UNIVERSITY OF SILICON VALLEY®

2022 CATALOG ADDENDUM

BOARD OF TRUSTEES

Effective 04/21/2022, Dr. Fardad Fateri is no longer a member of the University Board of Trustees.
Effective 11/17/2022, Charles Restive is no longer an ex-officio member of the University Board of Trustees.

DEPARTMENT DIRECTORS

Effective 5/1/2022, John Hayes is the Interim Director of the Business, Entrepreneurship, and Innovation Department.

EXECUTIVE COMMITTEE

Effective 11/17/2022, Christopher Spohn is the President of USV.

INSTITUTIONAL SCHOLARSHIPS AND GRANTS

The Institutional Scholarships and Grants on Page 25 apply primarily to students attending campus programs only. Students attending 100% online programs are ineligible to apply for most Institutional Scholarships or Grants.

TUITION LOCK AT USV

A college education is the most important investment you will make. At USV we are committed to your success and providing the resources to help make it happen. Our Tuition Lock makes your financial plan more predictable and affordable. It applies to students attending campus-based programs* who meet and maintain the eligibility requirements. Tuition Lock guarantees the same tuition rate from start through graduation for students who enrolled full-time** per trimester and maintain continuous enrollment.

Students must adhere to the following terms to have your current tuition rate locked-in, however special circumstances may be taken into consideration before disqualification:

- Maintain continuous** full-time enrollment throughout the calendar year;
- Keep all financial accounts current and up to date;
- Apply for financial aid and provide required documents in a timely manner (if applicable); and
- Remain in good academic standing.***

Like many colleges, tuition rates at USV have often increased each year, usually in the fall. This was necessary to adjust to rising costs for purchasing and replacing equipment and maintaining a faculty of outstanding industry professionals and educators. While future increases in tuition can be expected, students eligible for the Tuition Lock will not be affected.

* Tuition Lock does not apply to students attending 100% online programs.

** Students must be enrolled for 12 or more credits per trimester for undergraduate programs and 6 or more credits per trimester for graduate programs. .

*** Students must demonstrate Satisfactory Academic Progress (SAP) by having and maintaining a Cumulative Grade Point Average (CGPA) of 2.0 or higher for undergraduate programs and 3.0 for graduate programs.

ADMISSIONS REQUIREMENTS FOR UNDERGRADUATE PROGRAMS

The acceptable scores for Placement Testing on Pages 6 and 9 are replaced with the below chart:

Subject	Score	Placement
English	0 – 49%	ENG050
	50 – 79%	ENG100 & ENG060
	80 – 100%	ENG100
Mathematics	39% or less (12 / 30)	MATH050
	40% - 65% (13 -19 / 30)	MATH112 & MATH060
	66% or greater (20 -30 / 30)	MATH112
Music Theory	0 – 59%	DAT050
	60% or greater	DAT103

Placement tests in English and/or Mathematics are not required for Undergraduate Non-Degree Programs that do not contain English and/or Math courses in the curriculum.

RESIDENCY REQUIREMENTS

The residency requirements on Page 14 have been amended to include that students enrolled in an undergraduate non-degree or a graduate program must complete at least 75% of the program of study in residence with the University of Silicon Valley.

TUITION AND FEES

Effective: 07/01/2022		
Undergraduate Tuition (per credit hour): *for On Campus Programs*	$895	Refundable According to the Institutional Refund Policy
Undergraduate Tuition (per credit hour): *for 100% Online Programs*	$648	Refundable According to the Institutional Refund Policy
Graduate Tuition (per credit hour):	$499	Refundable According to the Institutional Refund Policy
Fees (per term):		
Campus Fee (Undergraduate Students):	$500	Non-refundable
Technology Fee (Graduate Students):	$50	Non-refundable
Student Tuition Recovery Fee/STRF (*per $1,000*):	$2.50	Non-refundable
Books and Supplies:	$200	Estimated Costs
Housing Fee:	$6,695	Refundable According to the Institutional Refund Policy
Other:		
Enrollment Fee:	$100	Non-refundable

Other Fees	Amount
Late Payment Fee	$25 per Payment Due Date (non-refundable)
Official Transcript	$10 per transcript (non-refundable)
Graduation Fee	$100 (non-refundable)
Credit by Examination Fee	$75 per examination (non-refundable)
Audit Fee (waived for USV graduates)	$500 per course (refundable per refund policy)
Diploma Reprint Fee	$25 (non-refundable)
Student ID Card Replacement Fee	$10 (non-refundable)
Student Housing Application Fee	$300 (non-refundable)
Replacement VTA Pass Fee	$25 (non-refundable)
International Students Enrollment Fee	$500 (non-refundable)
Non-sufficient Funds (NSF) Fee	$20 (non-refundable)
Late Equipment Return Fee	$5 per day (non-refundable)

