

INTERDISCIPLINARY (ELEC1-UC)

ELEC1-UC 10 Introduction to Tourism & Hospitality (4 Credits)

Typically offered occasionally

This course introduces students to the global hospitality and tourism industry, its growth and development, industry segments, and current trends. Topics include tourism, lodging, resorts, gaming, restaurants, food service, and events. Students will have the opportunity to learn and discuss prevailing geographic, economic, environmental, and socio-cultural perspectives on travel. Students are provided the opportunity to connect the theories and concepts with real-world examples through visiting and experiencing local sites and instances of tourism and hospitality. Students are guided in reflection and discussion of how these concepts are translated in practice and integrate these observations into their final project.

Grading: UC SPS Graded

Repeatable for additional credit: No

ELEC1-UC 11 Introduction to Game Design (4 Credits)

Typically offered occasionally

This course introduces students to the basic concepts, practices, and tools used in game development. Students will learn what elements define games and how the mechanics and rules behind different types of games shape gameplay and player experiences. They will also learn about the role of storytelling and narrative in game design. Students will learn how to design, develop, and test simple paper and digital prototype games using an iterative design process and incorporating feedback. This course also introduces students to basic coding skills needed in game design and guides them through the steps of programming simple games. Students will complete hands-on projects to practice creating basic linear and interactive story worlds for which they will design systems of play.

Grading: UC SPS Graded

Repeatable for additional credit: No

ELEC1-UC 12 Leadership for a Changing World (2 Credits)

The global citizen of today is expected to lead with a collaborative style, demonstrate strategic thinking, and embody a moral compass that fosters community and connection. This course is organized around four areas of leadership studies: defining leadership, personal leadership development, leadership in groups, and diverse perspectives on leadership. Throughout this course, students will have opportunities to develop skills such as time management, goal setting, decision making, conflict resolution, relationship building/group dynamics, and diversity exploration. Students will learn about core leadership concepts, develop oral and written skills to articulate their ideas and values about leadership, and develop plans for their own leadership development.

Grading: UC SPS Graded

Repeatable for additional credit: No

ELEC1-UC 1000 Intro to Programming Using C (2-4 Credits)

Typically offered occasionally

A thorough introduction to the systems development life cycle, programming, and program design. Although C language in a DOS environment is used as the vehicle for introducing computer concepts, this course is not intended to be a complete introduction to the C language.

Grading: UC SPS Graded

Repeatable for additional credit: No

ELEC1-UC 1001 C Programming Part I (2-4 Credits)

Typically offered occasionally

An introduction to the C programming language. It focuses on the structure and syntax of C and includes a detailed study of data structures and flow control, I/O, functions, operations, pointers, and the standard C function libraries.

Grading: UC SPS Graded

Repeatable for additional credit: No

ELEC1-UC 1002 C Programming Part II (2-4 Credits)

Typically offered occasionally

Expands on the knowledge of C learned in Part I, concentrating on the full 32-bit Windows environment and new user interface. The course covers the basic Windows programming structure, processing of messages, accessing the mouse, dialogue boxes, standard controls, menus, bitmaps, and icons, as well as many Windows features, such as common interface control elements, multithreaded multitasking, and consoles.

Grading: UC SPS Graded

Repeatable for additional credit: No

ELEC1-UC 1003 Object-Oriented Program C++ Part I (2-4 Credits)

Typically offered occasionally

This two-part course provides complete coverage of the syntax and semantics of the C++ language. Emphasis is on acquiring a solid foundation in C++ language features while developing an understanding of object-oriented principles necessary for successful use of the language. Part I topics include references, constants, inlines, overloading, classes, members, constructors, destructors, scope, encapsulation, data abstraction, and type safety. Students develop practical skills through hands-on work in the language.

Grading: UC SPS Graded

Repeatable for additional credit: No

ELEC1-UC 1004 Object-Oriented Program C++ Part II (2-4 Credits)

Typically offered occasionally

This course continues coverage of C++ and object-oriented principles. Topics covered include virtual functions, inheritance, and the design of polymorphic classes, exception handling, I/O streams, and run-time type identification. Templates are covered in depth. Common traps and pitfalls are discussed. Emphasis is on a hands-on, design-driven approach to appropriate and effective use of the language. Students design and implement C++ classes and a practical application.

Grading: UC SPS Graded

Repeatable for additional credit: No

ELEC1-UC 1005 UNIX I: (2-4 Credits)

Typically offered occasionally

Covers the general-purpose UNIX utilities for searching, sorting, merging, editing, formatting, and printing data. Individual utilities are connected together with pipes and other forms of I/O redirection, and run as a group by means of shellscripts. Students edit files (including HTML World Wide Web pages) with the vi text editor, and search through data using regular expressions. This course does not cover the kernel or UNIX internals.

