New Course Request

Check Appropriate Boxes: Undergraduate credit [✓] Graduate credit [ ] Professional credit [ ]

1. School/Division: Informatics
2. Academic Subject Code: NEWM-N
3. Course Number: 241 (must be cleared with University Enrollment Services)
4. Instructor: Susan Tennant
5. Course Title: Stop Motion Animation

Recommended Abbreviation (Optional): (Limited to 32 Characters including spaces)

6. First time this course is to be offered (Semester/Year): Fall 2010
7. Credit Hours: Fixed at 3 or Variable from to
8. Is this course to be graded S-F (only)? Yes [✓] No [ ]
9. Is variable title approval being requested? Yes [ ] No [✓]

10. Course description (not to exceed 50 words) for Bulletin publication: Through lecture and hands-on practice, this class studies the production techniques of stop action animation. Topics include the study of pioneers in the field, evolution from analog to digital techniques, and the building of sets and characters. Students will produce a series of short frame-by-frame digital animations.

11. Lecture Contact Hours: Fixed at 3 or Variable from to
12. Non-Lecture Contact Hours: Fixed at 0 or Variable from to
13. Estimated enrollment: 25 of which 0 percent are expected to be graduate students.
14. Frequency of scheduling: F/S Will this course be required for majors? __________
15. Justification for new course: Redesign of New Media Curriculum
16. Are the necessary reading materials currently available in the appropriate library? Yes
17. Please append a complete outline of the proposed course, and indicate instructor (if known), textbooks, and other materials.
18. If this course overlaps with existing courses, please explain with which courses it overlaps and whether this overlap is necessary, desirable, or unimportant.
19. A copy of every new course proposal must be submitted to departments, schools, or divisions in which there may be overlap of the new course with existing courses or areas of strong concern, with instructions that they send comments directly to the originating Curriculum Committee. Please append a list of departments, schools, or divisions thus consulted.

Submitted by:

M. Pauline Pehn
Department Chairman/Division Director
Date 6/30/2009

Approved by:

[Signature]
Dean
Date 1/July/2009

Dean of Graduate School (when required)
Date

Chancellor/Vice-President
Date

University Enrollment Services
Date

After School/Division approval, forward the last copy (without attachments) to University Enrollment Services for initial processing, and the remaining four copies and attachments to the Campus Chancellor or Vice-President.

UPS 724

University Enrollment Services Final—White; Chancellor/Vice-President—Blue; School/Division—Yellow; Department/Division—Pink; University Enrollment Services Advance—White
Course Info: 3 Credit Hours

Instructor Info: Name: Susan Tennant

Contact Info:

Office Hours:

COURSE DESCRIPTION
Through lecture and hands-on practice, this class studies the production techniques of stop action animation. Topics include the study of pioneers in the field, evolution from analog to digital techniques, and the building of sets and characters. Students will produce a series of short frame-by-frame digital animations.

PREREQUISITE
none

REQUIRED TEXTBOOK
- Book title: Stop Action Animation
  - Author: Tom Brierton
  - Publisher: McFarland

STATEMENT OF VALUES
- The Mission of IUPUI is to provide for its constituents excellence in Teaching and Learning, Research, Scholarship, and Creative Activity, and Civic Engagement. With each of these core activities characterized by: 1) collaboration within and across disciplines and with the community, a commitment to ensuring diversity, and 3) pursuit of best practices. IUPUI’s mission is derived from and aligned with the principal components – Communities of Learning, Responsibilities of Excellence, Accountability and Best Practices – of Indiana University’s Strategic Directions Charter. IUPUI values the commitment of students to learning; of faculty to the highest standards of teaching, scholarship, and service; and of staff to the highest standards of service. IUPUI recognizes students as partners in learning.
- IUPUI values the opportunities afforded by its location in Indiana’s capital city and is committed to serving the needs of its community. Thus, IUPUI students, faculty, and staff are involved in the community; both to provide educational programs and patient care and to apply learning to community needs through service. As a leader in fostering collaborative relationships, IUPUI values collegiality, cooperation, creativity, innovation, and entrepreneurship, as well as honesty, integrity, and support for open inquiry and dissemination of findings. IUPUI is committed to the personal and professional development of its students, faculty, and staff and to continuous improvement of its programs and services.

