

# SENATE COMMITTEE ON CURRICULAR AFFAIRS

## MAJOR, OPTION, OR MINOR PROPOSAL FORM

Use this form for all undergraduate major, option, or minor adds, changes, or drops. Submit 1 copy of the form and 25 copies of the supporting documentation to the Curriculum Coordinator, University Faculty Senate Office, 101 Kern Graduate Building. For a detailed explanation of this form, see the [Guide to Curricular Procedures](#). A signed, original [Costing Analysis Form](#) must be submitted with the original proposal to add a new major, add an option to an existing major, or add a new minor.

College: **Arts and Architecture**

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

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### NEW MAJOR, OPTION, OR MINOR

Designation of major **Interdisciplinary Digital Studio (IDS)**

Designation of option \_\_\_\_\_

Designation of minor \_\_\_\_\_

Effective date: New majors, options, or minors become available for offering following administrative approval.

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**OLD MAJOR, OPTION, OR MINOR:** Change \_\_\_\_ Drop \_\_\_\_

Old designation of major: \_\_\_\_\_

New designation of major (if changed) \_\_\_\_\_

Old designation of option(s) \_\_\_\_\_

New designation of option(s), if changed \_\_\_\_\_

Old designation of minor \_\_\_\_\_

New designation of minor, if changed \_\_\_\_\_

Indicate effective date: \_\_\_\_\_

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SUBMITTED BY \_\_\_\_\_ Date \_\_\_\_\_  
Head of Department (or person in charge of Instructional Area)

REVIEWED BY \_\_\_\_\_ Date \_\_\_\_\_  
College Representative to the Senate Committee on Curricular Affairs

APPROVED BY \_\_\_\_\_ Date \_\_\_\_\_  
Dean of College

# PROPOSED PROGRAM:

## INTERDISCIPLINARY DIGITAL STUDIO (IDS)

*College of Arts and Architecture*

Professor Yvonne Gaudelius, in charge

This degree is responsive to the distinctive technical, creative, and intellectual needs of professionals working in the collaborative, fluid environments that characterize digital arts and design professions. To prepare students to meet the varying challenges they will face as digitally based artists and designers, the curriculum incorporates learning experiences that enable students to further their technological literacy while developing expertise in techniques, processes, and analysis. Their learning and studio environments will foster interdisciplinary communication and collaboration.

For the B. Des. Degree in Interdisciplinary Digital Studio, a minimum of 120 credits is required.

*Scheduling Recommendation by Semester Standing given like (Sem: 1-2)*

GENERAL EDUCATION: 45 credits

(Up to 9 of these credits are included in the REQUIREMENTS FOR THE MAJOR. See description of General Education in front of *Bulletin*.)

FIRST-YEAR SEMINAR:

(Included in REQUIREMENTS FOR THE MAJOR)

UNITED STATES CULTURES AND INTERNATIONAL CULTURES:

(Included in REQUIREMENTS FOR THE MAJOR)

WRITING ACROSS THE CURRICULUM:

(Included in REQUIREMENTS FOR THE MAJOR)

ELECTIVES: 0-9 credits

REQUIREMENTS FOR THE MAJOR: 75 credits

(This could include up to 6 credits of General Education GA and 3 credits of GN courses)

PRESCRIBED COURSES (35 credits) [1]

A&A 101 (3), A&A 102S (3), A&A 103 (3), A&A 104 (3), A&A 110 (3) (Sem: 1-2)

A&A 210 (3), ART 211W (3) (Sem: 3-4)

A&A 310 (3) (Sem: 5-6)

A&A 410 (4), A&A 411 (4), ART H/ART 476 US;IL (3) (Sem: 7-8)

ADDITIONAL COURSES (34 credits; include at least 6 credits at the 400 level) [1]