Grading: UC SPS Graded

Repeatable for additional credit: No

ELEC1-UC 1006 Object-Oriented Analysis & Design (2-4 Credits)*Typically offered occasionally*

Introduces the fundamental concepts of object-oriented analysis (OOA), design (OOD), and programming (OOP), and how object-oriented languages differ from procedural languages. Notation is used to teach the concepts of abstraction, encapsulation, modularity, hierarchy, and polymorphism. This course is designed for both programmers and analysts. No coding is required; however, prior experience in a modern general-purpose programming language (C, C++, Smalltalk, Ada) is expected.

Grading: UC SPS Graded**Repeatable for additional credit:** No**ELEC1-UC 1007 Java Basics: Intro to Programming Using Java (2-4 Credits)***Typically offered occasionally*

This is a course for those with no prior programming experience. Students learn the fundamental concepts of object-oriented computer programming using Java. It does not provide complete coverage of the Java language or of web application development and is not appropriate for computer neophytes. Upon successful completion of this course, students are prepared to enter Java I.

Grading: UC SPS Graded**Repeatable for additional credit:** No**ELEC1-UC 1008 JAVA II (2-4 Credits)***Typically offered occasionally*

This course is designed for programmers already familiar with Java. Topics include JavaBeans, security, swing components, collections framework, input method framework, drag-and-drop data transfer, JDBC, Java Archive (JAR), and file streams.

Grading: UC SPS Graded**Repeatable for additional credit:** No**ELEC1-UC 1009 Networking & UNIX (2-4 Credits)***Typically offered occasionally*

This course is intended for students interested in understanding and developing UNIX networking software and managing UNIX computer networks. It covers the principles, protocols, and design of UNIX computer networks and the development of UNIX networking software. Topics include: network principles and topology, networking protocols in UNIX with an emphasis on TCP/IP, a review of the architecture of network interconnections, and much more.

Grading: UC SPS Graded**Repeatable for additional credit:** No**ELEC1-UC 1010 UNIX II: Systems Administration (2-4 Credits)***Typically offered occasionally*

This course provides students with the knowledge needed for the administration of a stand-alone or networked UNIX computer system and its peripherals. The course covers both versions of UNIX, BSD, and System V. Topics include: UNIX system and network overview, system start-up and shutdown, UNIX file systems, user account management, system security, system backup, and much more.

Grading: UC SPS Graded**Repeatable for additional credit:** No**ELEC1-UC 1023 Managing The Arts (2 Credits)***Typically offered occasionally*

Survey the principal tasks, concerns, and skill requirements of the nonprofit arts manager. Topics include the history of the arts and arts management in the United States, legal obligations of the board, organizational structures, fundraising, audience development, economic development and the arts, working with artists, and the budget process. Also study personnel issues, programming, developing partnerships, planning, advocacy, and job searches.

Grading: UC SPS Graded**Repeatable for additional credit:** No**ELEC1-UC 1024 Fundraising for The Arts (2 Credits)***Typically offered occasionally*

Gain an understanding of the basic principles of fundraising for the arts from both public and private sources and learn the techniques, skills, and strategies for implementing an effective fundraising plan in challenging times. Central issues discussed include recent fundraising trends; assessing organizational readiness and making the "case"; the role and resources of the board, staff, and volunteers; how to identify potential supporters and sustain relationships with public, private, and individual donors; and how to communicate effectively through written and oral presentations. Acquire the core competencies needed for a career in arts and cultural fundraising.

Grading: UC SPS Graded**Repeatable for additional credit:** No**ELEC1-UC 1025 Marketing The Arts (2 Credits)***Typically offered occasionally*

Examine what a nonprofit arts manager must know about the business of both performing and visual arts marketing. Learn how to identify and develop arts audiences and increase earned income through the creation and implementation of a comprehensive marketing plan. Topics include market research, pricing, budgeting and income projections, branding and graphic design, direct marketing techniques, promotions, advertising, public relations, and digital and interactive marketing. Case studies and guest speakers aid in analyzing current marketing trends and developing effective marketing strategies.

Grading: UC SPS Graded**Repeatable for additional credit:** No**ELEC1-UC 1026 Financial Management for the Arts (2 Credits)***Typically offered occasionally*

Explore the challenging issues of budgeting, accounting, and financial management in today's art world. Discuss how best to construct a budget, how to manage in times of financial crisis, and how to meet auditing and accountability requirements. Using case studies, gain a thorough overview of financial management in small to mid-size arts organizations, with emphasis on practical issues, such as ensuring an honest box office, understanding a balance sheet, and knowing what tasks to delegate. Guest speakers are featured.

