

SENATE COMMITTEE ON CURRICULAR AFFAIRS COURSE PROPOSAL FORM

Principal Faculty Member Proposing Course:

College: **Arts & Architecture**

Department or Instructional Area: **The College of Arts and Architecture**

Type of proposal: **Add** Change Drop

Type of review requested: **Full** Expedited (See Guide to Curricular Procedure for definitions of a full or expedited review.)

Course designation:

Abbreviation: **A&A** Number: **310**

Course Title: **Creative Collaboration Studio**

Complete for special categories of UNDERGRADUATE (001-499) course proposals (check, if appropriate):

General Education

- Writing/Speaking (GWS)
- Quantification (GQ)
- Health and Physical Activity (GHA)
- Natural Sciences (GN)
- Arts (GA)
- Humanities (GH)
- Social and Behavioral Sciences (GS)

Bachelor of Arts Course: Arts Humanities Soc/Behavioral Sci. Other Cultures
 Honors (H) or Honors/Writing (M) or Honors/IIC (U) or Honors/1st-Year Seminar (T)
 Intercultural and International Competence Permanent (GI) or One-semester (GI)
 Writing-Intensive (W) Permanent or One-semester (W)

SUBMITTED BY _____ Date _____
 Head of Department (or person in charge of instructional area)

REVIEWED BY _____ Date _____
 College Representative (Senate Committee on Curricular Affairs or Graduate Council Subcommittee on New and Revised Programs and Courses)

APPROVED BY _____ Date _____
 Dean of the College (or appropriate administrative officer)

After securing signatures, submit the following to the Curriculum Coordinator, University Faculty Senate, 101 Kern Graduate Building: (1) FULL REVIEW UNDERGRADUATE proposals, 1 copy of this form and 25 copies of supporting documentation; (2) FULL REVIEW GRADUATE proposals, 1 copy of this form and 15 copies of supporting documentation; (3) EXPEDITED REVIEW PROPOSALS, 1 copy of this form and 4 copies of supporting documentation.

Supporting Documentation Required For New Courses

A. Heading as it would appear in the appropriate University <i>Bulletin</i>	
1. Abbreviation	A & A
2. Number	310
3. Title	Creative Collaboration Studio
4. Abbreviated Title*	Collaborate Studio
5. Credits	3
6. Description **	Provides students with an advanced studio exploration of interdisciplinary collaborative projects in the digital arts and design disciplines.
7. Prerequisite(s)	A&A 210, ART 211W
*18 bytes or less ** 20 words or less	

B. Course Outline
<p>1. Course Outline (a brief outline of course content):</p> <p>This course is the third required studio course for students in the Interdisciplinary Digital Studio (IDS) degree program. Students in A&A 310: Creative Collaboration Studio (3) will create advanced studio work that investigates, from a variety of disciplinary understandings, increasingly complex issues and problems in the arts and design disciplines. The course will emphasize collaborative and team-based projects, exploring the creative potential within the group dynamic as well as in relation to a client.</p> <p>This rigorous and focused exploration will result in a portfolio of completed and fully realized studio-based projects. This final portfolio will be made available online by the student, both to reach as broad an audience as possible as well as encourage the growth of a critically focused community of similarly interested practitioners in the digital arts and design disciplines. The primary purpose of the course is to bring together students engaged in a wide range of studio explorations and create a synergistic group dynamic that will inform and advance the work of all participants; hence, personal initiative and strong self-learning skills are a given expectation.</p>
<p>2. Major Topics (a listing of major topics to be covered with an approximate length of time allotted for their discussion):</p> <p>The primary purpose of the course is to bring together students engaged in a wide range of explorations and create a synergistic group dynamic that will inform and advance the work of all participants. Building upon the material introduced in A&A 210: Focused Realization Studio, as well as other relevant courses, students will engage in rigorous and focused collaborative</p>

exploration in a specific direction that will result in a portfolio of completed and fully realized studio-based projects. Exploration of collaborative and team-based projects encompassing processes such as resource allocation, project management, clear communication of expectations, and peer evaluation will occur through client-driven interactions. Personal initiative and strong self-learning skills are a given expectation.

