

From: [Vankeerbergen, Bernadette](#)
To: [Smith, Randy](#); [Reed, Katie](#)
Cc: [Martin, Andrew](#); [Nagar, Ila](#); [Steele, Rachel](#); [Jenkins, Mary Ellen](#); [Matyas, Cory](#); [Quinzon-Bonello, Rosario](#)
Subject: Informational items for CAA
Date: Wednesday, November 26, 2025 4:15:43 PM
Attachments: [TFMA - FILMSTD BA, MIN course list updates \(2025\).pdf](#)
[image001.png](#)
[Computer Science minor update.pdf](#)
[Update SEG BA.pdf](#)
[Update Animation Minor.pdf](#)

Dear Randy and Katie,

Please find attached the following informational items to share at an upcoming CAA meeting:

- Update to the Film Studies BA and Minor
- Update to the Computer Science Minor
- Update to the Social and Environmental Geography BA
- Update to the Animation Minor

Professor Ila Nagar, Chair of ASCC, shared the proposed changes as informational items at the ASC Curriculum Committee meeting on Friday, November 21.

Best regards,
Bernadette



Bernadette Vankeerbergen, Ph.D.

Assistant Dean, Curriculum

College of Arts and Sciences

114F University Hall, 230 North Oval Mall

Columbus, OH 43210

Phone: 614-688-5679

<http://asccas.osu.edu>



THE OHIO STATE UNIVERSITY

College of Arts and Sciences
Department of Art
258 Hopkins Hall
128 North Oval Mall
Columbus, OH 43210

614-292-5072 Phone

art.osu.edu

Vice Provost W. Randy Smith
Council on Academic Affairs
Office of Academic Affairs
University Square South
15 E. 15th Ave.
Columbus, OH 43201

Dear Vice Provost and Committee members:

The Department of Art puts forth this request regarding the Animation minor:

Course Update Request: Interactive Animation (ACCAD 5104 / DESIGN 5104)

The Department of Design has collaborated with the Advanced Computing Center for the Arts and Design (ACCAD) to co-list the course *Interactive Animation* under both ACCAD and DESIGN (5104). This course, developed and taught by Associate Professor Kyoung Swearingen, originated from ACCAD 5194 Group Studies and has now been formally approved as a permanent offering.

Key Updates:

- The course will serve as an elective for:
 - Design's Experiential Media Design (XMD) major
 - Moving Image Production major's "Animation mode"
 - Animation Minor in the Department of Art
- Concurrences have been received from ACCAD, Art, and Computer Science and Engineering (CSE), with no objections.
- Regular enrollees will include students from the XMD undergraduate major and the DAIM track of the MFA in Design.
- The Animation Minor plan should be updated to replace ACCAD 5194 with ACCAD/DESIGN 5104 to reflect the course's formal approval and continued offering.

This course represents a forward-looking approach to animation education, integrating emerging tools and processes to prepare students for the evolving landscape of interactive media.

A handwritten signature in black ink, appearing to read 'Roger Beebe', with a stylized, flowing script.

Roger Beebe

Interim Chair

Department of Art

258 Hopkins Hall

128 N. Oval Mall

Columbus, OH 43210



RE: Animation Minor Change and ACCAD 5104

Please note that the ACCAD 5194 Group Studies course that was listed on the Animation Minor plan is one of our course development slots that Professor Kyoung Swearingen used to develop the Interactive Animation course. She has since submitted the course for full review as ACCAD/DESIGN 5104 Interactive Animation and had it approved. Because of this, we request that the listing on the Animation Minor be changed to recognize this update. We are very excited to continue offering this cutting edge course to students studying the future of animation tools and processes.

Chris Coleman
Director of ACCAD



October 24, 2025

TO: Marissa Stewart, Advisor, Department of Art

FROM: Dr. Mary Anne Beecher, Department of Design

RE: justification for the co-listing of ACCAD 5104/DESIGN 5104

Dear Marissa,

The Department of Design has recently sought a co-listed course with the Advanced Computing Center for the Arts and Design (ACCAD). The course is Interactive Animation (ACCAD 5104/DESIGN 5104). This added co-listed section of the course will serve as an elective for Design's Experiential Media Design major, the Moving Image Production major's "Animation mode," and it will also count toward the Animation Minor in the Department of Art.