Grading: UC SPS Graded**Repeatable for additional credit:** No

ELEC1-UC 1027 Financing Cultural Institutions: Strategies and Challenges (2 Credits)*Typically offered occasionally*

Cover the basic models of how cultural institutions finance their programs in light of the challenges presented by today's competitive economic environment. Topics include how institutions price services; the different roles played by auxiliaries (food service, retail, and others); membership programs as a fundraising tool; and how capital financing and grants management fit into the financial mix. The role of the board is discussed, as are current trends in institutional financing, including Internet use. The course may include one field trip. No prior coursework in finance or business is required.

Grading: UC SPS Graded**Repeatable for additional credit:** No**ELEC1-UC 1034 The Art Auction (2 Credits)***Typically offered occasionally*

Examine the ever-evolving art auction business and its importance in the international art market. Gain insight into the history of art auctions, the roles of the art expert, and the myriad services provided by auction houses, including the rise of private sales and financial guarantees. The impact of the Internet, including the rise in the number of online auctions and the immediate worldwide availability of auction sales information, is analyzed. Learn how to buy and sell at auction, how an auction is put together, and how to navigate the industry.

Grading: UC SPS Graded**Repeatable for additional credit:** No**ELEC1-UC 1036 Uniform Standards of Professional Appraisal Practice for Personal Property Appraisers (2 Credits)***Typically offered occasionally*

The Uniform Standards of Professional Appraisal Practice (USPAP) sets a unified code of ethics and standards for appraisal report writing. This unique USPAP seminar, offered in cooperation with the Appraisers Association of America, concentrates on personal property appraising and prepares students for the USPAP examination offered at the close of the course. Passing this exam is proof of professional competence and commitment and is essential for those who intend to become professional appraisers. The curriculum follows the guidelines of the Appraisal Standards Board of the Appraisal Foundation.

Grading: UC SPS Graded**Repeatable for additional credit:** No**ELEC1-UC 1037 IRS Legal Guidelines of Fine and Decorative Arts (2 Credits)***Typically offered occasionally*

Learn current tax law as it applies to the valuation of fine and decorative arts for estate, inheritance, gift, and income tax purposes, and for donations to charitable institutions.

Grading: UC SPS Graded**Repeatable for additional credit:** No**ELEC1-UC 1038 Research Methods for Appraisers (2 Credits)***Typically offered occasionally*

Appraisal students and collectors learn about the tools that enable an appraiser to research a work of art or object, determine the appropriate market from which to draw comparables, write a narrative analysis, and assign a value. Suggestions are offered on the use of standard reference works and major reference centers in the New York metropolitan area. By completing a research project, participants gain broad exposure to the standards and methodologies used by accredited appraisers.

Grading: UC SPS Graded**Repeatable for additional credit:** No**ELEC1-UC 1039 Today's American and International Art Market (2 Credits)***Typically offered occasionally*

Discover global and regional trends in today's international art market by analyzing auction sales and gallery activity for both established and emerging artists. Through the examination of several specific collecting categories, both historically and in the context of the current global economy, this course addresses questions about the future of the art market. What factors affect today's market trends? Where is the market headed? Students working in or aspiring to work in the art market, whether as art dealers or professional advisors, examine issues of art loss and restitution, national patrimony, and increasing worldwide wealth.

Grading: UC SPS Graded**Repeatable for additional credit:** No**ELEC1-UC 1040 Starting a Successful Art (2 Credits)***Typically offered occasionally*

Identify and investigate the skills necessary to launch, sustain, and grow an art business. All aspects of starting and running an art business are covered, from creating an identity and building a reputation to budgeting and operations management. Practical examples are used throughout. Each student starts the course by stating their business concept to the class. Students then learn the basic elements of a good business plan and begin the process of writing one. This course is ideal for those who are considering establishing an art business.

Grading: UC SPS Graded**Repeatable for additional credit:** No**ELEC1-UC 1206 Intensive Bridging & Routing (6 Credits)***Typically offered occasionally*

This course provides a basis for understanding the interrelationships between internet technologies and advertising, as well as outlines the different technical options for advertising, describes tools for evaluating your advertising, and provides guidelines on how to use internet technologies to develop an effective campaign.

Grading: UC SPS Graded**Repeatable for additional credit:** No**ELEC1-UC 1209 Essentials of Appraising (2 Credits)***Typically offered occasionally*

Learn the essential framework of personal property appraisal and acquire an education in appraising with this introductory course. Discuss important issues in the field and gain a general knowledge of the duties of a professional appraiser. Study different kinds of appraisals (estate tax, insurance, charitable contributions, and equitable distribution); examine the types of value and evaluation approaches used in appraisal reports; and look at markets and the varieties of property most often appraised. Other topics include client relations, standards and codes of ethics, and establishing a practice.

