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| For Academic Affairs and Research Use Only | |
| Proposal Number | LAC51 |
| CIP Code: |  |
| Degree Code: |  |

**Program Modification Form**

**[X] Undergraduate Curriculum Council**

**[ ] Graduate Council**

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| --- |
| **Modification Type: [ ]Admissions, [X]Curricular Sequence, or [ ]Other** |

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 | 3/10/2021 |   **Department Curriculum Committee Chair** | |  |  | | --- | --- | | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | Enter date |   **COPE Chair (if applicable)** |
| |  |  | | --- | --- | | Temma Balducci | 3/10/2021 |   **Department Chair** | |  |  | | --- | --- | | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | Enter date |   **Head of Unit (if applicable)** |
| |  |  | | --- | --- | | Warren Johnson | 3/16/2021 |   **College Curriculum Committee Chair** | |  |  | | --- | --- | | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | Enter date |   **Undergraduate Curriculum Council Chair** |
| |  |  | | --- | --- | | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | Enter date |   **Director of Assessment** *(only for changes impacting assessment)* | |  |  | | --- | --- | | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | Enter date |   **Graduate Curriculum Committee Chair** |
| |  |  | | --- | --- | | Gina Hogue | 3/17/2021 |   **College Dean** | |  |  | | --- | --- | | Alan Utter | 4/12/2021 |   **Vice Chancellor for Academic Affairs** |
| |  |  | | --- | --- | | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | Enter date |   **General Education Committee Chair (if applicable)** |  |

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

Mindy Fulcher, Dept. of Art + Design, mfulcher@astate.edu, 870-761-2121

1. **Proposed Change** (for undergraduate curricular changes please provide an 8-semester plan (appendix A), if applicable)

In the BS Digital Innovations (Digital Technology and Design) Mobile App Concentration, we would like to replace **MDIA 3373 Introduction to Internet Communications** OR **GRFX 2703:  Interaction Design** with **DIGI 2013 Introduction to Coding with Kotlin for Android** in the BS Digital Innovations Mobile Development Concentration.  
  
**Mobile Application Development Concentration** – 12 hours

~~MDIA 3373 Introduction to Internet Communications OR GRFX 2703:  Interaction Design~~ Replace withDIGI 2013 **Introduction to Coding with Kotlin for Android**

DIGI 2003 Introduction to Coding with Swift

DIGI 3003 Intermediate Coding with Swift

DIGI 4003 Advanced Studio in Swift Coding

1. **Effective Date**

Fall 2021

1. **Justification –** *Please provide details as to why this change is necessary.*

**DIGI 2013 Introduction to Coding with Kotlin for** Android will provide students in the Mobile Application Development Concentration an Introduction to Android Development and the Kotlin coding language. Having technical skills in both Android Studio IDE/Kotlin and XCode IDE/Swift will produce more knowledgeable graduates who will be better prepared for the career field.

**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. Please include a before (with changed areas highlighted) and after of all affected sections.**  **\*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.** |

**CURRENT: MODIFY 2020U\_LAC99 (program not in Bulletin)**

Major in Digital Innovations

**Bachelor of Science Concentration in Mobile Application Development**

A complete 8-semester degree plan is available at [https://www.astate.edu/info/academics/degrees/](http://www.astate.edu/info/academics/degrees/)

