



**CMU Tech Curriculum Committee
Meeting Minutes
April 22, 2024
Microsoft Teams**

Members Present: Wayne Smith, Carolyn Ferreira-Lillo, Jason Roberson, Karrie Stanfill, and Stephanie Stelljes

Members Absent: Scott Andrews

Ex-Officio Members: Maggie Bodyfelt, Janel Davis, Traci Seurer

Guests: Josh Meuwly, Sundial Hoffman

Recording Secretary: Maggie Bodyfelt for Carrie Moore

Chair Smith called the meeting to order at 3:01 pm.

I. Announcements

A. None

II. Unfinished Business

A. None

III. Ex-Officio Reports

A. Associate Vice President of Academic Affairs for Assessment and Accreditation
i. Nothing to report.

B. Registrar's Office Maggie Bodyfelt
i. Nothing to report.

C. Financial Aid John Stewart
i. Nothing to report.

D. Librarian Tracie Seurer
i. Nothing to report.

E. Catalog Description Reviewer Johanna Varner
i. Nothing to report.

F. Essential Learning Scott Andrews
i. Nothing to report.

II. Curriculum Proposals



Please see page 3 for a summary of curriculum proposals with the Committee action for each proposal.

III. Information Items

A. None

IV. New Business

A. None

Carolyn Ferreira-Lillo motioned to adjourn, and Jason Roberson seconded the motion. With no objections from the committee, Chair Smith adjourned the meeting at 3:26 pm.

CMU Tech Curriculum Committee Proposals April 22, 2024

Effective Term - Summer 2024
Programs

The following is a summary: Additional information can be found on the individual curriculum proposals.

Title	Degree	Committee Action	Motion Second
: Digital Filmmaking: Animation Principles I	TCT	Program Addition - Approved	Roberson Stanfill

CMU Tech CC Discussion: After meeting with the FILM advisory committee, it was determined that there were gaps in current offerings, and it was decided to introduce more technical certificates to enhance the FILM program as well as appeal to a broader range of students. Bureau of US Labor Statistics, Film, Media & Animation states the US labor statistics for the film, media, and animation industries depict a diverse landscape of occupations with varying employment levels and wage structures. Occupations such as Film and Video Editors, Special Effects Artists and Animators, and Producers and Directors exhibit substantial employment numbers, indicating the industry's robustness. Mean hourly wages for these roles range from \$40.13 to \$52.71, with annual mean wages ranging from \$83,470 to \$109,630. With advancements in technology and the increasing demand for digital content across various platforms, the industry's future growth appears promising. As consumers continue embracing streaming services, virtual reality, and other emerging technologies, the demand for skilled professionals in film production, editing, and animation will likely increase. This growth trajectory suggests opportunities for job seekers and professionals in the film media and animation sectors, making it an appealing and dynamic field to pursue careers. Colorado Labor Statistics state the long-term industry projections for Colorado's Arts, Entertainment, and Recreation sector present a compelling case for adding courses, degrees, and certificates in this field. From 2022 to 2032, the industry is expected to experience significant growth, with an estimated employment increase from 56,983 to 63,657, marking a total change of 6,674 jobs. This equates to a robust annual average employment growth of 667 positions, reflecting a remarkable 11.71% overall increase over the decade. Such substantial growth indicates a rising demand for skilled professionals in various arts, entertainment, and recreation areas. By introducing courses tailored to meet the evolving needs of this expanding industry, CMU Tech can equip students with the necessary skills and knowledge to capitalize on emerging opportunities, contribute to economic growth, and fulfill the demands of the labor market in Colorado.

Change Item Description	Department Justification
New program proposal	See CMU Tech CC Discussion above.

: Digital Filmmaking: Animation Principles II	TCT	Program Addition - Approved	Roberson Stanfill
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CMU Tech CC Discussion: After meeting with the FILM advisory committee, it was determined that there were gaps in current offerings, and it was decided to introduce more technical certificates to enhance the FILM program as well as appeal to a broader range of students. Bureau of US Labor Statistics, Film, Media & Animation states the US labor statistics for the film, media, and animation industries depict a diverse landscape of occupations with varying employment levels and wage structures. Occupations such as Film and Video Editors, Special Effects Artists and Animators, and Producers and Directors exhibit substantial employment numbers, indicating the industry's robustness. Mean hourly wages for these roles range from \$40.13 to \$52.71, with annual mean wages ranging from \$83,470 to \$109,630. With advancements in technology and the increasing demand for digital content across various platforms, the industry's future growth appears promising. As consumers continue