Concurrences were also sought from ACCAD, Art, CSE and those units have provided it by not providing an indication to object. Design's faculty member Associate Professor Kyoung Swearingen developed and has instructional responsibility for this course. Students from the XMD undergraduate Design major and the DAIM track of Design's MFA in Design program will be regular enrollees in the course, but it will expand current availability for students in the Animation Minor, as well.

Sincerely,

Dr. Mary Anne Beecher
Undergraduate Program Chair
Department of Design
Beecher.17@osu.edu

Animation Minor

Coordinating Advisor Contact: Marissa Stewart, Department of Art,
stewart.1860@osu.edu or art@osu.edu

The Animation minor is primarily a studio-based curriculum of courses designed to build a portfolio of animation work, developing both creative and technical skills. The minor seeks to hone the varied skillset needed for this complex, time-based art form, mixing drawing, 3D modeling, motion, and storytelling.

Students can build breadth and depth into their experience by taking a range of classes in both animation fundamentals and specialized techniques, across the Department of Art, the Advanced Computing Center for the Arts and Design (ACCAD), the Department of Theatre, Film, and Media Arts, the Department of Design, and the Department of Computer Science and Engineering.

The Animation minor requires the completion of 15 credit hours of course work. Students must select one course (3 hours) from a list of **Foundation Courses**, two or three courses (6 or 9 hours) from a list of **Core Courses**, and one or two courses (3 or 6 hours) from a list of **Elective Courses**. Categories of courses are listed below. No courses may be taken for credit more than once and counted toward this minor and all courses that meet the requirements for each category must be distinct. Prerequisites are required for some courses. Courses with a * have a prerequisite or require instructor permission.

Foundation Courses: Complete 1 course (3 CH) from the following list:

ACCAD 3350: History of Animation
ART 3009: Film/Video I
ART 3101: 3D Modeling Sculpture
ART 2200: Real & Recorded Time
ACCAD 5001: Animation Techniques and Practices

Core Courses: Complete 2-3 courses (6-9 CH) from the following list:

ART 4101: Moving Image Art*
ART 4401: Computer Animation*
ACCAD 5002: 3D Computer Animation: Form, Light, Motion I
ACCAD 5003: 3D Computer Animation: Form, Light, Motion II*
ACCAD 5194.01: Group Studies in Digital Animation and Interactive Media

Elective Courses: Complete 1-2 courses (3-6 CH) from the following list:

ART 3001: Internet Art
ART 3004: Life Studio Drawing I*
ART 3107: Life Sculpture
ART 5001: Aspects of Art and Technology I – *with appropriate animation theme* *
ACCAD 3350: History of Animation
ACCAD 5100: Concept Development for Time-Based Media
ACCAD 5140: Interactive Arts Media: Web
ACCAD 5102: Programming Concepts and Applications for Artists and Designers
ACCAD 5200: Motion Capture Production and Experimentation

THEATRE 2811: The Craft of Acting
THEATRE 3311: Stage Directing*
THEATRE 3820: Voice Acting*
THEATRE 5331: Screenwriting*
CSE 3541: Computer Game and Animation Techniques*
CSE 3902: Project: Design, Development, and Documentation of Interactive Systems*
CSE 5542: Real-Time Rendering*
CSE 5546: Virtual Reality*
DESIGN 4104: Intermediate Game Design I*
DESIGN 4154: Intermediate Game Design II*

Animation Minor Program Guidelines:

Credit hours required: A minimum of 15. 1000 level courses shall not be counted toward the 15-credit minimum. At least 6 credit hrs must be upper-level courses as defined by the College of Arts and Sciences (3000 or above).

Transfer and EM credit hours allowed: A student is permitted to count up to 6 total hours of transfer credit and/or credit by examination.

Overlap with the GE: Permitted; no more than 6 credit hours.

Overlap with the major and additional minor(s):

- The minor must be in a different subject than the major.
- The minor must contain a minimum of 12 hours distinct from the major and/or additional minor(s).

Grades Required

- Minimum C- for a course to be listed on the minor.
- Minimum 2.00 cumulative GPA for all minor course work.
- Course work graded Pass/Non-Pass cannot count in the minor.
- No more than 3 credit hours of course graded Satisfactory/Unsatisfactory may count toward the minor.

Approval required The minor course work must be approved by Marissa Stewart, Department of Art, stewart.1860@osu.edu.

Filing the minor program form The minor program form must be filed at least by the time the graduation application is submitted to a college/school advisor.

Changing the minor Once the minor program is filed in the college office, any changes must be approved by faculty representatives from each area represented in the minor.