Grading: UC SPS Graded**Repeatable for additional credit:** No**ELEC1-UC 1230 Oracle Database Administration I (2-4 Credits)***Typically offered occasionally*

This course covers the essentials of database administration in an Oracle environment. Students learn how to do storage allocation for databases and to create new databases. In addition, it addresses user administration issues, including adding new users to a database and the security and privilege issues involved. The course concludes with a section on database tuning and monitoring from the systems aspect.

Grading: UC SPS Graded**Repeatable for additional credit:** No

ELEC1-UC 1232 Oracle Fundamentals (2-4 Credits)*Typically offered occasionally*

This course presents an introduction to the Oracle relational database management system. Students work with an interactive tool (SQL*PLUS) and learn to create simple and complex select statements to query the database and format that output with Oracle's commands. Students also learn how to manipulate data with insert, update, and delete statements; create database objects including tables (with constraints), views, sequence generators and indexes; and create PL/SQL blocks. Access to Oracle is provided through the campus network. Note: The University is running Oracle 8.1.

Grading: UC SPS Graded**Repeatable for additional credit:** No**ELEC1-UC 1234 Oracle Database Administration II (2-4 Credits)***Typically offered occasionally*

In this class, students learn how to configure an Oracle database for multilingual applications. Students practice various methods of recovering the database, using RMAN, SQL, and Flashback technology. It also cover tools to monitor database performance and what steps to take to improve database performance. Students learn how to use various database technologies, such as Resource Manager, the Scheduler, and Automatic Storage Management (ASM). The course reinforces lecture topics with structured hands-on practices and a workshop. This course is designed to prepare you for the corresponding Oracle Certified Professional exam.

Grading: UC SPS Graded**Repeatable for additional credit:** No**ELEC1-UC 1235 Oracle Forms Developer 10G: Build Internet Apps (2-4 Credits)***Typically offered occasionally*

Students are introduced to two of Oracle's development tools-forms and reports. In a hands-on approach, students learn the fundamentals and create forms, which make up the basis for the development of applications. Students also learn to create and manipulate various types of reports, as well as integrate the tools with each other.

Grading: UC SPS Graded**Repeatable for additional credit:** No**ELEC1-UC 1402 Java I (2-4 Credits)***Typically offered occasionally*

Java is a platform-neutral, object-oriented, and secure programming language for creating interactive content on the web. This course provides a survey of the Java programming language. Topics include classes and objects, inheritance, interfaces, exception handling, applets, strings, input/output, utility classes, Java architecture, garbage collection, and other Java features.

Grading: UC SPS Graded**Repeatable for additional credit:** No**ELEC1-UC 1406 Javascript (2-4 Credits)***Typically offered occasionally*

JavaScript is a semi-object-oriented scripting language for creating dynamic, interactive content in otherwise static HTML pages. This course explores developing advanced graphic user interfaces and interactive information processing "in-line" on web pages.

Grading: UC SPS Graded**Repeatable for additional credit:** No**ELEC1-UC 2020 Fundamentals of Producing (2 Credits)***Typically offered occasionally*

This course provides an overview of the core functions and responsibilities of film producers. Using one feature film script as a working project from week to week, students learn how the underlying principles of film can be applied to, and adapted for, television and other entertainment media. Current and aspiring producers learn how to chart the most promising path toward achieving their goals. We cover the creative, executive, and technical (line producing and production management) responsibilities in all phases of production and distribution. Students grapple with challenging questions about determining the worth of the story, defining target audiences, and projecting production and marketing costs.

Grading: UC SPS Graded**Repeatable for additional credit:** No**ELEC1-UC 2207 Editing II With Final Cut Pro (4 Credits)***Typically offered occasionally*

Through hands-on practice, sharpen your editing skills while troubleshooting problems encountered in the postproduction process. This course, intended for those with Final Cut Pro (FCP) experience, addresses advanced features of FCP, editing aesthetics, and working as an editor. Understand such features as advanced preferences, FCP interface, advanced trimming tools, and filters and transitions. Learn about audio in FCP, including sampling rates, audio level, and workflow to SoundTrack Pro. Get a feel for continuity, rhythm, and time manipulation while editing a narrative scene. Explore non-editorial features of the application, such as media management, motion graphics, composite modes and generators, and color correction. Learn multicam editing, DVD authoring, media compression, and preparing a reel.

Grading: UC SPS Graded**Repeatable for additional credit:** No**ELEC1-UC 2210 Editing With Avid Media Composer (4 Credits)***Typically offered occasionally*

The industry standard Avid editing software is used by professionals in post-production facilities. Learn the principles, terms, and concepts of digital nonlinear editing using Avid Media Composer. Students explore each step of the process: logging and organizing footage, digitizing from various formats, basic editing techniques, trimming, title keying, motion effects, audio mixing, media file management, and onlining a final master. Learn the skills needed for employment in professional broadcast facilities.

Grading: UC SPS Graded**Repeatable for additional credit:** No