embracing streaming services, virtual reality, and other emerging technologies, the demand for skilled professionals in film production, editing, and animation will likely increase. This growth trajectory suggests opportunities for job seekers and professionals in the film media and animation sectors, making it an appealing and dynamic field to pursue careers. Colorado Labor Statistics state the long-term industry projections for Colorado's Arts, Entertainment, and Recreation sector present a compelling case for adding courses, degrees, and certificates in this field. From 2022 to 2032, the industry is expected to experience significant growth, with an estimated employment increase from 56,983 to 63,657, marking a total change of 6,674 jobs. This equates to a robust annual average employment growth of 667 positions, reflecting a remarkable 11.71% overall increase over the decade. Such substantial growth indicates a rising demand for skilled professionals in various arts, entertainment, and recreation areas. By introducing courses tailored to meet the evolving needs of this expanding industry, CMU Tech can equip students with the necessary skills and knowledge to capitalize on emerging opportunities, contribute to economic growth, and fulfill the demands of the labor market in Colorado.

Change Item Description	Department Justification
New program proposal	See CMU Tech CC Discussion above.

: Digital Filmmaking: Drone Cinematography	TCT	Program Addition - Approved	Roberson Stanfill
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CMU Tech CC Discussion: Unmanned aircraft are rising in need and popularity. Skilled trades, public safety entities, film, and many others are turning to the use of drones to capture needed footage to assess danger, determine repairs, and create entertainment opportunities. This captured footage needs to be edited and this certificate will allow non-professionals to learn the skills needed for the industry. After meeting with the FILM advisory committee, it was determined that there were gaps in current offerings, and it was decided to introduce more animation classes to enhance the FILM program as well as appeal to a broader range of students. Bureau of US Labor Statistics Film, Media & Animation states the US labor statistics for the film, media, and animation industries depict a diverse landscape of occupations with varying employment levels and wage structures. Occupations such as Film and Video Editors, Special Effects Artists and Animators, and Producers and Directors exhibit substantial employment numbers, indicating the industry's robustness. Mean hourly wages for these roles range from \$40.13 to \$52.71, with annual mean wages ranging from \$83,470 to \$109,630. With advancements in technology and the increasing demand for digital content across various platforms, the industry's future growth appears promising. As consumers continue embracing streaming services, virtual reality, and other emerging technologies, the demand for skilled professionals in film production, editing, and animation will likely increase. This growth trajectory suggests opportunities for job seekers and professionals in the film media and animation sectors, making it an appealing and dynamic field to pursue careers. The occupational outlook for Producers and Directors, Film and Video Editors, Camera Operators, and Special Effects Artists and Animators is promising, driven by the ever-evolving landscape of media consumption and technological advancements. Producers and Directors, with a median pay of \$85,320 per year and a projected job growth of 7% from 2022 to 2032, are expected to see an increase in demand for their expertise in overseeing film and video projects. Similarly, Film and Video Editors and Camera Operators, with a median pay of \$62,420 per year and a projected 7% job growth, are anticipated to benefit from the expanding need for digital content creation across various platforms. Special Effects Artists and Animators, with a median pay of \$98,950 per year and an expected job growth of 8%, are poised to capitalize on the growing demand for visually captivating and immersive entertainment experiences. With no on-the-job training required, professionals in these fields can expect to find ample opportunities for career growth and development in the dynamic and ever-expanding media and entertainment industry. Colorado Labor Statistics state the long-term industry projections for Colorado's Arts, Entertainment, and Recreation sector present a compelling case for adding courses, degrees, and certificates in this field. From 2022 to 2032, the

industry is expected to experience significant growth, with an estimated employment increase from 56,983 to 63,657, marking a total change of 6,674 jobs. This equates to a robust annual average employment growth of 667 positions, reflecting a remarkable 11.71% overall increase over the decade. Such substantial growth indicates a rising demand for skilled professionals in various arts, entertainment, and recreation areas. By introducing courses tailored to meet the evolving needs of this expanding industry, CMU Tech can equip students with the necessary skills and knowledge to capitalize on emerging opportunities, contribute to economic growth, and fulfill the demands of the labor market in Colorado's vibrant arts and entertainment sector.

Change Item Description	Department Justification
New program proposal	See CMU Tech CC Discussion above.

Effective Term - Summer 2024

Courses

The following is a summary: Additional information can be found on the individual curriculum proposals.

Title	Credits	Committee Action	Motion Second
FILM 114: Introduction to Animation I	3	Course Addition - Approved	Ferreira-Lillo Roberson

CMU Tech CC Discussion: This is a new course added for Digital Filmmaking, allowing film students an option to expand their skill set to include animation and visual storytelling. This course will focus on exploration of the foundational principles and techniques of animation. Topics include squash-and-stretch, timing, anticipation, and other techniques to create dynamic and engaging animations, proficiency development in industry-standard digital animation software, and the foundations of visual storytelling.