College of Arts and Sciences
Curriculum and Assessment Services
306 Dulles Hall, 230 Annie & John Glenn Ave
. <http://artsandsciences.osu.edu>
Approved CAA 12-06-2023 RLS

Animation Minor

Coordinating Advisor Contact: Marissa Stewart, Department of Art,
stewart.1860@osu.edu or art@osu.edu

The Animation minor is primarily a studio-based curriculum of courses designed to build a portfolio of animation work, developing both creative and technical skills. The minor seeks to hone the varied skillset needed for this complex, time-based art form, mixing drawing, 3D modeling, motion, and storytelling.

Students can build breadth and depth into their experience by taking a range of classes in both animation fundamentals and specialized techniques, across the Department of Art, the Advanced Computing Center for the Arts and Design (ACCAD), the Department of Theatre, Film, and Media Arts, the Department of Design, and the Department of Computer Science and Engineering.

The Animation minor requires the completion of 15 credit hours of course work. Students must select one course (3 hours) from a list of **Foundation Courses**, two or three courses (6 or 9 hours) from a list of **Core Courses**, and one or two courses (3 or 6 hours) from a list of **Elective Courses**. Categories of courses are listed below. No courses may be taken for credit more than once and counted toward this minor and all courses that meet the requirements for each category must be distinct. Prerequisites are required for some courses. Courses with a * have a prerequisite or require instructor permission.

Foundation Courses: Complete 1 course (3 CH) from the following list:

ACCAD 3350: History of Animation
ART 3009: Film/Video I
ART 3101: 3D Modeling Sculpture
ART 2200: Real & Recorded Time
ACCAD 5001: Animation Techniques and Practices

Core Courses: Complete 2-3 courses (6-9 CH) from the following list:

ART 4101: Moving Image Art*
ART 4401: Computer Animation*
ACCAD 5002: 3D Computer Animation: Form, Light, Motion I
ACCAD 5003: 3D Computer Animation: Form, Light, Motion II*
~~ACCAD/DESIGN 5104 Interactive Animation~~
~~ACCAD 5194.01:-~~
~~Group Studies in Digital Animation and Interactive Media~~

Elective Courses: Complete 1-2 courses (3-6 CH) from the following list:

ART 3001: Internet Art
ART 3004: Life Studio Drawing I*
ART 3107: Life Sculpture
ART 5001: Aspects of Art and Technology I – *with appropriate animation theme* *
ACCAD 3350: History of Animation
ACCAD 5100: Concept Development for Time-Based Media
ACCAD 5140: Interactive Arts Media: Web
ACCAD 5102: Programming Concepts and Applications for Artists and Designers
ACCAD 5200: Motion Capture Production and Experimentation

THEATRE 2811: The Craft of Acting
THEATRE 3311: Stage Directing*
THEATRE 3820: Voice Acting*
THEATRE 5331: Screenwriting*
CSE 3541: Computer Game and Animation Techniques*
CSE 3902: Project: Design, Development, and Documentation of Interactive Systems*
CSE 5542: Real-Time Rendering*
CSE 5546: Virtual Reality*
DESIGN 4104: Intermediate Game Design I*
DESIGN 4154: Intermediate Game Design II*

Animation Minor Program Guidelines:

Credit hours required: A minimum of 15. 1000 level courses shall not be counted toward the 15-credit minimum. At least 6 credit hrs must be upper-level courses as defined by the College of Arts and Sciences (3000 or above).

Transfer and EM credit hours allowed: A student is permitted to count up to 6 total hours of transfer credit and/or credit by examination.

Overlap with the GE: Permitted; no more than 6 credit hours.

Overlap with the major and additional minor(s):

- The minor must be in a different subject than the major.
- The minor must contain a minimum of 12 hours distinct from the major and/or additional minor(s).

Grades Required

- Minimum C- for a course to be listed on the minor.
- Minimum 2.00 cumulative GPA for all minor course work.
- Course work graded Pass/Non-Pass cannot count in the minor.
- No more than 3 credit hours of course graded Satisfactory/Unsatisfactory may count toward the minor.

Approval required The minor course work must be approved by Marissa Stewart, Department of Art, stewart.1860@osu.edu.

Filing the minor program form The minor program form must be filed at least by the time the graduation application is submitted to a college/school advisor.

Changing the minor Once the minor program is filed in the college office, any changes must be approved by faculty representatives from each area represented in the minor.

