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| For Academic Affairs and Research Use Only |
| Proposal Number: | LAC65 |
| CIP Code:  |  |
| Degree Code: |  |

**EXISTING CERTIFICATE or DEGREE PROGRAM**

**OFFERED AT OFF-CAMPUS LOCATION FORM**

**[X] Undergraduate Curriculum Council**

**[ ] Graduate Council**

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

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| Shelley Gipson | 9/2/2021 |

**Department Curriculum Committee Chair** |

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**COPE Chair (if applicable)** |
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| Temma Balducci | 9/2/2021 |

**Department Chair** |

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**Head of Unit (if applicable)**   |
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| Warren Johnson  | 9/22/2021 |

**College Curriculum Committee Chair** |

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**Undergraduate Curriculum Council Chair** |
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| Carl Cates | 9/24/2021 |

**College Dean** |

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**Graduate Curriculum Committee Chair** |
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**General Education Committee Chair (if applicable)**   |

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| Alan Utter | 10/11/2021 |

**Vice Chancellor for Academic Affairs** |

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

Mindy Fulcher, mfulcher@astate.edu, 870-761-2121

1. **Name of existing program**.

Bachelor of Science in Digital Technology and Design

1. **Proposed effective date:**

Fall 2022

1. **Proposed location of off-campus site.**

Arkansas State University Campus Querétaro

1. **Reason for offering proposed program at off-campus site**.

To provide A-State’s B.S. Digital Technology and Design degree, currently offered online through AOS, in a face-to-face format to students who are enrolled at ASUCQ.

1. **Identify courses and/or degrees to be offered at the proposed site.**

**BS Digital Technology and Design
General Education** – 38 hours

**CORE COURSES** (25 hours)

* 1. CS 1114, Concepts of Programming
	2. ENG 3023, Creative Writing
	3. GRFX 1113, Design Literacy
	4. GRFX 2783, Human Centered Design
	5. GRFX 4773, Design Build
	6. GRFX 4603, Graphic Design Internship
	7. GRFX 4793, Digital Technology and Design Portfolio
	8. PSY 3613, Cultural Psychology

**CONCENTRATIONS** (students choose one of the following 7 concentration areas):

**Game Design Concentration**

ART 2523, Introduction to Game Design

ART 3525, 2D Animation and Graphics

ART 4523, Advanced Game Design and Development​

GRFX 3713, 3D Digital and Game Design

**Graphic Communications Concentration**

GCOM 1813, Introduction to Digital Publishing

GCOM 2673, Digital Prepress Workflow

GCOM 3673, Desktop Publishing and Publication Design

MDIA 2023, Media Aesthetics

**Information Design Concentration**

GRFX 2103, Ideation

GRFX 3613, Information Design

GRFX 4213, Interactive Infographics

MDIA 3323, Media Analytics and Data Visualization

**Mobile Application Development Concentration**

DIGI 2003, Introduction to Coding with Swift

DIGI 2013, Introduction to Coding with Kotlin for Android

DIGI 3003, Intermediate Coding with Swift

DIGI 4003, Advanced Studio in Swift Coding

**Social Media Management Concentration**

STCM 3133, Interactive Advertising

STCM 4213, Social Media in Strategic Communications

STCM 4333, Social Media Measurement

STCM 4753, Strategic Communications Case Studies

**Virtual Reality Production Concentration**

GRFX 2233, Digital Game Production Design

GRFX 2723, Virtual Reality Concepts

GRFX 3723, Virtual Reality Filmmaking

GRFX 4723, Virtual Reality Design and Development

**Web Design Concentration**

DIGI 2003, Introduction to Coding with Swift​ OR  DIGI 2013, Introduction to Coding with Kotlin for Android

GRFX 2703, Interaction Design

GRFX 3703, Front End Web Development

GRFX 4703, Advanced Digital Studio

**Electives** (45 hours, at least 15 hours must be upper level 3000 and/or 4000 courses)

1. **Will students be able to complete all program requirements at this location? If not, where?**

Yes

1. **Institutional curriculum committee review/approval date:**

1. **Provide a list of services that will be supplied by consortia partners or outsourced to another organization (faculty/instructional support, course materials, course management and delivery, library-related services, bookstore services, services providing information to students, technical services, administrative services, online payment arrangements, student privacy consideration, services related to orientation, advising, counseling or tutoring, etc.) Include the draft contract/Memorandum of Understanding (MOU) for each partner/organization offering faculty/instructional support for the program.**

N/A

1. **Provide written notification to accrediting body or licensing agency of your intention to offer program at an off-campus location and their written response to you, if applicable.**

Academic Affairs will provide.

President/Chancellor Approval Date:

Board of Trustees Notification Date:

Chief Academic Officer: Date: