Program Department Arts Technology
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Title of New Program Sequence in Interdisciplinary Technologies

Submission Date Wednesday, January 15, 2020
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Version 2 **ID** 310
Proposed Starting Catalog Year 2021-2022

1.		**Proposed Action**
		New Major
		New Minor
	✓	New Sequence
		More than 50% of courses in this program are Distance Education

No	Is this program an Integrated Bachelors/Masters degree program?

Sequence Major

Creative Technologies

2. **Provide** *Undergraduate Catalog* **copy for new program.**

MAJOR IN CREATIVE TECHNOLOGIES

The interdisciplinary Creative Technologies major emphasizes design and practice in the integration of digital technologies and the fine arts. In addition to foundational study across the fine arts, the major provides training and experiences across a range of creative/technical fields including video, sound, electronic music, music production, gaming, motion graphics, interactivity, AR/VR, UI/UX, mobile, web, and computer programming concepts.

Creative Technologies majors can choose from two distinctive sequences:

1. Interdisciplinary Technologies -
2. Game Design -

Retention Requirements

1. Sequence in Interdisciplinary Technologies - Students will be allowed to continue in this sequence who have met and continue to maintain an overall cumulative GPA of 2.00.
2. Sequence in Game Design - Students will be allowed to continue in this sequence who have met and continue to maintain an overall cumulative GPA of 2.50 and a cumulative GPA of 3.0 within the major. Additionally, students in the Game Design Sequence must maintain consecutive Fall–Spring enrollment at the University. Any student not enrolled at the university for more than one semester must reapply to the sequence. Students who leave the Sequence in Game Design may continue as a Creative Technologies major in Interdisciplinary Technologies if they have an overall cumulative GPA of 2.00.

Academic Requirements - Sequence in Interdisciplinary Technologies

Major: Sequence in Interdisciplinary Technologies - (55 credit hours)

Fine Arts Core - Interdisciplinary foundational experience across music, art, and theatre

3 hours from either: ART 103, 104, or 109

2 hours from either: MUS 118, 121A10, or 126

3 hours from either: THE 110, 130, or 160

History Core - Historical context for deeper insight into contemporary creative practices

6 hours from either: ART 155, 156, 275, MUS 152, 275, THE 170, 171, 275A01, or 275A02

(must choose from 2 different schools)

Creative Technologies Core - Fundamental digital proficiencies

12 hours from: CTK 201, 240, 301, and 302

Additional Fine Arts Study - Further traditional training across the fine arts

9 hours from either: ART 103, 104, 109, 202, 213, 214, 217, 224, 225, 226, 227, 228, 229, 232, 233, 235, 236, 238, 239, 245, 246, 252, 253, 255, 261, 262, 284, 351A84, 357, 363, or 371 MUS 101, 102, 107, 108, 118, 119, 121A10, 126, 175, or 223 THE 101, 102, 110, 130, 160, 170, 171, 258, 260, 261, 344, or 360 DAN 104, 106, 119

(no more than 6 hours in any one school)

Additional Creative Technologies Study - Further training across digital media

19 hours from either: CTK 260, 300, 303, 320, 330, 340, 345, 377, 380, 390, or 398

(multiple enrollments allowed in CTK 300 and 380 with different topics)

Career Workshop - Professional development

1 hour from: CTK370

PROPOSAL IN 2019-2020 CATALOG FORMAT

Major (55 credit hours)

___ 3 CTK 201 Basic Skills in The Digital Arts

___ 3 CTK 240 Sound Design 1: Beginning Digital Audio

___ 3 CTK 301 Web Design and Development

___ 3 CTK 302 Computer Programming for Creatives

___ 1 CTK 370 Portfolio Development

Take 1 (3 credit hours) of the following courses:

___ 3 ART 103 Visual Thinking: 2-D Fundamentals

___ 3 ART 104 Visual Thinking: Drawing Fundamentals

___ 3 ART 109 Visual Thinking: 3-D Fundamentals

Take 1 (2 credit hours) of the following courses:

___ 2 MUS 118 Beginning Guitar

___ 2 MUS 121A10 Group Piano Non-Majors Level I

___ 2 MUS 126 Group Instruction in Voice

Take 1 (3 credit hours) of the following courses:

___ 3 THE 110 Acting I

___ 3 THE 130 Introduction To Costume

___ 3 THE 160 Stagecraft

Take 2 (6 credit hours) of the following courses. Courses must be from two separate disciplines.

Art: ART 155, 156, 275

Music: MUS 152, 275

Theatre: THE 170, 171, 275A01, 275A02

___ – _____

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Take 9 credit hours from the following courses. No more than 6 hours can be from one discipline.