COURSE OUTCOMES (Detailed – listed – see example below)
The learning outcomes of this course will include each student acquiring the knowledge and skills to:
• Understand and communicate terms and concepts related to the HCI, e.g.:
  o Explain basic concepts of stop motion animation
  o Explain the variety of stop motion techniques
  o Explain the methods for building characters, sets and rigging systems
• Perform the following techniques and practices:
  o Construct a storyboard
  o Construct a set, characters, models and rigging systems
  o Create a series of short stop action animations
  o Shoot, edit and deliver a stop action animation

COURSE STRUCTURE OVERVIEW

The course structure is composed of four parts:
• Lectures / discussion time
  o This activity will be covered in the first half of the scheduled in-class time.
• Journal
  o Students will keep a weekly journal that will be handed in every 4 weeks
• Discussions
  o Using Oncourse chat tool for students to engage in a dialogue related to each week’s readings and discussions
• Projects: (For In-class and Online students)
  o The instructor will review the weekly work of the students in the second half of the in-class time while the students are still available.
  o The instructor will review the online students’ work shortly after and provide feedback.
  o Both online and in-class students MUST submit their work to Oncourse in the Drop Box by 6 p.m. of the in-class course time.

GRADING

Grade Breakdown

<table>
<thead>
<tr>
<th>Project Type</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mini Project #1</td>
<td>10%</td>
</tr>
<tr>
<td>Midterm Project*</td>
<td>25%</td>
</tr>
<tr>
<td>Mini Project #2</td>
<td>10%</td>
</tr>
<tr>
<td>Final Project*</td>
<td>30%</td>
</tr>
<tr>
<td>Journals and storyboards</td>
<td>10%</td>
</tr>
<tr>
<td>Animatics</td>
<td>10%</td>
</tr>
<tr>
<td>Class participation (attitude / investment in course)**</td>
<td>5%</td>
</tr>
</tbody>
</table>

* Contained within the Midterm and Final Project Description there is a detailed breakdown of how each project will be evaluated. This evaluation process includes your fulfilling the weekly assignments of the project.
** Weekly Question or Forum Assignment Tracking - 5% - Attendance and preparation in class discussions or online forums - 5%

Grade Scale

<table>
<thead>
<tr>
<th>Grade</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>A+</td>
<td>97 - 100</td>
</tr>
<tr>
<td>A</td>
<td>93 - 96.99</td>
</tr>
<tr>
<td>A-</td>
<td>90 - 92.99</td>
</tr>
<tr>
<td>B+</td>
<td>87 - 89.99</td>
</tr>
<tr>
<td>B</td>
<td>83 - 86.99</td>
</tr>
<tr>
<td>B-</td>
<td>80 - 82.99</td>
</tr>
<tr>
<td>C+</td>
<td>77 - 79.99</td>
</tr>
<tr>
<td>C</td>
<td>73 - 76.99</td>
</tr>
<tr>
<td>C-</td>
<td>70 - 72.99</td>
</tr>
</tbody>
</table>
POLICIES for ATTENDANCE & ASSIGNMENT/PROJECT DEADLINES

1. Missing class WILL impact your grade. (For in-class students only.) Students are allowed two (excused or unexcused) absences before their grade will be effected. In other words, whether you are sick or have personal problems or issues for missing class, it will amount to the same. Missing class means you do not show for the whole or majority of the session. The grade reduction policy works in this way.
   • On the third missed class time your final grade will drop 5 points (regardless of the reason).
   • On the fourth missed class your final grade will drop 10 points (regardless of the reason), and 5 additional points thereafter for each additional class missed.

2. Responsible for due dates and related materials: All weekly due assignments are each student’s responsibility. If class is missed, the student is still responsible for the assignment, as well as to find out what was covered in class, e.g., any new assignments or variations to an existing assignment. ALL assignment deadlines are outlined in the syllabus or syllabus supplemental documents provided on OnCourse. Ultimately, each student is responsible for the deadline. Also, weekly assignment deadlines should be adhered to, to insure fairness to all students. For the purpose of maintaining an equal and fair evaluation of each student’s work, no student will receive special treatment. As a result, the following rules will apply to this course:
   • All assignments must be submitted through OnCourse at the designated time as stated on the assignment sheet, as communicated via email, or on the syllabus.
   • All assignments (projects) handed in late will be reduced 10 points for every day late (24 hrs. from the due date and time). For example, if the assignment is due at 6PM on the due date and it is postmarked 6:01PM, it will be reduced automatically by 10 points. If the class meets in the class room, students must be ready to hand the assignment in at the start of class time.
   • Incompletes will NOT be issued except under very extreme personal conditions that have been reviewed by the instructor and in some cases in consultation with the Dean’s Office.

UNIVERSITY POLICIES (* Does not apply to online students.)