Select 34 credits from ARCH 298H (3), ARCH 481 (3), ART 101 GA (3), ART 201 (3), ART 202 (3), ART 314 (4), ART 315 (4), ART 316 (4), ART 343 (4), ART 415 (4), ART 416 (4), ART 417 (4), GD 100 GA (3), GD 200 (3), INART 050 GN (3), INART 258 GA (3), LARCH 410 (3), MUSIC 455 (1-3), MUSIC 458 (3), PHOTO 100 GA (3), PHOTO 200 (3), PHOTO 300 (4), PHOTO 400 (4), PHOTO 401 (4), PHOTO 402 (4), PHOTO 403 (4), THEA 285 (3), THEA 484 (3), (Sem: 3-8)

SUPPORTING COURSES AND RELATED AREAS (6 credits) [1]

Select 6 credits from ART 220 (3), ART 411 (3), ART H 326 (3), ART H 450 US;IL (3), ART H 470 US (3), ART H 205/PHOTO 201 (3), INART 055 GA (3) (Sem: 3-8)

[1] A student enrolled in this major must receive a grade of C or better, as specified in Senate Policy

## **NEW PROGRAMS, OPTIONS, AND MINORS**

### **A. The objectives of the program: an explanation of how the proposal meets the new educational objectives and/or strengthens existing programs of the college(s) and the University; what students may expect to accomplish through the new program; and a statement of how the new offering does not duplicate other degree programs within the department/college/University.**

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The Interdisciplinary Digital Studio major challenges students to problem solve in a manner that is not currently offered by the College since it draws upon multiple studio disciplines, strategies, and approaches. The proposed new courses, A&A 110, A&A 210, A&A 310, A&A 410 and A&A 411 are the keystones of the major. In these studios, students will synthesize skills acquired from related coursework in interdisciplinary, collaborative projects. Projects will deal with the challenges of client-based arts and design for business and industry, product design, interactive design and multimedia, and the process of design itself. Engaging students in activities that address real problems and result in real solutions is of central importance in the program. The program mixes projects that deal with practical client-based problems and experimental projects designed to expand students' knowledge and challenge their creativity.

The mission of the major is to provide a rigorous education in the arts and design for individuals who aspire to work in the digital arts and design professions. The curriculum is designed to reflect a balance between the acquisition of technology skills and the study of the "problem solving, visual studies, and theoretical issues" (National Association of Schools of Art and Design) necessary to produce human-centered communications. The program is structured to provide students with a theoretical and technical understanding of digital media from an introductory to advanced level so that they are prepared to explore professional opportunities in fields such as internet/Web design; interactive multimedia; digital imaging/photography; client-based art and design production; digital fabrication; or specialized study at a graduate level.

### **B. A list of new courses to be established as a part of the new offering.**

A&A 110, A&A 210, A&A 310, A&A 410, A&A 411

**C. A complete program statement. This should be an arrangement of courses in accordance with degree requirements and with identification of the pattern of scheduling. A list of the required courses, typical electives, etc. that will logically be taken by a student enrolling in the new program should be included. Courses that are new courses should be distinguished from existing courses. Any statement must be submitted in a format for bulletin copy with additional material if necessary (provide both a hard copy and on diskette).**

#### **INTERDISCIPLINARY DIGITAL STUDIO (IDS)**

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(Included in REQUIREMENTS FOR THE MAJOR)

UNITED STATES CULTURES AND INTERNATIONAL CULTURES:

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WRITING ACROSS THE CURRICULUM:

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Suggested Course Sequence  
INTERDISCIPLINARY DIGITAL STUDIO (IDS)  
120 credits minimum

<u>Semester I</u>		<u>Semester II</u>	
A&A 101	3.0	A&A 103	3.0
A&A 102S	3.0	A&A 104	3.0
General Education	3.0	A&A 110	3.0
General Education	3.0	ENGL 15 or 30 GWS	3.0
General Education	<u>3.0</u>	General Education	<u>3.0</u>
	15.0		15.0
 <u>Semester III</u>		 <u>Semester IV</u>	
ART 211W	3.0	A&A 210	3.0
Supporting Course	3.0	Supporting Course	3.0
Additional Course	3.0	Additional Course	3.0
General Education	3.0	General Education	3.0
General Education	<u>3.0</u>	General Education	<u>3.0</u>
	15.0		15.0
 <u>Semester V</u>		 <u>Semester VI</u>	
Additional Course	3.0	A&A 310	3.0
Additional Course	3.0	Additional Course	3.0
General Education	3.0	Additional Course	3.0
General Education	3.0	ENGL 202 A-D GWS	3.0
CAS 100 GWS	<u>3.0</u>	General Education	<u>3.0</u>
	15.0		15.0
 <u>Semester VII</u>		 <u>Semester VIII</u>	
A&A 410	4.0	A&A 411	4.0
ART H 476 US;IL	3.0	Additional Course	4.0
Additional Course	4.0	Additional Course	4.0
General Education	<u>3.0</u>	Additional Course	<u>4.0</u>
	14.0		16.0