Charges (for the first term)

Tuition and Fees	**On Campus Undergraduate Degree Programs**		**100% Online Undergraduate Degree Programs**		**Graduate Degree Programs**	
	w/o Housing	With Housing	w/o Housing	With Housing	w/o Housing	With Housing
Undergraduate Tuition (based on 15 credits):	$13,425	$13,425	$9,720	$9,720		
Graduate Tuition (based on 9 credits):					$4,491	$4,491
Enrollment Fee:	$100	$100	$100	$100	$100	$100
Campus / Technology Fee:	$500	$500	$500	$500	$50	$50
Student Tuition Recovery Fee (STRF):	$280	$280	$205	$205	$45	$45
Books and Supplies (Estimated):	$200	$200	$200	$200	$200	$200
Housing Fee:	$0	$6,695	$0	$6,695	$0	$6,695
Student Housing Application Fee:	$0	$300	$0	$300	$0	$300
Total Charges for the First Term:	**$14,505**	**$21,500**	**$10,725**	**$11,025**	**$4,886**	**$11,881**

Total Program Costs		
Program	**Current Period**	**Total Costs**
BA Digital Art and Animation (On Campus)	$28,630.00	$113,380.00
BA Digital Art and Animation (100% Online)	$21,145.00	$83,665.00
BA in Game Art (On Campus)	$28,630.00	$113,380.00
BA in Game Art (100% Online)	$21,145.00	$83,665.00
BA in Game Design (On Campus)	$28,630.00	$113,380.00
BA in Game Design (100% Online)	$21,145.00	$83,665.00
Bachelor of Business Administration (On Campus)	$28,630.00	$113,380.00
Bachelor of Business Administration (100% Online)	$21,145.00	$83,665.00
BS in Computer Science (On Campus)	$28,630.00	$113,380.00
BS in Computer Science (100% Online)	$21,145.00	$83,665.00
BS in Digital Audio Technology (On Campus)	$28,630.00	$113,380.00
BS in Digital Audio Technology (100% Online)	$21,145.00	$83,665.00
BS in Game Engineering (On Campus)	$28,630.00	$113,380.00
BS in Game Engineering (100% Online)	$21,145.00	$83,665.00
BS in Software Development (On Campus)	$28,630.00	$113,380.00
BS in Software Development (100% Online)	$21,145.00	$83,665.00
Certificate in Audio Recording (On Campus)	$15,858.00	$15,858.00
Certificate in Audio Recording (100% Online)	$11,896.00	$11,896.00
Certificate in Cloud Computing (On Campus)	$15,858.00	$15,858.00
Certificate in Cloud Computing (100% Online)	$11,896.00	$11,896.00
Certificate in Electronic Music Production (On Campus)	$15,858.00	$15,858.00
Certificate in Electronic Music Production (100% Online)	$11,896.00	$11,896.00
Diploma in Audio and Music Production (On Campus)	$23,038.00	$23,038.00
Diploma in Audio and Music Production (100% Online)	$17,095.00	$17,095.00
Graduate Certificate in Project Management (100% Online)	$6,603.00	$6,603.00
MA in Entrepreneurship and Innovation (On Campus/Hybrid)	$11,117.00	$15,858.00
MA in Entrepreneurship and Innovation (100% Online)	$11,117.00	$15,858.00
MS in Management and Leadership in Creative Technologies (100% Online)	$12,621.00	$18,360.00

Tuition and Fees are subject to change.

ACADEMIC DEPARTMENTS AND EDUCATIONAL PROGRAMS

The BA in Digital Art and Animation (DAA) programs on Pages 59-62 are replaced with the below curriculum:

