

COGSWELL COLLEGE

Catalog Addendum 2016-2018

191 Baypointe Parkway

San Jose, CA 95134

www.cogswell.edu

For more information about our graduation rates, the median debt of students that completed the program, and other important information, please visit our website at <http://www.cogswell.edu/about/disclosures-programs.php>.

The Catalog Addendum is not a standalone document and must be accompanied by the most current version of the 2016-2018 catalog. It serves as notification of corrections to content and changes to college policy, tuition and fees, programs, courses, admission and graduation requirements and staff updates which have occurred since the catalog was published.

Effective 09/01/2016

Admission Policies

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The following ACT Scores have been updated:

ACT English Score	SAT Critical Reading Score	Placement
<ul style="list-style-type: none"> • 6 or lower if taken in or after September 2016 • 17 or lower if take prior to September 2016 	<ul style="list-style-type: none"> • 479 or lower if taken in or after March 2016 • 499 or lower if taken prior to March 2016 	ENG050
<ul style="list-style-type: none"> • 7 or higher if taken in or after September 2016 • 18 or higher if taken prior to September 2016 	<ul style="list-style-type: none"> • 480 or higher if taken in or after March 2016 • 500 or higher if taken prior to March 2016 	ENG100

Academic Policies

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The Attendance Policy has been updated to include:

On-Campus Attendance Policy (addition)

A student that is absent from an individual course for 25% or more of the scheduled times will be withdrawn from the class by the College. A withdrawal “W” grade will be given if withdrawal occurs on or prior to the last day to withdraw deadline. A withdrawal after the last day to withdraw will be assigned a withdrawal fail “WF” grade.

Online/Hybrid Attendance Policy (addition)

A student that does not participate in an individual course for 25% or more of the scheduled time will be withdrawn from the class by the College. A withdrawal “W” grade will be given if withdrawal occurs on or prior to the last day to withdraw deadline. A withdrawal after the last day to withdraw will be assigned a withdrawal fail “WF” grade.

Course Description

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The following course description has been updated to read:

GAM360 Game Animation

Semester Credits	Lecture Hours	Laboratory Hours	Total Contact Hours
3	30	30	60

In this course students will create In-Game animations such as Cycles, Hit Reacts, Melees and Prototypes. Students will get familiar with the animation pipelines, tools, and game engine. Project Management and Version Control system will be used during production. Students will work in teams as well as individually as they produce assets through a typical video game development production cycle with guidelines similar to those in the industry. Students will also have opportunities to network with industry professionals. **Prerequisite:** As Appropriate

The following courses have been added:

VIRT299 Special Topic

Semester Credits	Lecture Hours	Laboratory Hours	Total Contact Hours
0	0	0	0

Course on a special topic in Virtual Reality and/or Augmented Reality. May be used as an elective and repeated as topic changes. **Prerequisite:** As Appropriate

VIRT499 Special Topic

Semester Credits	Lecture Hours	Laboratory Hours	Total Contact Hours
0	0	0	0

Advanced course on a special topic in Virtual Reality and/or Augmented Reality. May be used as an elective and repeated as topic changes. **Prerequisite:** As Appropriate