This course is structured around numerous deadlines, both for in-process work as well as completed projects, to maintain a level of rigorous studio exploration. Students will work collaboratively and individually to determine the specific tools and technologies necessary to complete these studio-based projects. The following is a listing of educational objectives that will be covered through these projects:

- *Media: students will develop a more advanced ability to work in and understand various media and material processes, ranging from traditional to new media.*
- *Research: students will be expected to actively engage in research and analysis of various forms of art and design. They will learn to locate and evaluate relevant reference and resources and be expected to translate their research into studio-based works of art and design.*
- *Critical Thinking: students will expand their ability to think critically about issues and problems in the arts and design, to solve problems creatively, and to apply these critical skills in the creation of their work.*
- *Ethics: students will expand their knowledge about the role of ethics in the artist's and designer's work and discuss the potential impact of the arts and design on the individual, society, and the environment.*
- *Visual images and contextual relationships: students will expand their understanding about how various contexts such as social constructs, cultural influences, religious movements, art media and art historical periods, and identity (for example, gender, ethnicity, and class) influence the creation and understanding of works of art and design.*
- *Visual Communication: students will be able to communicate through sophisticated verbal, visual, and written presentations.*
- *Collaboration: students will expand their role in the disciplinary and interdisciplinary creative collaboration in the arts and design.*
- *Critical evaluation: students will analyze and evaluate their own art and design work and that of others. They will develop criteria for such critical judgments. Critique sessions will consist of both informal desk critiques and formal group critique sessions.*

3. Course Description (400 words maximum):

This course is the third required studio course for students in the Interdisciplinary Digital Studio (IDS) degree program. Students in **A&A 310: Creative Collaboration Studio (3)** will create advanced studio work that investigates, from a variety of disciplinary understandings, increasingly complex issues and problems in the arts and design disciplines. The course will emphasize collaborative and team-based projects, exploring the creative potential within the group dynamic as well as in relation to a client.

This rigorous and focused exploration will result in a portfolio of completed and fully realized studio-based projects. This final portfolio will be made available online by the student, both to reach as broad an audience as possible as well as encourage the growth of a critically focused community of similarly interested practitioners in the digital arts and design disciplines. The primary purpose of the course is to bring together students engaged in a wide range of studio explorations and create a synergistic group dynamic that will inform and advance the work of all participants; hence, personal initiative and strong self-learning skills are a given expectation.

The studio format is the fundamental model for education within the arts and design disciplines in the University. Ways of learning about the arts and design through projects and assignments that

incorporate various technologies will be included in the course. This course also will give students knowledge of the digital arts and design disciplines, develop skills of art, design and communication, and foster a capacity for judgment. There will be an emphasis on both product and process necessitating a high level of self-motivation and initiative. Each student will be encouraged to be open to a diverse range of ideas, values and solutions.

A&A 310: Creative Collaboration Studio (3) will be offered each spring semester with a projected enrollment of 30.

4. Faculty Responsible for Course Development:

This course has been developed by an interdisciplinary faculty group comprising:
Peter Aeschbacher, Assistant Professor of Architecture and Landscape Architecture
Keith Bailey, Affiliate Assistant Professor of Integrative Arts
Mark Ballora, Assistant Professor of Integrative Arts and Music Technology
Dan Carter, Professor of Theatre
Curtis Craig, Assistant Professor of Sound, School of Theatre
Keith Cummings, Assistant Professor of Graphic Design
Gale Fulton, Assistant Professor of Landscape Architecture
Charles Garoian, Professor of Art Education
Yvonne Gaudelius, Professor of Art Education and Women's Studies
Janet Hartranft, Assistant Professor of Art
Sue Haug, Professor of Music
William Kelly, Associate Professor of Integrative Arts
Darla Lindberg, Associate Professor of Architecture
Raymon Masters, Affiliate Associate Professor of Architecture
Katsuhiko Muramoto, Associate Professor of Architecture
Brian Orland, Professor of Landscape Architecture
Madis Pihlak, Associate Professor of Landscape Architecture and Architecture
Carlos Rosas, Associate Professor of Art
Eric Rouse, Assistant Professor of Theatre
Keith Shapiro, Assistant Professor of Integrative Arts
James Thurman, Assistant Professor of Art
Dan Willis, Professor, Department of Architecture

