

2019 COLLEGE CATALOG ADDENDUM

TOTAL PROGRAM COSTS

The below estimated schedule of total charges for the entire educational programs are to be included with the Tuition and Fees listed on pages 18-19.

Total Estimated Charges per Program	
Program	Total Costs
BA in Digital Art and Animation	\$106,762
BA in Game Design Art	\$103,380
Bachelor of Business Administration	\$103,380
BS in Computer Science	\$111,526
BS in Digital Audio Technology	\$112,320
BS in Game Design Engineering	\$112,320
MA in Entrepreneurship and Innovation	\$25,570

YELLOW RIBBON PROGRAM

Cogswell Polytechnical College participates in the Veterans Affairs (VA) Post-9/11 GI Bill Yellow Ribbon program. This program allows approved degree-granting institutions and the VA to partially or fully fund tuition and fee expenses that exceed the established thresholds under the Post-9/11 GI Bill. It assists in making additional funds available for veterans' education programs without an additional charge to their GI Bill entitlement. The maximum school contribution under this program is \$5,000 per calendar year. For more questions relating to this program, veterans may contact the Financial Aid Department for assistance.

STUDENT LOAN OBLIGATION

If a student obtains a loan to pay for an educational program, the student has the responsibility to repay the full amount of the loan plus interest, less the amount of any refund.

STANDARD PERIOD OF NON-ENROLLMENT (SPN)

Students intending to request one term (trimester) off from attending Cogswell Polytechnical College must submit a written request for a Standard Period of Non-Enrollment (SPN) to the Registrar's Office. The SPN request form is available on the student portal or in the Registrar's Office. SPN's can be requested for one term (trimester) only during any 12-month period. A Standard Period of Non-Enrollment (SPN) must be requested prior to the end of the term preceding the term the student is requesting to be away from the College. Requests submitted after the end of term will not be considered. The request must be approved by the Registrar, Dean of Education, Business Office, and the Financial Aid Director before a student's status is changed.

Students approved for an SPN are expected to return at the beginning of the term following the SPN. While on an approved SPN, students will not be considered to have withdrawn from the College, no additional charges will be generated, and Financial Aid funds will not be disbursed. Students must register for the intended return term during the registration period as outlined in the Academic Calendar and must meet with a Financial Aid Advisor before they will be allowed to resume attending classes. Students who fail to return to the College by the expected date will be considered to have withdrawn from school and will therefore be responsible for any balance due. If withdrawn, the official withdrawal date will be retroactive to the student's last day of attendance and the date of determination will be the day the student was expected to have returned to the College.

An SPN extends a student's expected graduation date. Students on SPN may not be able to maintain their course sequencing. Students on SPN are not eligible to live in student housing.

BS IN GAME DESIGN ENGINEERING PROGRAM

The below curriculum replaces the curriculum listed on page 64.

BS in Game Design Engineering (GDE) Curriculum		
General Concentration		
Game Design Engineering Core Courses - 33 Credits		
Course Number	Course Name	Credits
GAM225	Introduction to Game Production	3
GAM220	Introduction to Game Storytelling (or GAM235 Game Usability if GAM235 already taken)	3
GAM295	Game Design 1	3
GAM355	Level Design 1	3
GAM376	Game Design 2	3
GAM415	Level Design 2	3
GAM480	Game Studio 1	3
GAM485	Game Studio 2	3
BUS110 or BUS125 or BUS270	Principles of Management, or Business Law, or Project Management	3
ART100	2D Design	3
CS100	Introduction to Scripting: Python	3
Game Design Engineering Concentration Courses – 48 credits		
Course Number	Course Name	Credits
ART110	Sketching	3
DAA106	Digital Imaging Concepts	3
DAA240	Introduction to 3D Modeling	3
DAA245	Texturing	3
DAA267	Character Rigging	3
MATH145	Calculus 2	4
MATH295	Discrete Mathematics	3
MATH290	Linear Algebra and Transformations	3
CS115	Web Programming: HTML5, CSS and JavaScript	3
CS285	C++ Programming: Object Oriented Programming	4
CS295	Data Structures and Algorithms	4
SWE375 or SWE376	Mobile Programming for iOS, or Mobile Programming for Android	3
CS445	Advanced C++ Programming	3
SWE447	GUI and Graphics Programming	3
SWE449	Tools Programming	3
Electives - 3 credits		
Course Number	Course Name	Credits
Elective	Elective or Internship	3
General Education Courses for Engineering Majors - 48 credits		
Total 132 Credits		

BA IN GAME DESIGN ART PROGRAM

The below curriculum replaces the Game Writing curriculum listed on page 63.

