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| For Academic Affairs and Research Use Only | |
| CIP Code: |  |
| Degree Code: |  |

**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](mailto:curriculum@astate.edu) for inclusion in curriculum committee agenda.

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| Shelley Gipson 1/19/2018 **Department Curriculum Committee Chair** | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date…  **COPE Chair (if applicable)** |
| Temma Balducci 1/19/2018  **Department Chair:** | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date…  **Head of Unit (If applicable)** |
| Warren Johnson 1/24/2018 **College Curriculum Committee Chair** | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date…  **Undergraduate Curriculum Council Chair** |
| Gina Hogue 1/25/2018 **College Dean** | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date…  **Graduate Curriculum Committee Chair** |
| |  |  | | --- | --- | | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | Enter date |   **General Education Committee Chair (If applicable)** | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date…  **Vice Chancellor for Academic Affairs** |

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

Temma Balducci, Dept. of Art + Design, [tbalducci@astate.edu](mailto:tbalducci@astate.edu), 870-972-3050

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*. )

DIGI 4003

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).

Advanced Studio in Swift Coding

Short title: Adv Studio in Swift Coding

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

Application of Swift coding concepts to design and build a basic iOS app.

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

DIGI 3003

* 1. Why or why not?

Enter text...

1. **No** Is this course restricted to a specific major?
   1. If yes, which major? Enter text...

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

Fall, Spring, Summer

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.

Experiential Learning

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

Standard Letter

10. **No** Is this course dual listed (undergraduate/graduate)?

11. **No** Is this course cross listed?

*(If it is, all course entries must be identical including course descriptions. Submit appropriate documentation for requested changes. It is important to check the course description of an existing course when adding a new cross listed course.)*

**11.1** – If yes, please list the prefix and course number of cross listed course.

Enter text...

**11.2** – NO Are these courses offered for equivalent credit?

Please explain. Enter text...

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

a. If yes, what program?

Certificate in Swift Coding

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

a. If yes, what course?

Enter text...

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

a. If yes, which course?

Enter text...

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

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

16. **No** Does this course affect another program?

If yes, provide confirmation of acceptance/approval of changes 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.)

Week 1 through Week 14 Students will design and create an iOS app using the knowledge and skills acquired in DIGI 2003 and DIGI 3003 in a project-based learning environment.

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

Enter text...

19. Department staffing and classroom/lab resources

Three faculty in the Art + Design department are qualified to teach the course.

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

Enter text...

20. **No** Does this course require course fees?

*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)

This course is offered to all students interested in learning the basics of coding. Most students may need a basic understanding of the principles of coding to be successful in today’s workplace.

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 + Design is dedicated to the creative development of our students, building upon a well-rounded liberal arts education. As the 21st Century becomes increasingly digital we believe that coding skills will be an essential tool for creatives. Simultaneously, creatives will hold an increasingly valuable place in the workplaces of tomorrow.

c. Student population served.

All students may be interested in taking the class.

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

This is an advanced course with a prerequisite of an upper-level course that should be offered at the upper division level.

**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. **[ ]** Global Awareness | * 1. **[X]** Thinking Critically | * 1. **[ ]** 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 will be a stand-alone certificate in coding. Students will learn to code using Swift.

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)** | Students will learn to code using Swift coding language. |
| Assessment Measure | Students will create an iOS app that will demonstrate their knowledge, understanding, and application of skills in app development. |
| Assessment  Timetable | Once a year. |
| Who is responsible for assessing and reporting on the results? | Graphic Design faculty in the Department of Art and Design |

*(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 apply the tools, techniques, and concepts to build an iOS app. |
| Which learning activities are responsible for this outcome? | Designing and creating an iOS app in a project-based learning environment. |
| Assessment Measure | An iOS app that demonstrates advanced level knowledge and skills. |

*(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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**Methods and Materials Teaching Art (EDAR)**

**EDAR 4523. Methods and Materials for Teaching Art**

Emphasis on the practical application of art

in the secondary school. Techniques and strategies of teaching art, developing an art curriculum,

assessing and motivating students. Must be admitted to the Teacher Education Program. Fall.

Digital Design Language (DIGI)

***DIGI 2003. Introduction to Coding with Swift***Foundations in coding using Swift language. Practical application of the tools, techniques, and concepts needed to build a basic iOS app*. Fall, Spring.*

***DIGI 3003. Intermediate Coding with Swift*** Intermediate Swift coding using industry best practices to build the mindset of an app developer. Prerequisite: DIGI 2003. Fall, Spring.

***DIGI 4003. Advanced Studio in Swift Coding*** *Application of Swift coding concepts to design and build a basic iOS app. Prerequisite: DIGI 3003. Fall, Spring, Summer.*

**Graphic Design (GRFX)**

**GRFX 1111. Design Technology**

Basic levels of graphic design utilizing Adobe Illustrator, Adobe

Photoshop, and Adobe InDesign software. Prerequisites: Declared Graphic Design Major or

permission of instructor, Corequisite GRFX 2203. Spring.

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