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| **University Requirements:** |  |
| See University General Requirements for Baccalaureate degrees (p. 42) |  |
| **First Year Making Connections Course:** | **Sem. Hrs.** |
| UC 1013, Making Connections | **3** |
| **General Education Requirements:** | **Sem. Hrs.** |
| See General Education Curriculum for Baccalaureate degrees (p. 78)  **Students with this major must take the following:**  *CMAC 1003, Mass Communication*  *PSY 2103, Introduction to Psychology*  *POSC 2103, Introduction to US Government*  *- Students choose two of the following: (ART 2503 Fine Arts Visual, MUS 2503 Fine Arts – Music, THEA 2503 Fine Arts - Theatre)* | **35** |
| **Digital Innovations Requirements:**  Grade of “C” or better required for all GRFX Requirements, including prerequisites. | **Sem. Hrs.** |
| GRFX 1113, Design Literacy | 3 |
| GRFX 2783, Human Centered Design | 3 |
| CS 1114, Concepts of Programming | 4 |
| ENG 3023, Creative Writing | 3 |
| PSY 3613, Cultural Psychology | 3 |
| GRFX 4773, Design Build I | 3 |
| GRFX 4603, Graphic Design Internship | 3 |
| GRFX 4793, Digital Innovations Portfolio | 3 |
| **Sub-total** | **25** |
| **Concentration in Mobile Application Development:** | **Sem. Hrs.** |
| MDIA 3373 Introduction to Internet Communications  OR GRFX 2703:  Interaction Design | 3 |
| DIGI 2003, Introduction to Coding with Swift | 3 |
| DIGI 3003, Intermediate Coding with Swift | 3 |
| DIGI 4003 Advanced Studio in Swift Coding | 3 |
| **Sub-total** | **12** |
| **Electives:** | **Sem. Hrs.** |
| Electives | **45** |
| **Total Required Hours:** | **120** |

*The bulletin can be accessed at* [*https://www.astate.edu/a/registrar/students/bulletins/*](http://www.astate.edu/a/registrar/students/bulletins/)

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**PROPOSED**

Major in Digital Innovations

**Bachelor of Science Concentration in Mobile Application Development**

A complete 8-semester degree plan is available at [https://www.astate.edu/info/academics/degrees/](http://www.astate.edu/info/academics/degrees/)

|  |  |
| --- | --- |
| **University Requirements:** |  |
| See University General Requirements for Baccalaureate degrees (p. 42) |  |
| **First Year Making Connections Course:** | **Sem. Hrs.** |
| UC 1013, Making Connections | **3** |
| **General Education Requirements:** | **Sem. Hrs.** |
| See General Education Curriculum for Baccalaureate degrees (p. 78)  **Students with this major must take the following:**  *CMAC 1003, Mass Communication*  *PSY 2103, Introduction to Psychology*  *POSC 2103, Introduction to US Government*  *- Students choose two of the following: (ART 2503 Fine Arts Visual, MUS 2503 Fine Arts – Music, THEA 2503 Fine Arts - Theatre)* | **35** |
| **Digital Innovations Requirements:**  Grade of “C” or better required for all GRFX Requirements, including prerequisites. | **Sem. Hrs.** |
| GRFX 1113, Design Literacy | 3 |
| GRFX 2783, Human Centered Design | 3 |
| CS 1114, Concepts of Programming | 4 |
| ENG 3023, Creative Writing | 3 |
| PSY 3613, Cultural Psychology | 3 |
| GRFX 4773, Design Build I | 3 |
| GRFX 4603, Graphic Design Internship | 3 |
| GRFX 4793, Digital Innovations Portfolio | 3 |
| **Sub-total** | **25** |
| **Concentration in Mobile Application Development:** | **Sem. Hrs.** |
| DIGI 2013, Introduction to Coding with Kotlin for Android | 3 |
| DIGI 2003, Introduction to Coding with Swift | 3 |
| DIGI 3003, Intermediate Coding with Swift | 3 |
| DIGI 4003 Advanced Studio in Swift Coding | 3 |
| **Sub-total** | **12** |
| **Electives:** | **Sem. Hrs.** |
| Electives | **45** |
| **Total Required Hours:** | **120** |

*The bulletin can be accessed at* [*https://www.astate.edu/a/registrar/students/bulletins/*](http://www.astate.edu/a/registrar/students/bulletins/)

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**Appendix A, 8-Semester Plan**

(**Referenced in #2** - **Undergraduate Proposals Only)**

*Instructions: Please identify new courses in italics*.

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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Arkansas State University-Jonesboro**  **Degree: Bachelor of Science in Digital Innovations**  **Concentration: Mobile Application Development**  **Year: 2021-2022** | | | | | | | | |
| Students requiring developmental course work based on low entrance exam scores (ACT, SAT, ASSET, COMPASS) may not be able to complete this program of study in eight (8) semesters. Developmental courses do not count toward total degree hours. **Students having completed college level courses prior to enrollment will be assisted by their advisor in making appropriate substitutions. In most cases, general education courses may be interchanged between semesters.** A minimum of 45 hours of upper division credit (3000-4000 level) is required for this degree. | | | | | | | | |
| **Year 1** | | | |  | **Year 1** | | | |
| **Fall Semester** | | | |  | **Spring Semester** | | | |
| **Course No.** | **Course Name** | **Hrs** | **Gen Ed** |  | **Course No.** | **Course Name** | **Hrs** | **Gen Ed** |
| ENG 1003 | Composition I | 3 | X |  | ENG 1013 | Composition II | 3 | X |
| MATH 1023 | College Algebra | 3 | X |  | BIO 1003/1 | Biological Sci + Lab | 4 | X |
| GRFX 1113 | Design Literacy | 3 | X |  | PSY 2013 | Intro to Psychology | 3 |  |
| UC 1013 | Making Connections | 3 |  |  | GRFX 2783 | Human Centered Design | 3 |  |
| CHEM 1043/1 | Fund. Concepts of Chemistry + Lab | 4 | X |  |  |  |  |  |
| **Total Hours** |  | 16 |  |  | **Total Hours** |  | 13 |  |
| **Year 2** | | | |  | **Year 2** | | | |
| **Fall Semester** | | | |  | **Spring Semester** | | | |
| **Course No.** | **Course Name** | **Hrs** | **Gen Ed** |  | **Course No.** | **Course Name** | **Hrs** | **Gen Ed** |
| PHIL 1103 | Intro to Philosophy | 3 | X |  | POSC 2103 | Intro to US Government | 3 | X |
| CMAC 1003 | Mass Communication | 3 | X |  | Elective | Elective | 3 |  |
| ART 2503 | Fine Arts Visual | 3 | X |  | CS 1114 | Concepts of Programming | 4 |  |
| DIGI 2013 | Introduction to Coding with Kotlin for Android | 3 |  |  | PSY 3613 | Cultural Psychology | 3 |  |
| Elective | Elective | 3 |  |  | DIGI 2003 | Introduction to Coding with Swift | 3 |  |
|  |  |  |  |  |  |  |  |  |
| **Total Hours** |  | 15 |  |  | **Total Hours** |  | 16 |  |
| **Year 3** | | | |  | **Year 3** | | | |
| **Fall Semester** | | | |  | **Spring Semester** | | | |
| **Course No.** | **Course Name** | **Hrs** | **Gen Ed** |  | **Course No.** | **Course Name** | **Hrs** | **Gen Ed** |
| THEA 2503 | Fine Arts Theatre | 3 | X |  | ENG 3023 | Creative Writing | 3 |  |
| DIGI 3003 | Intermediate Coding with Swift | 3 |  |  | DIGI 4003 | Advanced Studio in Swift Coding | 3 |  |
| Elective | Elective | 3 |  |  | Elective | Elective | 3 |  |
| Elective | Elective | 3 |  |  | Elective | Elective | 3 |  |
| Elective | Elective | 3 |  |  | Elective | Elective | 3 |  |
| **Total Hours** |  | 15 |  |  | **Total Hours** |  | 15 |  |
| **Year 4** | | | |  | **Year 4** | | | |
| **Fall Semester** | | | |  | **Spring Semester** | | | |
| **Course No.** | **Course Name** | **Hrs** | **Gen Ed** |  | **Course No.** | **Course Name** | **Hrs** | **Gen Ed** |
| GRFX 4773 | Design Build I | 3 |  |  | GRFX 4603 | Graphic Design Internship | 3 |  |
| Elective | Elective | 3 |  |  | Elective | Elective | 3 |  |
| Elective | Elective | 3 |  |  | Elective | Elective | 3 |  |
| Elective | Elective | 3 |  |  | Elective | Elective | 3 |  |
| Elective | Elective | 3 |  |  | GRFX 4793 | Digital Innovations Portfolio | 3 |  |
| **Total Hours** |  | 15 |  |  | **Total Hours** |  | 15 |  |
| **Total Jr/Sr Hours 45 Total Degree Hours 120** | | | | | | | | |
| **Graduation Requirements:** | | | | | | | | |