGS and the role of individual programs. Question in regard to appropriateness of moving a student from a degree seeking program to non-degree seeking after dismissal. Impact on international students and their visa status. Exceptions will be determined once the vice provost of TGS is in place.

**IV. REQUEST FOR NEW COURSE**

**College of Arts and Sciences**

**Department of International Studies**

Item IV-1 requested for the 2016-17 catalog

**Approved**

IV-1 INST 5500 International Studies Seminar – 3 hours

Topic course related to area of specialization in national security, human security and sustainability. Course will include article reviews, research paper and exams.

Prerequisite(s): NA

**College of Engineering**

**Department of Computer Science and Engineering**

**Consultation with departments and programs necessary for items IV-2 to IV-4**

**Return with unanimous consent**

IV-2 CSCE 5266 Game Programming Project 1 – 3 hours

Independent design and implementation of a full game using one of the popular game engines. The design process includes overall design of game, game play mechanics, and user interface. The implementation includes multiple aspects of game programming including but not limited to graphics, game physics, AI, sound, scripting, and multi-player networking. The development process must include both coding and scripting and the use of a current source code repository. This is part 1 of a two-semester project sequence.

Prerequisite(s): CSCE 5260

IV-3 CSCE 5267 Game Programming Project 2 – 3 hours

Independent design and implementation of a full game using one of the popular game engines. The design process includes overall design of game, game play mechanics, and user interface. The implementation includes multiple aspects of game programming including but not limited to graphics, game physics, AI, sound, scripting, and multi-player networking. The development process must include both coding and scripting and the use of a current source code repository. This is part 2 of a two-semester project sequence.

Prerequisite(s): CSCE 5266

IV-4 CSCE 5300 Introduction to Big Data and Data Science – 3 hours

Introduction to Big Data and Data Science including an overview of the field, technical challenges, computational approaches, practical applications, structured and unstructured data processing, empirical methods in computer science, data analytics and learning, data visualization, privacy and ethics. Emphasis will be on Big Data and its effect on other topics within Data Science, its technical characteristics, and state-of-the-art Big Data analytics architectures and tools.

Prerequisite(s): None

IV-5 CSCE 5740 Topics in Modern Electronic System Design – 3 hours

Approved

The objective of this course is to discuss design of hardware components such as phase-locked loops, electronic signal converters, sensor circuits, and memory for efficient realization of modern electronic systems. This course will introduce the students to concepts and means for nanoelectronic based energy efficient design, high performance design, reliable system design, secure system design targeted for Internet of Things (IoT) and smart city components.

Prerequisite(s): None

**College of Visual Art and Design**

**Department of Design**

Items IV-6 to IV-11 requested for the 2016-17 catalog

Presented by Dr. Baxter

Items IV-6 - IV-11 Approved

IV-6 ADES 5410 Foundations & Frameworks of Interaction Design – 3 hours

This course provides first-semester, first-year MA in Interaction Design candidates an overview of foundational interaction design concepts such as human factors (physical, perceptual and cognitive), cognition, user-centered research methods, the creation and testing of affordances, and methods for guiding the design of interactions.

Prerequisite(s): Admission to the MA in Design: Interaction Design concentration, or consent of instructor.

IV-7 ADES 5420 Human-Centered Interaction Design 1 – 3 hours

This is the first of two, three-semester-credit-hour offerings that challenge first-year MA candidates in the Interaction Design program to explore how meaning is conveyed and interpreted through formal systems across interactive technology platforms as specific groups of users operate given products.

Prerequisite(s): Admission to the MA in Design: Interaction Design concentration, or consent of instructor.

IV-8 ADES 5430 Human-Centered Interaction Design 2 – 3 hours

This is the second of two, three-semester-credit-hour offerings that challenge first-year MA candidates in the Interaction Design program to explore how meaning is conveyed and interpreted through formal systems across interactive technology platforms as specific groups of users operate given products. This course will teach students to effectively utilize holistic means to:

- 1) Employ understandings about what motivates the actions of particular individuals and groups in specific settings, combined with
- 2) A considerate application of knowledge about how the imposition of specific social, technological, economic and public policy conditions can be used to inform interaction design decision-making.