1. University Attendance Policy:* Attendance is required. The University regulations state: “Students are expected to be present for every meeting of the classes in which they are enrolled.” IUPUI faculty are required to submit to the office of the Register a record of student attendance through the semester, on which they will take action if the record conveys a trend of absenteeism. As a result, ATTENDANCE WILL BE TAKEN IN ALL CLASSES. An Attendance sheet will be passed out in class for each student to sign their name. If you do not sign your name while in class you will be marked absent. The instructor is not expected to remember who attended when, so signing the sheet while in class is important. Signing the attendance sheet for another student is absolutely prohibited. Any student found doing so will be in violation of university policies on ethics and/or conduct.

2. Bringing your children to class: * University Policy states that: “Children are not permitted to attend class with parents, guardians, or childcare providers. This conduct has the effect of unreasonably interfering with an individual’s work or academic performance creating an offensive learning environment.” “A student must not violate course rules as contained in a course syllabus, which are rationally related to the content of the course or to the enhancement of the learning process in the course.” [Code of Student Rights, Responsibilities, and Conduct, page 29]

3. Academic Dishonesty / Integrity / Plagiarism: Using another student’s work on a project or assignment, cheating on a test, or any other form of dishonesty or plagiarism will result in a grade of zero on that assignment and possibly an "F" in the course, and will be referred to the Dean of Students. All students should aspire to high standards of academic honesty. This class encourages cooperation and the exchange of ideas. For further reference, students may see: http://life.iupui.edu/dos/code.htm).

4. Values and ethics: Profanity or derogatory comments about or towards the instructor or any member of the class will NOT be tolerated. Violating this rule will result in a warning and if the offense continues, administrative action will be taken.

5. Code of Student Rights, Responsibilities and Conduct: All students are responsible for reading, understanding, and applying the Code of Student Rights, Responsibilities and Conduct of IUPUI. (students can access www.iupui.edu/code for further information regarding the above points)

6. Disabilities Policy: In compliance with the Americans with Disabilities Act (ADA), all qualified
students enrolled in this course are entitled to "reasonable accommodations." Please notify the instructor during the first week of class of any accommodations needed for the course. Students with learning disabilities must provide written verification for this policy to be recognized.

<table>
<thead>
<tr>
<th>Wks</th>
<th>Overview of semester/syllabus...</th>
<th>General Project Activity</th>
<th>Project Stage Due</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Stop Action Animation history/trailblazer</td>
<td>Talk over semester</td>
<td>Read syllabus and explain course projects</td>
</tr>
<tr>
<td>2</td>
<td></td>
<td>Watch film clips</td>
<td>Show examples of trailblazers in the field from Man ray to Tim Burton</td>
</tr>
<tr>
<td>3</td>
<td>Storyboard overview</td>
<td>Work in class</td>
<td>Review stages of a mini story show examples</td>
</tr>
<tr>
<td>4</td>
<td>Set design and Object Animation/Clay Animation</td>
<td>Build set and characters</td>
<td>Phase 2: Defining the interface elements, Applying interaction design characteristics</td>
</tr>
<tr>
<td>5</td>
<td>Mini Project #1 due</td>
<td>Assessment</td>
<td>Mini Project 1</td>
</tr>
<tr>
<td>6</td>
<td>Storyboard Midterm project</td>
<td>Assessment</td>
<td>Assessment</td>
</tr>
<tr>
<td>7</td>
<td>Animation due</td>
<td>Work on project in class</td>
<td>Assessment of animation</td>
</tr>
<tr>
<td>8</td>
<td>Journal Review</td>
<td>Work on project in class</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>Midterm project due</td>
<td></td>
<td>Assessment/critique</td>
</tr>
<tr>
<td>10</td>
<td>NONE</td>
<td>Break</td>
<td>Break</td>
</tr>
<tr>
<td>11</td>
<td>Project #2 overview</td>
<td></td>
<td>Overview and concept pitch</td>
</tr>
<tr>
<td>12</td>
<td>Storyboard due</td>
<td></td>
<td>Review storyboard</td>
</tr>
<tr>
<td>13</td>
<td>Animation due</td>
<td></td>
<td>Review animation</td>
</tr>
<tr>
<td>14</td>
<td>Live action and stop action integration</td>
<td>Work on project #2</td>
<td>Discussion in class and lecture</td>
</tr>
<tr>
<td>15</td>
<td>Project #2 due</td>
<td>Work on Final Project</td>
<td>Assessment/critique</td>
</tr>
<tr>
<td>16</td>
<td>Final project review</td>
<td>Final Presentation</td>
<td>Review timing and editing</td>
</tr>
<tr>
<td>17</td>
<td>Final project due</td>
<td>Final Project Due</td>
<td>Assessment/critique Final Project Due</td>
</tr>
</tbody>
</table>