BA in Digital Art and Animation (DAA) Curriculum		
Core Courses - 57 Credits		
Course Number	**Course Name**	**Credits**
ART102	Principles of Drawing & Rendering	4
ART103	Elements of Visual Design	4
ART115	Figure Drawing 1	3
CS106	Introduction to Scripting	4
DAA101	Foundations of Digital Art for Production	4
DAA106	Digital Imaging Concepts	3
DAA135	Animation Studio Project 1	3
DAA235	Animation Studio Project 2	3
DAA240	Introduction to 3D Modeling	3
DAA244	Introduction to 3D Animation Principles	3
DAA246	Texturing	4
DAA335	Animation Studio Project 3	3
DAA341	Modeling 1	4
DAA360	3D Animation 1	3
DAA480	Portfolio 1	3
RWPS480	Senior Capstone Project 1	3
RWPS485	Senior Capstone Project 2	3
General Education Courses - 30 credits		
Course Number	**Course Name**	**Credits**
ENG100	English Composition	3
ENG250	Speech and Communication	3
HUM100	Disruptive Imagination	3
MATH112	College Algebra	3
MATH114	Trigonometry	3
	Arts / Humanities Choice	3
	Physical & Biological Sciences	3
	Social Sciences Choice	3
	Arts and Sciences 300+ Choice	3
	Arts and Sciences Capstone (400)	3
Electives - 33 credits		
Total 120 Credits		

Students are strongly advised to plan a cohesive elective path by clustering courses into one of four categories: 3D Animation, 3D Modeling, Entertainment Design, or Technical Art. Students must take at least 15 DAA300+ credits and 9 DAA400+ credits.

3D Animation Suggested Electives		
Course Number	**Course Name**	**Credits**
DAA200	Acting	3
DAA221	Editing and Motion Graphics	3
DAA264	Drawing Animation 1	3
DAA265	2D Animation 1	3
DAA267	Character Rigging	3
DAA310	Storyboarding	3
DAA312	Animal Drawing and Motion	3
DAA321	Quadruped Animation	3
DAA365	3D Animation 2	3
DAA425	Advanced Motion Graphics	3
DAA465	3D Animation 3	3
GAM360	Game Animation	3
3D Modeling Suggested Electives		
Course Number	**Course Name**	**Credits**
ART230	Introduction to Sculpture	3
DAA248	Lighting and Layout 1	3
DAA250	Digital Sculpture	3
DAA267	Character Rigging	3
DAA326	Advanced Texturing	3
DAA345	Modeling 2	3
DAA370	Concept Design	3
DAA440	Modeling 3	3
DAA442	Advanced Lighting and Layout	3
GAM300	Game 3D Asset Creation	4
GAM365	Environment Art	4
Entertainment Design Suggested Electives		
Course Number	**Course Name**	**Credits**
ART210	Figure Drawing 2	3
DAA221	Editing and Motion Graphics	3
DAA250	Digital Sculpture	3
DAA264	Drawing Animation 1	3
DAA270	Illustration 1	3
DAA310	Storyboarding	3
DAA320	Digital Painting	3
DAA370	Concept Design	3
DAA425	Advanced Motion Graphics	3
DAA435	Matte Painting	3

Technical Art Suggested Electives		
Course Number	**Course Name**	**Credits**
CS206	Object-Oriented Programming with Python	3
CS449	Tools Programming	3
DAA248	Lighting and Layout 1	3
DAA267	Character Rigging	3
DAA325	Advanced Character Rigging	3
DAA326	Advanced Texturing	3
DAA358	Dynamics	3
DAA400	Compositing and Special Effects	3
DAA442	Advanced Lighting and Layout	3
GAM430	Real-Time Visual Effects	3
MATH215	Mathematics for Computer Graphics	3

The Audio and Music Technology (AMT) Department on Page 63 now includes the following programs:

CERTIFICATE IN AUDIO RECORDING (AR)

The Certificate in Audio Recording program will introduce students to the fundamental technology, technique, and practice of recording audio in a studio environment. Students will learn the basics of editing, mixing and apply the knowledge to create pro-quality audio project.

PROGRAM LEARNING OUTCOMES

Graduates in the Certificate in Audio Recording program will:

- **AR PLO1**: Understand historical and technological development of audio.
- **AR PLO2:** Demonstrate basic understanding of digital audio workstations and their application in audio production.
- **AR PLO3:** Demonstrate technical and artistical skills in audio recording and mixing at entry level.

Certificate in Audio Recording (AR) Curriculum		
Core Courses		
Course Number	**Course Name**	**Credits**
DAT104	Audio, Technology, and Innovation	4
DAT111	Desktop Production Fundamentals	4
DAT221	Studio Production 1	4
DAT239	Principles of Room Acoustics	4
Total 16 Credits		

CERTIFICATE IN ELECTRONIC MUSIC PRODUCTION (EMP)

The Certificate in Electronic Music Production program introduces students to the process of making modern music in an electronic production environment. Students will learn the fundamentals of music and will gain the skills and knowledge needed for creative music production.

PROGRAM LEARNING OUTCOMES

Graduates in the Certificate in Electronic Music Production program will:

- **EMP PLO1**: Apply basic music theory to music production or recording.
- **EMP PLO2:** Understand historical and technological development of audio techniques and technologies.
- **EMP PLO3:** Demonstrate basic understanding of digital audio workstations and their application in audio production.

