Code # Enter text…

**New Course Proposal Form**

**[ x] Undergraduate Curriculum Council**

**[ ] Graduate Council**

|  |
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| **[x ] New Course or [ ]Experimental Course (1-time offering) (Check one box)** |

Signed paper copies of proposals submitted for consideration are no longer required. Please type approver name and enter date of approval.

Email completed proposals to curriculum@astate.edu for inclusion in curriculum committee agenda.

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| Shelley Gipson 2.14.17**Department Curriculum Committee Chair** | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date…**COPE Chair (if applicable)** |
| Temma Balducci 9-18-17**Department Chair:**  | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date…**Head of Unit (If applicable)**   |
| Warren Johnson 10/20/2017…**College Curriculum Committee Chair** | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date…**Undergraduate Curriculum Council Chair** |
| \_\_Gina Hogue\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 10/20/17 **College Dean** | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date…**Graduate Curriculum Committee Chair** |
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| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | Enter date |

**General Education Committee Chair (If applicable)**   | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date…**Vice Chancellor for Academic Affairs** |

1. Contact Person (Name, Email Address, Phone Number)

Joe Ford, mford@astate.edu, 970.972.3050

2. Proposed Starting Term and Bulletin Year

Fall 2018

3. Proposed Course Prefix and Number (Confirm that number chosen has not been used before. For variable credit courses, indicate variable range. *Proposed number for experimental course is 9*. )

GRFX 4783

4. Course Title – if title is more than 30 characters (including spaces), provide short title to be used on transcripts. Title cannot have any symbols (e.g. slash, colon, semi-colon, apostrophe, dash, and parenthesis). Please indicate if this course will have variable titles (e.g. independent study, thesis, special topics).

Design Build

5. Brief course description (40 words or fewer) as it should appear in the bulletin.

User Experience Design focusing on the creative workflow of iOS app development. May be repeated for credit.

6. Prerequisites and major restrictions. (Indicate all prerequisites. If this course is restricted to a specific major, which major. If a student does not have the prerequisites or does not have the appropriate major, the student will not be allowed to register).

1. Are there any prerequisites? Yes
	1. If yes, which ones?

a grade of C or better in GRFX 2783

* 1. Why or why not?

An understanding of conceptualizing, prototyping and testing application interfaces is required to complete user experience design.

1. Is this course restricted to a specific major? Yes
	1. If yes, which major? BS Digital Innovations

7. Course frequency(e.g. Fall, Spring, Summer). *Not applicable to Graduate courses.*

Fall

8. Will this course be lecture only, lab only, lecture and lab, activity, dissertation, experiential learning, independent study, internship, performance, practicum, recitation, seminar, special problems, special topics, studio, student exchange, occupational learning credit, or course for fee purpose only (e.g. an exam)? Please choose one.

Studio

9. What is the grade type (i.e. standard letter, credit/no credit, pass/fail, no grade, developmental, or other [please elaborate])

Letter

10. Is this course dual listed (undergraduate/graduate)?

No

11. Is this course cross listed? (If it is, all course entries must be identical including course descriptions. It is important to check the course description of an existing course when adding a new cross listed course.)

No

1. If yes, please list the prefix and course number of cross listed course.

 Enter text...

1. Are these courses offered for equivalent credit? No

 Please explain. Enter text...

12. Is this course in support of a new program? Yes

a. If yes, what program?

 BS Digital Innovations

13. Does this course replace a course being deleted? No

a. If yes, what course?

Enter text...

14. Will this course be equivalent to a deleted course? No

a. If yes, which course?

Enter text...

15. Has it been confirmed that this course number is available for use? Yes

 *If no: Contact Registrar’s Office for assistance.*

16. Does this course affect another program? No

If yes, provide contact information from the Dean, Department Head, and/or Program Director whose area this affects.

Enter text...

**Course Details**

17. Outline (The course outline should be topical by weeks and should be sufficient in detail to allow for judgment of the content of the course.)

This course is ½ semester

**Week 1** **Modules:**

 Introduction to the tools of iOS development

 *Assignment 1: Learning through play with the Swift Playground app*

**Week 2** **Modules:**

Xcode Interface Tour and Tutorials

 Anatomy of an iOS app

**Week 3** **Modules:**

 Continued Xcode tutorials

 *Assignment 2: Hello World!*

**Week 4** **Modules:**

 Swift Semantics

 Classes

 Objects

 Methods

 Properties

 *Assignment 3: Build a static Instagram clone*

**Week 5** **Modules:**

 Handling user inputs/button taps

 Randomization

 Arrays

 IF Statements

 *Assignment 3: Build a simple card game app*

**Week 6** *Assignment 5: Team Project - Brainstorm, Sketch, Prototype and Build a novel iOS app with Xcode and Swift*

**Week 7** Continue *Assignment 5: Team Project - Brainstorm, Sketch, Prototype and Build a novel iOS app with Xcode and Swift*

This course is an Astate Online Services course (AOS). All AOS courses are 7 weeks.