BA in Game Design Art (GDA) Curriculum		
Game Writing Concentration		
Game Design Art Core Courses - 33 Credits		
Course Number	Course Name	Credits
GAM225	Introduction to Game Production	3
GAM220	Introduction to Game Storytelling (or GAM235 Game Usability if GAM235 already taken)	3
GAM295	Game Design 1	3
GAM355	Level Design 1	3
GAM376	Game Design 2	3
GAM415	Level Design 2	3
GAM480	Game Studio 1	3
GAM485	Game Studio 2	3
BUS110 or BUS270	Principles of Management, or Project Management	3
ART100	2D Design	3
CS100	Introduction to Scripting: Python	3
Game Writing Concentration Courses – 33 credits		
Course Number	Course Name	Credits
ENG227	Scriptwriting	3
ENG228	Creative Writing	3
GAM260	Game Writing 1	3
GAM340	Game Writing 2	3
GAM420	Narrative Design and Leadership	3
ENG310	Classics of Western Drama	3
HUM228	Video Games and Society	3
HUM225 or HUM226 or HUM227	The Horror Film, or Science Fiction Cinema, or Film History	3
DAA240 or CS285	Introduction to 3D Modeling or C++ Programming: Object Oriented Programming	3
ENG220	Technical and Professional Writing	3
Concentration Elective	Elective Recommended by Academic Advisor	3
Electives - 9 credits		
Course Number	Course Name	Credits
Elective	Elective or Internship	3
Elective	Elective or Internship	3
Elective	Elective or Internship	3
General Education Courses for Non-Engineering Majors - 45 credits		
ENG229	Cog: The Publishing Experience (<i>recommended</i>)	3
SSC180	Introduction to Psychology (<i>recommended</i>)	3
Total 120 Credits		

COURSE DESCRIPTIONS

The following Course Descriptions listed on pages 69-117 have been revised:

Course Number	Course Name	Credits	Lecture Hours	Laboratory Hours	Total Contact Hours
ART105	Color Theory	3	15	60	75

This course is an introduction to color theory. Color properties and color relationships are studied through formal exercises and creative thinking. Additive and subtractive color principles are addressed using a variety of media. Students build a vocabulary for analyzing and identifying color phenomena. Color use in a variety of fields are examined to understand the application of color theory.

Prerequisite: None

Course Number	Course Name	Credits	Lecture Hours	Laboratory Hours	Total Contact Hours
DAA106	Digital Imaging Concepts	3	15	60	75

This course explores advanced image processing using image editing software and graphics tablets. Coursework addresses image creation and manipulation, color and contrast adjustment, compositing, image matching, and non-destructive editing techniques. An emphasis is placed on creating photorealistic illusions.

Prerequisite: None

Course Number	Course Name	Credits	Lecture Hours	Laboratory Hours	Total Contact Hours
DAA240	Introduction to 3D Modeling	3	15	60	75

Creation of 3D organic and industrial models using one or more software modeling packages. Topics include modeling construction using polygon and/or spline-based techniques, texture mapping, lighting, shading, and rendering. Students apply these techniques to the creation of 3D models.

Prerequisite: DAA106

Course Number	Course Name	Credits	Lecture Hours	Laboratory Hours	Total Contact Hours
DAA267	Character Rigging	3	15	60	75

Introduction to animation software modules with emphasis on character rigging techniques: joints, surface binding, articulation, forward and inverse kinematics (FK and IK), and hierarchical node structures. Students apply these techniques to develop 3D characters. Includes a summary of the animation software module, graph editor, setting key frames, and tangents for basic animation.

Prerequisite: DAA244

Course Number	Course Name	Credits	Lecture Hours	Laboratory Hours	Total Contact Hours
DAA270	Illustration 1	3	15	60	75

This course is designed to present the student with the fundamentals of traditional illustration for professional application. Primarily, traditional painting media are used. The course will cover illustration theory but will emphasize studio practice and skill development.

Prerequisite: ART105

Course Number	Course Name	Credits	Lecture Hours	Laboratory Hours	Total Contact Hours
ENT 540	NEGOTIATION, SOURCES AND USES OF POWER	3	45	0	45

Negotiation is a process that involves building trust and relationships. This is also the starting point for influencing and shaping mutually beneficial agreements. Learn how to develop strategies to plan and execute successful negotiations while maintaining positive relationships with stakeholders. Coursework based on real-life workplace dynamics will help you assess your own skills and inclinations to increase your power and confidence in challenging situations. Strategies learned in this course may immediately be applied to your job and daily life.

Prerequisite: None, Co-requisite: None

ADMISSIONS REQUIREMENTS

The admissions requirements for both undergraduate and graduate programs listed on pages 7 and 8 should be modified as follows:

Unofficial transcripts must be received prior to the start of the term, however official transcripts must be received no later than 30 days from the start of the term.

MISSION STATEMENT

The Mission Statement listed on the inside cover should read as follows:

The mission of Cogswell Polytechnical College is to prepare students for success in the creative-technology industries by providing an extraordinary, real-world education inspired by the entrepreneurial spirit of our Silicon Valley location.

ACADEMIC CALENDAR

The New Students Orientation dates listed on pages 5-6 have been revised as outlined below:

Revised Schedule for New Students Orientation	
Term	Date
Spring 2019 Term	January 18, 2019
Spring 2019 Mid-Session	March 15, 2019
Summer 2019 Term	May 17, 2019
Summer 2019 Mid-Session	July 7, 2019
Fall 2019 Term	September 6, 2019
Fall 2019 Mid-Session	October 25, 2019