LEHMAN COLLEGE OF THE CITY UNIVERSITY OF NEW YORK

DEPARTMENT OF MATHEMATICS

CURRICULUM CHANGE

1. **Type of Change:** Title, description, pre/corequisite, credits, hours

2. From: Strikethrough the changes

Department(s)	Mathematics
Career	[X] Undergraduate [] Graduate
Academic	[X] Regular [] Compensatory [] Developmental [] Remedial
Level	
Subject Area	Mathematics
Course Prefix	MAT 347
& Number	
Course Title	Game Theory and Linear Programming
Description	An introduction to the mathematical theory of games of strategy.
	Matrix games. Optimal strategies for zero-sum two-person games.
	Convex sets in Euclidean n-space, systems of linear inequalities,
	linear programming, and the simplex method. Nperson games and
- / 0	non-zero-sum games.
Pre/ Co	One course in linear algebra.
Requisites	
Credits	3
Hours	3
Liberal Arts	[X] Yes [] No
Course	NA
Attribute (e.g.	
Writing	
Intensive,	
VVAC, elc)	V. Net Applicable
Education	
Component	Required English Composition
Component	English Composition Mathematics
	Flexible
	World Cultures
	US Experience in its Diversity
	Creative Expression
	Individual and Society
	Scientific World

3. <u>To: Underline</u> the changes

Department(s)	Mathematics
Career	[X] Undergraduate [] Graduate
Academic Level	[X] Regular [] Compensatory [] Developmental [] Remedial
Subject Area	Mathematics
Course Prefix & Number	MAT 347
Course Title	Linear Programming and Convex Algebraic Geometry
Description	Convex sets in Euclidean n-space, systems of linear inequalities, linear programming, and the simplex method. <u>Linear matrix</u> inequalities, spectrahedra and spectrahedral shadows, semidefinite programming. Use of computer software to solve optimization problems.
Pre/ Co Requisites	<u>MAT 313</u>
Credits	4
Hours	4
Liberal Arts	[X] Yes [] No
Course Attribute (e.g. Writing Intensive, WAC, etc)	NA
General Education Component	X Not Applicable Required English Composition Mathematics Science Flexible US Experience in its Diversity Creative Expression Individual and Society Scientific World

4. Rationale (Explain how this change will impact the learning outcomes of the department and Major/Program):

MAT 347 has not been offered by our department in many years. This new description better describes the material that will be covered, emphasizing "Convex Algebraic Geometry", which is a modern way to refer to the subject, and de-emphasizing applications to game theory, which may not be covered, in order to prioritize the use of computer software together with the theoretical components of instruction. In order to fully integrate the theoretical (mathematical) and practical (programming) aspects of this course, 4 hours / 4 credits of instruction are required. Note that the prerequisite has not changed; MAT 313 is our department's course in Linear Algebra.

5. Date of departmental approval: March 3, 2022

LEHMAN COLLEGE OF THE CITY UNIVERSITY OF NEW YORK

DEPARTMENT OF MATHEMATICS

CURRICULUM CHANGE

1. Type of change: New Course

2.	
Department(s)	Mathematics
Career	[X] Undergraduate [] Graduate
Academic	[X] Regular [] Compensatory [] Developmental [] Remedial
Level	
Subject Area	Mathematics
Course Prefix	MAT 447
& Number	
Course Title	Geometric Design and Optimization with 3D printing
Description	Continuation of MAT 347. Project-oriented applications of linear programming, semidefinite programming, and convex algebraic geometry to geometric design and optimization. Students will use computer software to design, prototype, print, and test 3D models using fused filament fabrication 3D printers.
Pre/ Co	MAT 347
Requisites	
Credits	4
Hours	4
Liberal Arts	[X] Yes [] No
Course	NA
Attribute (e.g.	
Writing	
Intensive,	
General	X Not Applicable
Education	Required
Component	English Composition
Component	Mathematics
	Science
	Flexible World Cultures US Experience in its Diversity Creative Expression Individual and Society Scientific World

3. Rationale:

The Math Department wishes to incorporate 3D printing technology and experiential learning to enhance instruction, following ample pedagogical evidence of the benefits of these techniques. Visualization and spatial reasoning contribute fundamentally to the learning process, especially in Mathematics. Working in groups on specific geometric design and optimization problems, students will learn how to combine their mathematical knowledge of optimization techniques and computer programming skills to solve simple versions of real-world manufacturing problems. Finally, experience with 3D printing is an increasingly desirable skill for job applicants in several industries.

4. Learning Outcomes (By the end of the course students will be expected to):

- 1. Solve basic problems of geometric optimization and design using mathematical tools from Convex Algebraic Geometry and computer software
- 2. Manufacture simple 3D models using fused filament fabrication 3D printers
- 3. Solve simple real-life optimization and manufacturing problems with 3D printing
- 4. Test printed 3D models to develop improved versions closer to optimal solutions
- 5. Complete projects in small groups to better understand and appreciate course content.

5. Date of Departmental Approval: March 3, 2022