Prerequisite(s): Admission to the MA in Design: Interaction Design concentration, or consent of instructor.

#### IV-9 ADES 5440 Designing Screen-Based Interactions – 3 hours

Unlike the other course offerings in this curriculum, ADES 5440 - Designing Screen-Based Interactions is designed to facilitate a series of learning experiences tailored to meeting the needs of students working individually rather in groups or teams. Individual students will be challenged to develop and design a single interactive, screen-based system over the course of the semester that meets the needs and aspirations of a particular group on behalf of an assigned client, organization or institution. No two student's projects will evolve according to the same sets of parameters. This course is the required precursor to the culminational, studiolab-based course in this curriculum, "ADES 5460 | Interaction Design Inception-to-Pitch Capstone Project."

Prerequisite(s): Admission to the MA in Design: Interaction Design concentration, or consent of instructor.

#### IV-10 ADES 5450 Data and Information Visualization and Design – 3 hours

Students will learn to understand and utilize a wide variety of conceptual and method-based approaches that guide the development and operation of interactive information systems, graphic displays and instructions. They will then use the knowledge they build from these learning experiences to guide and support decision-making and frame thinking that involves the iterative development of user-centered, interactive, information delivery-cum-interpretation experiences on behalf of specific audiences in particular scenarios of use. The visually communicative depictions of sequential and time-based data they will learn to create will also help these specific audiences make effective comparisons between and derive contextualized understandings from key concepts and patterns that this data reveals.

Prerequisite(s): Admission to the MA in Design: Interaction Design concentration, or consent of instructor.

IV-11 ADES 5460 Interaction Design Inception-to-Pitch Capstone Project – 3 hours

Unlike the other course offerings in this curriculum, ADES 5460 | Interaction Design Makerlab 2 is designed to

1. Facilitate a series of learning experiences that requires groups of two to four of its students to work together in interdisciplinary teams in collaboration with either an industry partner, a community organization partner, or, in many cases, both to;
  2. Design and implement a human-centered interaction on behalf of a specific group or set or groups who are being adversely affected or inhibited by a particular set of social, economic, public policy, environmental or technological conditions.
- Each student team will be challenged to develop and design an interactive system over the course of the semester that positively affects the behavior of their specified group or set of groups as they interact with particular products, environments, sets of protocols or procedures or systems within communities. No two student teams' projects will evolve according to the same sets of parameters.

Prerequisite(s): Admission to the MA in Design: Interaction Design concentration, or consent of instructor.

V. **REQUEST FOR ADD/DELETE OF PROGRAMS AND LOCAL CONCENTRATIONS**

None

VI. **REQUEST FOR GRADUATE ACADEMIC CERTIFICATES**

None

VII. **REQUEST FOR CHANGE IN PROGRAM/ACADEMIC UNIT**

**College of Music**

**Division of Vocal Studies**

**Approved**

VII-1 The Division of Vocal Studies requests a change to the requirements for the Master of Music in Performance with a Voice Specialization.

**Justification:** The voice specialization is one of the few specializations in the MM degree that currently includes no electives. Allowing students to forego a related field in favor of nine hours of electives outside courses for their major (MUAM, MUEN, and

MULB) will provide voice students with a healthy measure of flexibility while maintaining the breadth of the degree.

**College of Engineering**

**Department of Electrical Engineering**

Item VII-2 requested for the 2016-17 catalog

**Approved**

VII-2 The Department of Electrical Engineering requests a change to the requirements for the BS with a grad track option leading to an MS in Electrical Engineering

**Justification:** The six graduate courses included in the new requirements are the new core courses of our graduate program. The requested change is consistent with the recent change in graduate core courses and it will provide more choices for grad track students to choose from based on their career development goals.

