

MEMORANDUM

TO: Ms Karen Roche
Secretary of Senate

FROM: Dr. Rhonda Koster
Chair, Senate Undergraduate Studies Committee

SUBJECT: Report of Senate Undergraduate Studies Committee, Part I & II

DATE: 28 October 2009

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PART I – CALENDAR CHANGES REFERRED FROM SENATE MEETING #2009-5 OF MAY 15, 2009

The Senate Undergraduate Studies Committee met on October 16 and 23 to review the calendar change items referred from Senate meeting #2009-5 of May 15, 2009 and makes the following recommendations:

A. FACULTY OF SCIENCE AND ENVIRONMENTAL STUDIES

.1 Computer Science 4411, 4413, 4475, 4478

The Committee recommends that the revised course descriptions in Computer Science be approved with minor editorial changes. The second sentence of Computer Science 4478 should begin "Exposure to such technology begins with..." and the capitalization should be edited in the course descriptions of Computer Science 4475 and 4478 (see Attachment #1).

.2 BA and BSc programs – non 4-year programs

The Committee defers consideration of this item at the request of the Dean of the Faculty of Science and Environmental Studies to permit further consultation with the academic units.

PART II – CALENDAR CHANGES REFERRED FROM SENATE MEETING #2009-7 OF OCTOBER 2, 2009

The Senate Undergraduate Studies Committee also met on October 16 and 23 to review the calendar change items referred from Senate meeting #2009-7 of October 2, 2009 and makes the following recommendations:

A. FACULTY OF HEALTH AND BEHAVIOURAL SCIENCES

.1 NNEP Applications to BScN

The Committee recommends that the proposed admission change for direct entry from the Native Nurses Entry Program into the BScN program be approved with revision and clarification. The new wording would appear in both the Native Nurses Entry Program description and in the Admission Requirements sections of the Calendar. The wording should be revised to say:

Within a period of two years following successful completion of the NNEP program, students will move directly into the First Year of the BScN program. If two years have expired, students should apply through the Office of Admissions and Recruitment for admission consideration.

B. FACULTY OF SOCIAL SCIENCES AND HUMANITIES

.1 Philosophy – 4th year courses

The Committee recommends that that the changes in the fourth year of the HBA (Philosophy Major) program be approved.

.2 French 1120

The Committee recommends that Senate approve the proposed calendar changes from the Department of Languages, with revisions. The choice of first-year French in the BA, BEd (French Major) P/J, J/I, and I/S programs should not include the elementary French course: "One FCE in French at the first year level (excluding French 1000)". French 2420 should be deleted from the second year of the HBA (English and French), but also from the HBA (Philosophy and French). French 1120 should be deleted and replaced with the two new half-courses, French 1110 – French Civilization I: Heritage and French 1130 – French Civilization II: Contemporary France. For both new courses, the hours of instruction will be "3-0; or 3-0"; the prerequisite will be "Grade 12 U French or permission of the Department", the sentence "Taught in French" will be included in the course description, and a restrictive statement "Students who have taken French 1120 previously may not take French 1110 or 1130 for credit" will be added.

.3 Sociology – Course descriptions, Prerequisite, and 2207 to 0.5 FCE

The Committee recommends approval of the proposed calendar changes from the Department of Sociology, with minor revisions. Sociology 2207 (a full course) will be renumbered as Sociology 2217 (a half-course) and a restrictive statement will be added: "Students who have taken Sociology 2207 previously, may not take Sociology 2217 for credit."

C. FACULTY OF FORESTRY AND THE FOREST ENVIRONMENT

.1 New Degree and revision of an existing degree Part 1-a, Part 1-b and Part II

The Committee deferred consideration of this proposal to permit the Senate Academic Committee to complete its work before SUSC reviewed the calendar entry.

RK/ma



Dr. Rhonda Koster, Chair

ADDITIONAL EDITORIAL REVISIONS TO COMPUTER SCIENCE COURSE DESCRIPTIONS

Computer Science 4475

Revised Description as Submitted:

Introduction to artificial intelligence (AI) and its applications. Topics include several of the following: Logic and Reasoning, AI Languages, State-Space Search, Heuristics, Constraints-Satisfaction Problem, Game-Problem Solving, Planning, Machine Learning, Agent and Multi-Agents Programming, Neural Networks, Genetic algorithms and Reasoning about Uncertainty. Students will design and implement a medium scale project as part of the course requirements.

Change to:

Introduction to artificial intelligence (AI) and its applications. Topics include several of the following: logic and reasoning, AI languages, state-space search, heuristics, constraints-satisfaction problem, game-problem solving, planning, machine learning, agent and multi-agents programming, neural networks, genetic algorithms and reasoning about uncertainty. Students will design and implement a medium scale project as part of the course requirements.

Computer Science 4478

Revised Description as Submitted:

Object oriented technology is based on a few simple concepts, techniques and methods that, when combined, produce significant improvements in software construction. Exposure to such technology begins with the OMG Agility and continues through a variety of add-on topics including Design Patterns, Aspect-Oriented, Testing and Refactoring, Architectural Design Patterns, CBSE, Actor-Oriented Service-Oriented and Multi-Agents. Individual and group projects are used to test the applicability of these concepts using modern IDEs (e.g. NetBeans, Eclipse) with a variety of plug-in APIs (e.g. AspectJ). The projects are focused on using design patterns for game development.

Change to:

Object oriented technology is based on a few simple concepts, techniques and methods that, when combined, produce significant improvements in software construction. Exposure to such technology begins with the OMG Agility and continues through a variety of add-on topics including design patterns, aspect-orientation, testing and refactoring, architectural design patterns, CBSE, actor-orientation, service-orientation and multi-agents. Individual and group projects are used to test the applicability of these concepts using modern IDEs (e.g. NetBeans, Eclipse) with a variety of plug-in APIs (e.g. AspectJ). The projects are focused on using design patterns for game development.