Certificate in Electronic Music Production (EMP) Curriculum		
Core Courses		
Course Number	**Course Name**	**Credits**
DAT103	Music Theory	4
DAT104	Audio, Technology, and Innovation	4
DAT111	Desktop Production Fundamentals	4
DAT116	Desktop Audio Production	4
Total 16 Credits		

DIPLOMA IN AUDIO AND MUSIC PRODUCTION (AMP)

The Diploma in Audio and Music Production program prepares students for entry-level employment in digital audio production and recording. Through courses in music technology and audio production using industry-standard tools, students will develop aesthetic and technical skills vital to the current audio production workplace..

PROGRAM LEARNING OUTCOMES

Graduates in the Diploma in Audio and Music Production program will:

- **AMP PLO1**: Apply foundational knowledge from music theory and audio technology to audio and music production.
- **AMP PLO2:** Demonstrate proficiency with various aspects of digital audio production.
- **AMP PLO3:** Demonstrate technical and artistic skills in audio recording and mixing at entry level using digital audio workstations.

Diploma in Audio and Music Production Curriculum		
Core Courses		
Course Number	**Course Name**	**Credits**
DAT103	Music Theory	4
DAT104	Audio, Technology, and Innovation	4
DAT111	Desktop Production Fundamentals	4
DAT116	Desktop Audio Production	4
DAT221	Studio Production 1	4
DAT239	Principles of Room Acoustics	4
Total 24 Credits		

The Game Design and Development (GDD) Department on Page 65 now includes the following program:

BACHELOR OF ARTS IN GAME DESIGN (GD)

The Bachelor of Arts in Game Design program establishes principles of game design and development throughout a hands-on, practical, collaborative program. Students are introduced to both theoretical design concepts and technical skills including logic, balance, storytelling, programming, level design and quality assurance. Students will game skills in various game design techniques and technologies, including game engines and project management through many practical project courses, which culminate in a two-semester capstone project comprised of interdisciplinary student teams. The program offers a robust education in game design, collaboration, and project skills, with a range of elective options to further develop skills in programming, game writing, marketing, user experience, art, or audio.

PROGRAM LEARNING OUTCOMES

Graduates in the Bachelor of Business Administration (BBA) program will:

- **GD PLO1**: Articulate and demonstrate game design principles and best practices through the development of engaging, interactive media.
- **GD PLO2:** Employ game storytelling principles that demonstrate proven game narrative principles, tools, techniques, and practices.
- **GD PLO3:** Implement, test, and critique user-centered design experiences and interfaces within interactive media.
- **GD PLO4:** Collaborate effectively and ethically as part of multidisciplinary projects and demonstrate professionalism in diverse team environments.
- **GD PLO5**: Demonstrate a career-ready understanding of game design and production through a published portfolio and professional identity.

BA in Game Design (GD) Curriculum		
Core Courses - 66 Credits		
Course Number	**Course Name**	**Credits**
BUS110	Principles of Management and Entrepreneurship	3
BUS270	Project Management	3
CS101	Fundamentals of Computing	4
DAA101	Foundations of Digital Art for Production	4
GAM101	Foundations of Interactive Design	4
GAM135	Game Studio 1: Production Pipeline	3
GAM200	Foundations of Interactive Sound Design	4
GAM220	Introduction to Game Storytelling	3
GAM231	Introduction to Game Engines	4
GAM233	Level Design for Single Player Games	3
GAM236	Game Studio 2: Interactive Design	3
GAM320	Level Design for Multiplayer Games	4
GAM350	Game Systems Design	4
GAM380	Game Usability & UX	4
GAM390	Serious Games Development	4
GAM400	Game Studio 3: Portfolio	3
RWPS480	Capstone Project 1	3
RWPS485	Capstone Project 2	3
SSC180	Introduction to Psychology	3

General Education Courses - 30 credits		
Course Number	**Course Name**	**Credits**
ENG100	English Composition	3
ENG250	Speech and Oral Communication	3
HUM100	Disruptive Imagination	3
MATH112	College Algebra	3
MATH114	Trigonometry	3
	Humanities / Arts Choice	3
	Physical Science Choice	3
	Social Sciences Choice	3
	300 Level Arts & Sciences Choice	3
	400 Level Arts & Sciences Capstone	3
Program Approved Courses (PAC) - 24 Credits		
Total 120 Credits		

Students may choose a Game Writing elective path.
Students must take at least 12 300+ level credits within the 24 elective credits.