C. Justification Statement

1. Instructional, Educational, and Course Objectives (this section should define what the student is expected to learn and what skills the student will develop):

A&A 310: Creative Collaboration Studio (3) is an advanced level studio for students with interests in further interdisciplinary studies in digital arts and design. The course will help students to:

- Further their understanding of the languages, aesthetics, histories, and concepts of digital media through studio-based projects.
- Refine their heightened and critical awareness of the relationships between digital media and the ideas from which they are derived and their relationship to evolving technologies.
- Increase their familiarity with the work of digital media artists and designers in a range of disciplines.

2. Evaluation Methods (Include a statement that explains how the achievement of the educational objectives identified above will be assessed. The procedures for determining students' grades should be specifically identified):

The following criteria will be considered in the evaluation of performance in the course:

- Comprehension of the ideas, theories, and concepts of art and design presented in course texts, lectures, presentations, and discussions.
- The coherence of the ideas presented by a student in his/her work.
- Satisfactory conceptual development of ideas presented in a student's work.
- The technical refinement of a student's work.
- Evidence of a student's engaged participation in the course.
- Willingness to engage new ideas and concepts and to explore them in his/her work.
- Understanding of the collaborative and team process in the solution of arts and design problems.

The degree of achievement of the educational objectives will be evaluated primarily through individual and group critiques. The individual critique is a personal, informal exchange that occurs on a regular, almost daily, basis. This method is employed to judge a student's personal growth and to provide opportunities for individualized instruction. The group critique is a formal assessment of the general developments within a class, usually employed at or near the completion of a specific studio assignment. Other forms of evaluation will include oral presentations, class contributions, and technical mastery of media.

3. Relationship/linkage of Course to Other Courses (this statement should relate the course to existing or proposed new courses. It should provide a rationale for the level of instruction, for any prerequisites that may be specified, or for the course's role as a prerequisite for other courses):

A&A 310: Creative Collaboration Studio (3) is designed as an advanced-level course in the Interdisciplinary Digital Studio (IDS) degree program. This course builds upon students' knowledge of studio processes and ways of working in the digital arts and design disciplines. The prerequisites for this course are A&A 210: Focused Realization Studio (3) and ART 211W: Introduction to Digital Art and Design Criticism.

A&A 310: Creative Collaboration Studio (3) will serve as a prerequisite for A&A 410: Interdisciplinary Digital Media Studio Capstone I (4), a capstone course that will build upon students' understandings from the 300-level.

5. Consultation with Appropriate Departments and Academic Support Units:

The course proposal for **A&A 310: Creative Collaboration Studio (3)** was circulated to all faculty in the College of Arts and Architecture, all Associate Deans of colleges at University Park and the Directors of Academic Affairs or Associate Deans (or their representatives) at all other campuses. No objections to these proposals were received.

6. If the course is to be offered by several colleges, a joint proposal should be submitted.

NA

7. A description of any special facilities (e.g. labs or equipment) required to teach the course effectively should be included in the proposal.

A&A 310: Creative Collaboration Studio (3) will require access to a technology classroom equipped with a computer that has projection capability, Internet access, and a data connection

to the University backbone. The room must also be equipped for video replay. The classroom will need to be large enough to accommodate 30 students.

8. The Technology Needs for Course Proposals form must be completed for new courses or changes in courses that have technology needs, i.e., computer projection equipment, etc. The information on the completed form will NOT be used as a criterion for accepting or rejecting a proposed course, but would provide information on the seemingly ever-expanding computer needs of the University.

See attached.

9. Frequency of Offering and Enrollment (Indicate how many students are expected to enroll and how often the course will be taught):

A&A 310: Creative Collaboration Studio (3) will be offered each spring semester with a projected enrollment of 30.

D. Effective Date:

A&A 310: Creative Collaboration Studio (3) is planned for an initial offering the third spring semester after approval on the Senate Curriculum Report.