Art: ART 103, 104, 109, 202, 213, 214, 217, 224, 225, 226, 227, 228, 229, 232, 233, 235, 236, 238, 239, 245, 246, 252, 253, 255, 261, 262, 284, 351A84, 357, 363, 371

Music: MUS 101, 102, 107, 108, 118, 119, 121A10, 126, 175, 223

Theatre: THE 101, 102, 110, 130, 160, 170, 171, 258, 260, 261, 344, 360

Dance: DAN 104, 106, 119

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Take 19 credit hours from the following courses:

CTK 260, *300, 303, 320, 330, 340, 345, 377, *380, 390, or 398

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*multiple enrollments allowed in CTK 300 and 380 with different topics

3.   **Provide a description for the proposed program.**

1. ART/MUS/THD tracks have been dissolved and sequences in Interdisciplinary Technologies and Game Design are being created
   1. Interdisciplinary Technologies is a revision of and closely resembles, the old Arts Technology Program (addressed in this proposal)
   2. Game Design is a new program (addressed in a different proposal)
2. The proposed Interdisciplinary Technologies requirements are split into 6 sections: Fine Arts Core, History Core, Creative Technologies Core, Additional Fine Arts Study, Additional Creative Technologies Study, and Career Workshop.
3. The old catalog had foundational fine arts course options and the history course options lumped together under the Fine Arts Core requirement
   1. The new proposal separates the old Fine Arts Core into a Fine Arts Core and a History Core
   2. The new Fine Arts Core requires a foundational experience across each school. The new History Core requires a choice of histories to be taken from more than one school. These proposed changes force more breadth across the three schools.
4. The Arts Technology Core has been renamed Creative Technologies Core and some of the classes in this block have been changed to reflect contemporary core proficiencies for creative technologies fields
5. The Additional Fine Arts Study requirements have been reduced to 9 hours
6. The Additional Arts Technology Study has been renamed Additional Creative Technologies Study and has been increased to 19 hours, with additional digital media courses listed
7. The Capstone portion has been renamed Career Workshop to reflect current practice.
8. Total hours in each block of requirements have been adjusted to match program priorities, with less total hours required in the Additional Fine Arts Study portion, and more total hours required in the Additional Creative Technologies Study portion.
   1. This may appear as resulting in less FTE impact on Art/Music/Theatre and Dance courses, but that result is offset by rapid program growth over the last five years.
9. New CTK courses listed throughout the sequence simply reflect course offerings that have been added in recent years that weren't listed in the old program.
10. Changing old ATK course headings to new CTK course headings.
11. The program catalog description has been contemporized.
12. The fine arts courses listed throughout the sequence are the same as the current program
13. Since the program descriptions are being updated, requirement blocks are being added and renamed, and total hours and course listing in each block are being updated, everything has been highlighted in yellow, giving the appearance of a new program. In function, this is still a program revision, and the proposed changes keep the structure of the old program largely the same.

4.   **Provide a rationale of proposed program.**

1. Arts Technology changed its name to Creative Technologies, which needs to be reflected in the catalog
2. The Art / Music / Theatre tracks within the original major are being dissolved to foster greater breadth across the fine arts
3. Creative Technologies is adding a Sequence in Game Design, which necessitates a restructuring of what we currently offer
4. Several new courses have been created in recent years, but the old program does not reflect the new offerings.
5. The old Art, Music, and Theatre tracks within the old Arts Technology major are being dissolved. Under that system, majors were able to focus more electives into any one school and 'hyper-concentrate' in a way that was counter to our interdisciplinary philosophy
6. Instead, the Creative Technologies Program will 'house' two sequences:
    1. Sequence in Interdisciplinary Technologies – similar to what we used to offer but with limits to the total hours a student can take in any one school to enforce greater interdisciplinarity across the fine arts. <u>This is the undergraduate program revision.</u>
    2. Sequence in Game Design – shares the same fine arts core and creative technologies core as the Interdisciplinary Technologies Sequence, but eliminates the additional fine arts electives in lieu of a focused gaming core. <u>This is the new undergraduate program proposal.</u>

The above summarizes what the big-picture changes are in this program proposal. The fine arts courses are the same courses Arts Technology majors have had as options for the last several years or more, so where this proposal would overlap into the schools isn't projected to change.