18. Special features (e.g. labs, exhibits, site visitations, etc.)

none

19. Department staffing and classroom/lab resources

This is an online course, no classrooms/labs will be affected

1. Will this require additional faculty, supplies, etc.?

This course is part of a program for which a new faculty member has already been hired.

20. Does this course require course fees? no

 *If yes: please attach the New Program Tuition and Fees form, which is available from the UCC website.*

**Course Justification**

21. Justification for course being included in program. Must include:

 a. Academic rationale and goals for the course (skills or level of knowledge students can be expected to attain)

 Students are using Swift and Xcode to create app prototypes in this class. It must be a 4000-level class. All 2000-level and 3000-level courses build skills the enable students to successfully use this software and produce effective designs.

b. How does the course fit with the mission established by the department for the curriculum? If course is mandated by an accrediting or certifying agency, include the directive.

 The Department of Art and Design is dedicated to the creative, aesthetic and cultural development of visual art students that builds upon a well-rounded liberal arts education. This program is not NASAD accredited. This course will help to bring a new digital media to the university. Its enrollment is restricted to the major, so its goals and focus are Digital Innovations. Though the format and concepts are similar, it functions separately from our BFA programs.

c. Student population served.

BS Digital Innovations students

d. Rationale for the level of the course (lower, upper, or graduate).

This course needs the 1000, 2000 and 3000 level courses in GRFX to be successful.

**Assessment**

**University Outcomes**

22. Please indicate the university-level student learning outcomes for which this new course will contribute. Check all that apply.

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| * 1. **[x ]** Global Awareness
 | * 1. **[ x]** Thinking Critically
 | * 1. **[x ]** Information Literacy
 |

**Relationship with Current Program-Level Assessment Process**

23. What is/are the intended program-level learning outcome/s for students enrolled in this course? Where will this course fit into an already existing program assessment process?

This course will is an E/R for PLO 1 and 2 below. The student will bring reasonable knowledge and skill to the situation as a result of knowledge/skill being introduced and/or emphasized at some previous point in their educational career. Instructional activity continues to build upon previous benchmarks and reinforce knowledge/skill.

PLO 1 SWBAT apply various digital design, strategic communication and creative media knowledge and skills to complete professional work.

PLO 2 SWABT apply the written, oral and aesthetic skills required of a professional designer.

(1,2 are the only PLOs for BSDI)

24. Considering the indicated program-level learning outcome/s (from question #23), please fill out the following table to show how and where this course fits into the program’s continuous improvement assessment process.

*For further assistance, please see the ‘Expanded Instructions’ document available on the UCC - Forms website for guidance, or contact the Office of Assessment at 870-972-2989.*

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| **Program-Level Outcome 1 (from question #23)** | **SWBAT apply various digital design, strategic communication and creative media knowledge and skills to complete professional work.** |
| Assessment Measure | Direct Measure:Description: In Digital Innovations Portfolio, students present ≥ 10 professional-level works to a committee made up of Faculty from all areas. This is a capstone course designed to prepare students for entrance into professional practiceMeasure: Student applies subject knowledge to conceptualize, develop, and complete professional work that answers project objectives.Faculty Scores students on multiple aspects of production (project objective, audience, purpose and context) on a scale from 1 to 5, 3 being average.Data Collection: Each Measure is scored on a 5 point scale.Scale: 1 being unacceptable, 2 poor performance, 3 average, 4 good, 5 high/excellentData Analysis: Successful students will score a combined average of 3.5 or higher.Indirect Measure:Description: In Digital Innovations Portfolio, students complete an exit survey. Alumni survey every 3 years.  |
| Assessment Timetable | This is assessed in the GRFX 4793 capstone at the end of the program. Year 1 (2020-2021) on a Two year cycle.Fall Meeting: Assessment Committee reviews data; Spring Meeting: Faculty reviews findingsReports: (1) review scores on portfolio content(2) discuss actions to be taken to improve results |
| Who is responsible for assessing and reporting on the results? | GRFX 4793 Faculty Committee (membership includes digital design, strategic communication and creative media faculty ) reporting to Department of Art and Design Assessment Coordinator |