Change Item Description	Old	New
New Proposal: No differences to report		

FILM 124: Drawing for Animation	3	Course Addition - Approved	Ferreira-Lillo Roberson
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CMU Tech CC Discussion: This is a new course added as a certificate to Digital Filmmaking with a focus on essential principles of drawing, with a strong emphasis on kinetic drawing and gesture drawing, to create compelling and expressive animated characters and scenes.

Change Item Description	Old	New
New Proposal: No differences to report		

FILM 134: Storyboarding	3	Course Addition - Approved	Ferreira-Lillo Roberson
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CMU Tech CC Discussion: This is a new course added as a certificate to Digital Filmmaking, allowing film students an option to expand their skill set to include animation and visual storytelling per advisory and industry requests. This course is unique in that it provides instruction in the basics of storyboarding as a single course, allowing students to gain skills in advancing techniques in storyboarding from single cells to full animatics. There are no other courses on campus that specialize in only storyboarding. Most other courses that touch on storyboarding do not have storyboarding as the primary course content. FILM 134 is dedicated to this specific skill set and can be utilized in FILM pre-production courses in collaboration between film and animation students.

Change Item Description
Old
New

New Proposal: No differences to report

FILM 151: Cinematography
3
Course Addition - Approved
Ferreira-Lillo | Roberson

CMU Tech CC Discussion: This new course will bring the technical skills of all equipment use into the classroom, allowing students to get hands-on skills of manning equipment and cameras. The focus of the course will prepare students for future projects and should increase all future productions and the value of cinematic expression and techniques. FILM 151 has as its focus only Cinematography to prepare students for camera movement, lens choices, cinematic lighting, and style, etc, needed for Film production. This course is being taught for two different degree-seeking students: the traditional film student and accommodating the aviation student who wants to use their specified knowledge of flight to learn the art of cinematography and apply their previous Certificate of Small UAS Drones in the context of cinematic direction. The UAS students will learn about cinematography and understand concepts that a Director of Photography (DOP) would know. UAS students will know exactly what a DOP would need from them in filmmaking, either in the air or on land. Film and UAS students will also learn lighting, editing, and coloring techniques to make any video shot on the ground or in the air. The Film Department and Aviation Small UAS Instructor have agreed to swap students for two weeks so traditional UAS students will get their first taste of editing and color, and the Film students will learn to pilot and maneuver drones. This brings a level of overlap between these two programs and allows students to learn specific skills that can be used in both programs.

Change Item Description
Old
New

New Proposal: No differences to report

FILM 154: Introduction to Animation II
3
Course Addition - Approved
Ferreira-Lillo | Roberson

CMU Tech CC Discussion: This is a new course added to Digital Filmmaking that focuses on in-depth exploration of traditional animation techniques, and equipping students with the expertise needed to create captivating and dynamic animated sequences. Students will be trained in all innovations in digital animation software that reduce workload and allow them to gain an advantage in the digital market. This course builds upon principles gained in FILM 114, Introduction to Animation I.

Change Item Description
Old
New

New Proposal: No differences to report

FILM 164: Character Animation
3
Course Addition - Approved
Ferreira-Lillo | Roberson

CMU Tech CC Discussion: This is a new course with a focus on exploration of the intricate nuances of bringing animated characters to life, with a strong emphasis on gesture animation, expressive character design, and infusing personality into animated creations. Solid drawing and consistent animation are further built upon as well as design and technique to both teach repetitive and stylistic characters in motion.

Change Item Description
Old
New

New Proposal: No differences to report

FILM 211: Short-Form Production II
3
Course Addition - Approved
Ferreira-Lillo | Roberson

CMU Tech CC Discussion: This course is a modification of FILM 265 Producing Indie Films. The name change better reflects a series in production courses and serves FILM, Animation students and

Small UAS students by giving them the opportunity to produce and collaborate on larger projects within differing departments. This course will focus on techniques and tools of short-form and independent film production and the use of narrative visual storytelling components and expressive visual elements. There will be an emphasis on collaborative production during the various pre-production, production, and post-production stages. The course name was changed to Short Form Production II to align the sequencing for FILM students. Short Film Production I is not a prerequisite because the courses do not have to be taken sequentially, although it is preferred. In order to facilitate registration for Animation and UAS students, Short Film Production I will not be listed as a prerequisite, while though preferred, is not required.

Change Item Description	Old	New
New Proposal: No differences to report		