Game Writing Focus Courses – 24 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
PAC	Program Elective	3
PAC	Program Elective	3
PAC	Program Elective	3

COURSE DESCRIPTIONS

The following Course Descriptions listed on Pages 73-126 have been revised:

Course Number	Course Name	Credits	Prerequisites
CS206	Object-Oriented Programming with Python	3	CS100 or CS106
This class provides an overview of OOP (Object-Oriented Programming) techniques using Python. The Concepts of classes, objects, object managers, encapsulation, polymorphism, and inheritance are explored in depth. Students are introduced to these OOP concepts in a highly visual environment, using the pygame extension along with a library of pre-built user interface widgets. Students will work on a project making use of OOP techniques to build their software solutions.			
CS449	Tools Programming	3	CS189 or CS206 and DAA240
This course is an advanced scripting course that will teach students how to use Maya Python command engine and Maya Python API to write and deploy production tools in Maya (workflow optimization tools. Modeling, and rigging, animation tools). It will introduce students to Maya architecture and data flow. Students will learn how to write a simple command plugin and dependency node plugin. Other types of plugins will be analyzed and demonstrated.			
DAA135	Animation Studio Project 1	3	None
Introduction to film effects development and various project production models and team structures through lectures, discussions, and simple commercial projects. Lessons learned from studying project post-mortems, case studies, and employing various tools, techniques, and strategies will develop skills in ideation, iteration, troubleshooting, risk assessment, adaptation, communication, team management, organization, and leadership.			
DAA235	Animation Studio Project 2	3	DAA135
Students will create film/commercial prototypes. Topics include design concepts, theory and methodologies, storytelling, story analysis, viewer engagement and techniques for simplifying the development process.			
DAA246	Texturing	4	DAA240
This course involves the use of layering color maps on digital surfaces to create specific material shaders. Texture map painting in 2 D is covered extensively. Analysis through physical observation on the light gathering of surfaces teaches students how to digitally reproduce any material. Students learn UV texture layout and projection techniques for shader creation. Procedural versus painted shader maps are explored along with complex layering. Emphasis is spent on specular, diffuse, color, bump, displacement and normal mapping to achieve the desired result.			
DAA335	Animation Studio Project 3	3	DAA235
In this course, students will build a portfolio that demonstrates their abilities with the relevant work they've done for their desired job role. Students will prepare their marketing materials such as a resume, cover letters, and an online presence.			
DAA341	Modeling 1	4	DAA240
Introduces hard and organic surface modeling pertaining to control and refinement of form. Reproduction of machine-made forms and detailed organic shapes. Advanced texturing for enhancement of models. Students apply these techniques to develop 3D models.			
GAM320	Game Systems Design	4	GAM231, GAM220 and SSC180
In this course students will gain an understanding of various game systems and how they interact to create an immersive game experience, balance, and cohesive design. Systems such as combat, game economics, reward, quest, and narrative are explored.			
GAM350	Serious Games Development	4	GAM236 and GAM350
Games can be incredibly effective when used outside of an entertainment context. This is where the term 'serious games' comes in. In this course students combine learning strategies, knowledge and structures, and game elements to teach specific skills, knowledge, and attitudes.			
GAM376	Game Design 2	3	GAM295
Students will create playable video game prototypes. Topics include game design concepts, theory and methodologies, storytelling, game analysis, player engagement, player immersion, gamification, and techniques for monetization.			

Course Number	Course Name	Credits	Prerequisites
GAM380	Game Usability & UX	4	GAM135 and GAM231
This course introduces assessment and analysis of game usability throughout game production. Students will assess player behaviors and thinking processes to improve the interaction between players and the game. Topics include focus testing, UI/UX design, roles and processes in quality assurance, bug reporting and regression, player psychology and observation, and measuring and quantifying subjective experiences.			
GAM390	Level Design for Multiplayer Games	4	GAM233
Focus on the design and implementation of immersive multiplayer player experiences using commercial game engines and level editors. Advanced level design topics are covered including scripting interactive level sequences, level lighting, material editing, particle systems, development and use of custom assets, animation, user interface, in-game cinematics and choreography.			
SWE449	Tools Programming	3	CS106 and DAA240
This course is an advanced scripting course that will teach students how to use Maya Python command engine and Maya Python API to write and deploy production tools in Maya (workflow optimization tools. Modeling, and rigging, animation tools). It will introduce students to Maya architecture and data flow. Students will learn how to write a simple command plugin and dependency node plugin. Other types of plugins will be analyzed and demonstrated.			