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| **Program-Level Outcome 2 (from question #23)** | **SWABT apply the written, oral and aesthetic skills required of a professional designer.** |
| Assessment Measure | **Direct Measure**:Description: In Digital Innovations Portfolio, students make an oral presentation and defend their professional portfolio in real time with a committee of Faculty representing all areas of the program.**Measure 1:** Student can evaluate his/her outcomes based on critical, ethical, and aesthetic issues.Question: Choose one of the works (or series/campaigns) that you presented and explain why you believe this is the best solution to the problem in the context of contemporary critical, ethical, and aesthetic issues.**Data Collection:** Each Measure is scored on a 5 point.**Scale:** 1 being unacceptable, 2 poor performance, 3 average, 4 good, 5 high/excellent**Data Analysis:** Successful students will score a combined average of 3.5 or higher.**Indirect Measure**:Description: In Digital Innovations Portfolio, students complete an exit survey. Alumni survey every 3 years. |
| Assessment Timetable | This is assessed in the GRFX 4793 capstone at the end of the program. Year 2 (2021-2022) on a Two year cycle.Fall Meeting: Assessment Committee reviews data; Spring Meeting: Faculty reviews findingsReports: (1) review scores on oral defense, and (2) discuss actions to be taken to improve results |
| Who is responsible for assessing and reporting on the results? | GRFX 4793 Faculty Committee (membership includes digital design, strategic communication and creative media faculty ) reporting to Department of Art and Design Assessment Coordinator |

 *(Repeat if this new course will support additional program-level outcomes)*

 **Course-Level Outcomes**

25. What are the course-level outcomes for students enrolled in this course and the associated assessment measures?

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| **Outcome 1** | Students will demonstrate an understanding of the iOS app development workflow |
| Which learning activities are responsible for this outcome? | LecturesGuided TutorialsProject based assignments |
| Assessment Measure  | Assignments Graded by Rubric |

*(Repeat if needed for additional outcomes)*

**Bulletin Changes**

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| **Instructions**  |
| **Please visit** [**http://www.astate.edu/a/registrar/students/bulletins/index.dot**](http://www.astate.edu/a/registrar/students/bulletins/index.dot) **and select the most recent version of the bulletin. Copy and paste all bulletin pages this proposal affects below. Follow the following guidelines for indicating necessary changes.** **\*Please note: Courses are often listed in multiple sections of the bulletin. To ensure that all affected sections have been located, please search the bulletin (ctrl+F) for the appropriate courses before submission of this form.** - Deleted courses/credit hours should be marked with a red strike-through (~~red strikethrough~~)- New credit hours and text changes should be listed in blue using enlarged font (blue using enlarged font). - Any new courses should be listed in blue bold italics using enlarged font (***blue bold italics using enlarged font***)*You can easily apply any of these changes by selecting the example text in the instructions above, double-clicking the ‘format painter’ icon 🡪 , and selecting the text you would like to apply the change to.* *Please visit* [*https://youtu.be/yjdL2n4lZm4*](https://youtu.be/yjdL2n4lZm4) *for more detailed instructions.* |

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**GRFX 4703. Advanced Web Studio** Continuation of ART 3463. Based on lecture topics, students will complete self-directed research and experimentation culminating in practical appli- cations within the coding environment. It is expected that students will spend a minimum of three additional clock hours per week on work outside the scheduled class time for each studio class. May be repeated for credit. Prerequisite, a grade of C or better in GRFX 3703. Fall.

**GRFX 4713. Design for Physical Computing** Design techniques relevant to physical com- puting and internet-of-things devices; emphasis on building novel and engaging human/machine interfaces and interactive data visualization programs. It is expected that students will spend a minimum of three additional clock hours per week on work outside the scheduled class time for each studio Graphic Design class. May be repeated for credit. Prerequisites, a grade of C or better in GRFX 3713; a grade of CR in GRFX 3800; or permission of instructor. Spring.

**GRFX 4783 Design** Build User Experience Design focusing on the complete workflow of iOS app development. Restricted to BS Digital Innovations students. May be repeated for credit. Prerequisites, a grade of C or better in GRFX 2783. Fall.

**GRFX 4803. Portfolio Capstone** Capstone course required for all graduating BFA, Graphic Design emphasis students. Preparation of portfolio of graphic design solutions that demonstrate the students overall knowledge and special skills. It is expected that students will spend a mini- mum of three additional clock hours per week on work outside the scheduled class time for each studio Graphic Design class. Enrollment restricted to permission of advisor, instructor and chair. Prerequisite, minimum GPA of 2.75 in all course work with an ART, ARTH, ARED, or GRFX prefix. Spring.