

## **EPC 30 Day Clock Memo**

TO: All Faculty  
FROM: Educational Policies Committee  
SUBJECT: Notice of Curriculum Changes  
DATE: May 13, 2020

**The 30-day review period begins May 13, 2020 and ends June 15, 2020**

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This notice of Curriculum Changes is published as required by the EPC Manual, part of the Faculty Handbook (8th edition). The following paragraph may be found in Section III, Part VI, Section 3, “Procedures Governing Revision of Curriculum and Degree Requirements”:

F: Faculty members must submit objections to proposals in writing to the Chair of EPC within 30 days from the date listed on the 30-day Notice of Curriculum Changes distributed by the EPC. Objections received within this 30-day period will suspend approval, pending resolution of the objections. In the event a dispute cannot be resolved, the EPC will make its recommendation to the faculty for action at the next regular faculty meeting.

Complete copies of the proposals may be obtained from the Provost’s Office or from Svend Rønning, Chair of the Educational Policies Committee for the 2019-20 academic year. In addition, some proposals may be found online in the EPC section of the Office of the Provost Sakai site, to which all PLU faculty should have access.

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### **Curriculum Changes for Review – Summary**

- **Computer Sciences** - change catalog description and prerequisite change
- **Mathematics** – change major and minor requirements

### **Curriculum Changes for Information Only – Summary**

- **none**

# Curriculum Changes for Review

Deletions are indicated by ~~strikethrough~~ | Additions are indicated in **bold**

For conciseness, courses and catalog language sections that are not being changed, are not listed.

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## COMPUTER SCIENCE

*Fall 2020*

Type 2 – change catalog description and prerequisite change

Course

### CSCI 412 : Computer Graphics

~~A study of the techniques and theory used to generate~~ **An introduction to the principles of computer graphics in two and three dimensions.** ~~Both two and three dimensional representations will be covered.~~ **Topics may include: triangle meshes, transformations, 3D rendering, shader programming, shading techniques, 3D projection, antialiasing, texture mapping, scene graphs, and ray tracing.** Course work includes several programming assignments plus a project. Prerequisites: CSCI 270, ~~MATH 152~~ **MATH 331**. Recommended: PHYS 153. (4)

## MATHEMATICS

*Fall 2020*

Type 2 – change major and minor requirements

Catalog

### Beginning Classes

Majors in mathematics, computer science, and other sciences usually take MATH 151 and MATH 152, **if they have not placed above them**. MATH 151 is also appropriate for any student whose high school mathematics preparation is strong. Those who have had calculus in high school may omit MATH 151 (see the Advanced Placement section) and enroll in MATH 152 after consultation with a mathematics faculty member. Those who have less mathematics background may begin with MATH 140 before taking MATH 151. MATH 115 provides preparation for MATH 140.

### Mathematical Major Requirements

~~The foundation of the mathematics program for majors includes:~~

- ~~● MATH 151, 152, 253: The three semester sequence of calculus~~
- ~~● MATH 331 (Linear Algebra)~~

~~Students with a calculus background in high school may receive advanced placement into the appropriate course in this sequence.~~

~~Students who have taken calculus in high school but do not have credit for MATH 151 do not need to take MATH 151 for the mathematics major or minor. However, they still need to complete the number of hours in mathematics as stated in the requirements.~~

## Bachelor of Arts Degree

### Major in Mathematics

~~36~~ **32** semester hours of mathematics, plus 4 semester hours of supporting courses

- **32 semester hours of mathematics:** MATH ~~451~~, 152, 242, 253, 317, 331, 433, 455, 499A, 499B
- **4 semester hours of computer science:** CSCI 144
- Strongly recommended (**but not required**): one course from: CSCI 371,~~;~~ECON 345,~~;~~ or PHYS 153/163 Lab

## Bachelor of Science Degree

~~44-53~~ semester hours

### Major in Mathematics

~~40-44~~ **36-40** semester hours of mathematics, plus 8 to 13 semester hours of supporting courses

- **32 semester hours of required mathematics courses:** MATH ~~451~~, 152, 242, 253, 317, 331, 433, 455, 499A, 499B
- 8 semester hours of **electives** from:
  - ◊ MATH 321, 342, 348, 351\*, 356, 381, 480, **PHYS 354\***
  - ◊ ~~PHYS 354\*~~
  - (*\*Only one course from either MATH 351 or PHYS 354 may be used.*)
- **8 or 9 semester hours of supporting courses:** CSCI 144 and one course from: CSCI 371,~~;~~ ECON 345,~~;~~ or PHYS 153/163 ~~Lab~~

### Major in Mathematics Education

~~44~~ **40** semester hours **of mathematics**, plus 8 to 9 semester hours of supporting courses

- **40 semester hours of mathematics:** MATH ~~451~~, 152, 203, 242, 253, 317, 321, 331, 433, 499A, 499B, and MATH/EDUC 446
- **4 semester hours of education:** EDUC 205
- One course (**4-5 semester hours**) from: PHYS 125/135 Lab,~~;~~ PHYS 153/163 Lab,~~;~~ or CHEM 115
- Strongly recommended (**but not required**): MATH 455

## Minors

### Mathematics

~~20~~ **16** semester hours of mathematics courses, including:

MATH ~~451~~, 152, and either 245 or 253; and 8 semester hours of upper-division mathematics courses, excluding MATH 446.