**D. A statement of admission requirements should be included, i.e., required test scores, minimum junior/senior GPA, as deemed appropriate by the proposer.**

This proposal will require a portfolio review for first-year and advanced standing admission to the Interdisciplinary Digital Studio degree program at all locations of the University. The academic criteria by which these prospective students would be evaluated by the Office of Undergraduate Admissions would not change. Pending approval of this proposal, the College of Arts & Architecture would implement a portfolio review as part of the change of major procedure into the Interdisciplinary Digital Studio degree program.

**E. A justification for the program. The proposal should include a statement regarding the necessity for the program, i.e., why the program should be offered; and information on the ability of the department to offer a quality program. Included in the section should be the projected size of the program and its impact on current course offerings and faculty load as well as additional faculty advising duties.**

The Interdisciplinary Digital Studio Bachelor of Design degree is based upon collaborative, project-based learning, drawing on multiple related but traditionally separate disciplines from across the College. Students in this new major will be involved in an individually determined but rigorously directed studio experience culminating in the completion of a required undergraduate thesis project and will graduate with a portfolio of work that exists outside of any traditionally defined discipline (architecture, art, design, music, theatre, etc.) in the College.

The Interdisciplinary Digital Studio degree is being proposed to respond to the ways in which digital technologies inform the needs of professional training programs in the arts and design disciplines, to support the activities of those who create works of art and design using electronic media, and to provide a specific curricular focus for those students who wish to work successfully in electronic media art and design. Since the early 1990s, the explosion of electronic and digital technologies has altered the face of the fine and design arts by creating near limitless new ways of producing and disseminating text, images, and sounds and has changed the ways in which we communicate, construct and/or seek out venues for entertainment and information, record our lives and histories, and conduct business.

This proposed major addresses key objectives in the 2002-2005 Strategic Plan of the College of Arts and Architecture and is focused on curricular and programmatic responses to the need for advanced knowledge and skill in the creative use and study of digital technologies in the fine and design arts.

The faculty involved in the creation and implementation of this degree are from all units of the College and represent an extremely wide range of innovative research interests across the art and design disciplines, including such varied directions as applied digital sonic and performative technologies, contemporary critical theory, digital animation, digital fabrication/rapid prototyping,

game theory and implementation, and interactive technology-based projects. This major will use existing facilities in the College.

We already receive numerous student inquiries about the availability of such a major. An open house, held earlier this month, drew attendees from across the university as well as local high school students and teachers. In addition, most of our peer institutions offer such a major and this addition to our curriculum will keep us competitive on an international and national level.

New permanent funding has been allocated to this major.

This major will be small (25 students/year) and admission will be through a portfolio review in combination with an academic review. We anticipate that there will be no impact on other academic programs and hope that this new major can lead to enhanced collaboration with other units on campus.

**F. Accreditation: The proposal should include information regarding any accrediting body for the proposed program area, i.e., is there an accrediting body or board (if so, please identify); or, if appropriate to the field, will the program prepare students for licensure in the field? Programs for which accreditation exists must pursue and achieve full accreditation.**

Accreditation falls under the National Association of Schools of Art and Design (NASAD). The appropriate accreditation guidelines as listed in the NASAD Handbook for “Disciplines in Combination (Inter-, Multi-, Co-Disciplinary Programs, etc.)” as well as “Majors in or Based on Electronic Media” have been reviewed and followed. Licensure is not issued in the field.

**G. Include written response from departments affected.**