College of Arts and Sciences
Curriculum and Assessment Services
306 Dulles Hall, 230 Annie & John Glenn Ave
. <http://artsandsciences.osu.edu>
Approved CAA 12-06-2023 RLS

Animation Minor

Coordinating Advisor Contact: Marissa Stewart, Department of Art,
stewart.1860@osu.edu or art@osu.edu

The Animation minor is primarily a studio-based curriculum of courses designed to build a portfolio of animation work, developing both creative and technical skills. The minor seeks to hone the varied skillset needed for this complex, time-based art form, mixing drawing, 3D modeling, motion, and storytelling.

Students can build breadth and depth into their experience by taking a range of classes in both animation fundamentals and specialized techniques, across the Department of Art, the Advanced Computing Center for the Arts and Design (ACCAD), the Department of Theatre, Film, and Media Arts, the Department of Design, and the Department of Computer Science and Engineering.

The Animation minor requires the completion of 15 credit hours of course work. Students must select one course (3 hours) from a list of **Foundation Courses**, two or three courses (6 or 9 hours) from a list of **Core Courses**, and one or two courses (3 or 6 hours) from a list of **Elective Courses**. Categories of courses are listed below. No courses may be taken for credit more than once and counted toward this minor and all courses that meet the requirements for each category must be distinct. Prerequisites are required for some courses. Courses with a * have a prerequisite or require instructor permission.

Foundation Courses: Complete 1 course (3 CH) from the following list:

ACCAD 3350: History of Animation
ART 3009: Film/Video I
ART 3101: 3D Modeling Sculpture
ART 2200: Real & Recorded Time
ACCAD 5001: Animation Techniques and Practices

Core Courses: Complete 2-3 courses (6-9 CH) from the following list:

ART 4101: Moving Image Art*
ART 4401: Computer Animation*
ACCAD 5002: 3D Computer Animation: Form, Light, Motion I
ACCAD 5003: 3D Computer Animation: Form, Light, Motion II*
ACCAD/DESIGN 5104 Interactive Animation

Elective Courses: Complete 1-2 courses (3-6 CH) from the following list:

ART 3001: Internet Art
ART 3004: Life Studio Drawing I*
ART 3107: Life Sculpture
ART 5001: Aspects of Art and Technology I – *with appropriate animation theme* *
ACCAD 3350: History of Animation
ACCAD 5100: Concept Development for Time-Based Media
ACCAD 5140: Interactive Arts Media: Web
ACCAD 5102: Programming Concepts and Applications for Artists and Designers
ACCAD 5200: Motion Capture Production and Experimentation

THEATRE 2811: The Craft of Acting
THEATRE 3311: Stage Directing*
THEATRE 3820: Voice Acting*
THEATRE 5331: Screenwriting*
CSE 3541: Computer Game and Animation Techniques*
CSE 3902: Project: Design, Development, and Documentation of Interactive Systems*
CSE 5542: Real-Time Rendering*
CSE 5546: Virtual Reality*
DESIGN 4104: Intermediate Game Design I*
DESIGN 4154: Intermediate Game Design II*

Animation Minor Program Guidelines:

Credit hours required: A minimum of 15. 1000 level courses shall not be counted toward the 15-credit minimum. At least 6 credit hrs must be upper-level courses as defined by the College of Arts and Sciences (3000 or above).

Transfer and EM credit hours allowed: A student is permitted to count up to 6 total hours of transfer credit and/or credit by examination.

Overlap with the GE: Permitted; no more than 6 credit hours.

Overlap with the major and additional minor(s):

- The minor must be in a different subject than the major.
- The minor must contain a minimum of 12 hours distinct from the major and/or additional minor(s).

Grades Required

- Minimum C- for a course to be listed on the minor.
- Minimum 2.00 cumulative GPA for all minor course work.
- Course work graded Pass/Non-Pass cannot count in the minor.
- No more than 3 credit hours of course graded Satisfactory/Unsatisfactory may count toward the minor.

Approval required The minor course work must be approved by Marissa Stewart, Department of Art, stewart.1860@osu.edu.

Filing the minor program form The minor program form must be filed at least by the time the graduation application is submitted to a college/school advisor.

Changing the minor Once the minor program is filed in the college office, any changes must be approved by faculty representatives from each area represented in the minor.

College of Arts and Sciences
Curriculum and Assessment Services
306 Dulles Hall, 230 Annie & John Glenn Ave
. <http://artsandsciences.osu.edu>
Approved CAA 12-06-2023 RLS