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5. **Describe the expected effects of the proposed program on existing campus programs (if applicable).**

N/A

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6. **Provide a sample four year plan of study demonstrating that a student could realistically complete the program requirements in a specific number of semesters.**

First Year
Fall Semester (15 credit hours)

_____ ENG 101 or COM 110 (General Education) (3)

_____ CTK 201 (3)

_____ ART 103 or ART 104 or ART 109 (3)

_____ Fine Arts History Electives (3)

_____ General Education course (3)

Spring Semester (14 credit hours)
_____ ENG 101 or COM 110 (General Education) (3)

_____ CTK 240 (3)

_____ MUS 118 or MUS 121A10 or MUS 126 (2)

_____ Fine Arts History Electives (3)

_____ General Education course (3)

Second Year

Fall Semester (15 credit hours)

_____ CTK 301 (3)

_____ Fine Arts Elective (3)

_____ THE 110 or THE 130 or THE 160 (3)

_____ General Education course (3)

_____ General Education course (3)

Spring Semester (15 credit hours)

_____ CTK 302 (3)

_____ Fine Arts Elective (3)
_____ Creative Technology Elective (3)

_____ General Education course (3)

_____ General Education course (3)

Third Year
Fall Semester (15 credit hours)
_____ Creative Technology Elective (3)

_____ Creative Technology Elective (3)

_____ Fine Arts Elective (3)

_____ General Education course (3)

_____ General Education course (3)

Spring Semester (15 credit hours)
_____ Creative Technology Elective (3)

_____ Creative Technology Elective (3)

_____ University-wide elective (3)

_____ B.S. - SMT or B.A. language course (3)

_____ General Education course (3)

Fourth Year
Fall Semester (15 credit hours)

_____ Creative Technology Elective (3)

_____ Creative Technology Elective (1)

_____ AMALI or University-wide elective (3)

_____ University-wide elective (2)

_____ General Education or Senior level University-wide elective (3)

_____ General Education course (3)

Spring Semester (16 credit hours)

_____ CTK 370 (1)

_____ General Education course (3)

_____ Senior level University-wide elective (3)

_____ Senior level University-wide elective (3)

_____ Senior level University-wide elective (3)

_____ Senior level University-wide elective (3)

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7.   Describe the expected curricular changes required, including new courses. If proposals for new courses have also been submitted, please reference those related proposals here:

Revised courses CTK 201 and CTK 320, and new course CTK 370 are included in the Sequence in Interdisciplinary Technologies.

The CTK 201 revision includes an updated course description and an increase from 2 to 3 credit hours. It is required in the Creative Technologies Core portion of the new sequence.

The CTK 320 revision updates this course to serve as an SMT graduation requirement. It is an elective in the Additional Creative Technologies Study portion of the new sequence.

CTK 370 is a new course created to fulfill the Career Workshop portion of the new sequence.

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8.   Anticipated funding needs and source of funds.

None. A closely similar version of this program proposal has been operating for over a decade. Current budgets, faculty, and facilities are adequate to meet the needs of this proposal. This 'new' sequence proposal is closer in nature to a 'revision' of the current Arts Technology undergraduate major. Since there are no additional resource needs associated with this proposal, the FIF is essentially asking for no new resources.

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9.   No   Does this program count for teacher education?

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10.   No   Is this an Interdisciplinary Studies program?

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11.   The following questions must be answered.

Yes   Have you confirmed that Milner Library has sufficient resources for the proposed program?

No   Are more than 120 hours required to complete a degree with this major?

No   Beyond General Education, does the major require more than 66 semester hours?

No   Does this sequence (if in a major) require more than 55 semester hours of major courses?

No   Does this program stipulate specific general education courses offered in the major department/school as a part of the major requirements only if such courses serve as prerequisites for other courses required by the major?

No   Is the proposed program intended to be longer than four years (as indicated by the plan of study)?

Yes   Have letter(s) of concurrence from affected departments/schools been obtained?
A departments/school is affected if it has a program with significant overlap or if it teaches a required or elective course in the program.

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12.   Routing and action summary for New Program:

1. Arts Technology Department Curriculum Committee Chair

Aaron Paolucci (website)	Aaron Paolucci	1/12/2020 12:51:46 PM
Signature	Print	Date

2. Arts Technology Department Chair/School Director

Aaron Paolucci (website)	Aaron Paolucci	1/12/2020 12:52:25 PM
Signature	Print	Date

3. College of Fine Arts College Curriculum Committee Chair

Janet Tulley (website)	Janet Tulley	1/15/2020 12:44:52 PM
Signature	Print	Date

4. College of Fine Arts College Dean

Jean Miller (website)	Jean Miller	1/15/2020 1:19:47 PM
Signature	Print	Date

5. University Curriculum Committee Chair

Lance Lippert (website)	Lance Lippert	3/4/2020 1:28:51 PM
Signature	Print	Date

All new programs (majors, minors, sequences) are routed by the U.C.C. to the Academic Senate

Comments

Comments from Version 1 from Janet Tulley (College Curriculum Committee Chair):
2 – catalog copy
I recommend deleting the retention information from the listing of the sequences because you list the same information under 'retention requirements'

4. Provide a rationale of proposed program.
I would not use the headers. I would combine the first two sections into one numbered list. I would delete the last section regarding 'relevant details', though the closing statement is good. The 'relevant details' are redundant of things you mention above.

7. Curricular changes required section
Change 'ATK' to 'CTK'