**VIII. REQUEST FOR ADD/DELETE OF DEGREE/ MAJOR/ PROFESSIONAL FIELD/ CONCENTRATION/OPTION/MINOR/ACADEMIC UNIT**

**College of Information**

**Department of Library and Information Sciences**

**Discussion in regard to location of linguistics and CLEAR. This program is not related to the online PhD program**

**Approved**

VIII-1 The Department of Library and Information Sciences requests to add a concentration in Linguistics to the Ph.D. in Information Science

**Justification:** Doctorates in linguistics focus on the structure of language and the process of learning it. Relevant subdisciplines include phonetics, phonology, morphology, syntax, semantics, and first or second language acquisition. This degree will encourage students to learn and apply methods and theories of affiliated disciplines to solve problems in core linguistics, which will give graduates an edge in both academic and nonacademic markets. Students will learn how to fashion highly interdisciplinary fields of study, such as digital language data curation, computational modeling of linguistic behavior, advanced technologies for language teaching, and neurolinguistic and psycholinguistic techniques for alleviating speech and hearing disorders.

**College of Visual Arts and Design**

**Department of Design**

Item VIII-2 requested for the 2016-17 Catalog

**Approved**

VIII-2 The Department of Design requests to add a concentration in Interaction Design to the Master of Arts in Design

**Justification:** The MA in Design with a Concentration in Interaction Design (IXD) is intended to help advance the careers of grad students who have amassed understandings from diverse professional experiences and undergraduate backgrounds. Specifically, it facilitates a focused set of project-based learning opportunities for these students to construct knowledge of and about the decision-making processes that guide interaction design in the one of the top 15 markets for IXD in the U.S. The MA in Design with a concentration in Interaction Design is a degree program that, if effectively marketed, will help UNT to remain competitive in the higher education market of the Metroplex and the State of Texas, as the demand for professionals who possess this type of knowledge is far outstripping the supply.

**IX. REQUEST ADD/CHANGE TEACHER CERTIFICATE PROGRAM**

None

**X. REQUEST FOR DUAL OR JOINT DEGREE PROGRAMS**

None

**XI. CONSENT CALENDAR**

**Consent Calendar approved**

**A. Course Changes**

**College of Education**

**Department of Teacher Education and Administration**

**Items XI-1 to XI-2 requested for the 2016-17 catalog**

XI-1 EDLE 5500 Internship in Educational Administration (Course Description and Prerequisite Change)

**Justification:** We have to change the number of hours on the Internship Description because, now it currently says 125 hours, but the state requirement for the administrative internship is 160 hours. We have to be in compliance with state requirements.

**Prerequisite(s):** A master's degree, at least 2 years of experience as the teacher of record at an EC-12 school, and a teaching certificate.

XI-2 EDLE 6033 Internship under a School Superintendent (Course Description and Prerequisite Change)

**Justification:** The change in the description is based on a state requirement for certification that is already in place. We need to change to remain in compliance.

**Prerequisite(s):** Principal's certificate

**College of Engineering  
Department of Computer Science and Engineering**

XI-3 CSCE 5213 Modeling and Simulation (Prerequisite(s) Change and Delete Cross Listing)

**Justification:** Since this is an introductory graduate course, it is not necessary for graduate students to have this prerequisite and we are removing it. In the catalog, it shows "Same as DSCI 5250" and we are deleting this cross-listing.

**Prerequisite(s):** None

**College of Merchandising, Hospitality and Tourism  
Department of Hospitality and Tourism Management**

XI-4 HMGT 5630 Advanced Convention and Event Management (Course Title and Short Course Title)

**Previous Title:** Event Management

**Justification:** The course title does not reflect all the contents, including convention industry in this class.

**B. Course Delete**

**College of Arts and Sciences  
World Languages**

XI-5 FREN 5050 French Literature of the Seventeenth Century

**Justification:** This course has not been offered in over 10 years. This course will not be offered in the foreseeable future.



## **XII. DISCUSSION ITEMS**

### XII-1 Proposed Change in Graduation and Reader Policy

Presented by Dr. Oppong - Graduate reader should only check for formatting as opposed to content. Deadlines and defense dates discussed in regard to time needed to ensure adequate time for committee members to read submitted theses/dissertations. Policy should be compared with recommendation made by committee that evaluated the policy last year before any policy is proposed for a vote. Suggestion for the proposed policy to faculty/departments for input.

Proposal for an electronic ballot for the May semester

Discussion on how to keep continuity of Grad Council and committee records.