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| For Academic Affairs and Research Use Only |
| Proposal Number |  |
| 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 | 10/14/2020 |

**Department Curriculum Committee Chair** |

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**COPE Chair (if applicable)** |
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| Temma Balducci | 10/14/2020 |

**Department Chair**  |

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**Head of Unit (if applicable)**   |
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| Warren Johnson  | 10/28/2020 |

**College Curriculum Committee Chair** |

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**Undergraduate Curriculum Council Chair** |
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**Director of Assessment** *(only for changes impacting assessment)* |

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**Graduate Curriculum Committee Chair** |
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| Gina Hogue | 10/29/2020 |

**College Dean** |

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| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | Enter date |

**Vice Chancellor for Academic Affairs** |
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**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)

We would like to remove three and add two of the requirements for this concentration. These changes were discussed and agreed upon by the School of Media and Journalism. The new proposed requirements for the concentration are:

1. **Graphic Communications – 12 hours**
2. GCOM 1813, Introduction to Digital Publishing
3. GCOM 2673, Digital Prepress Workflow
4. GCOM 3673,  Desktop Publishing and Publication Design
5. MDIA 2023, Media Aesthetics
6. **Effective Date**

Fall 2021, Bulletin 2021-2022

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

These changes are due to an online course elimination/recent restructuring within the School of Media and Journalism. 12 Concentration hours were determined to align with the other proposed new concentration areas within BS Digital Technology and Design.

**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.**  |

Paste bulletin pages here...

**CURRENT**

**Undergraduate Bulletin 2020-2021, p. 221**

Major in Digital Innovations

**Bachelor of Science Concentration in Graphic Communications**

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:***MUS 2503, Fine Arts - Music**THEA 2503, Fine Arts - Theatre (Required Departmental Gen. Ed. Option) CMAC 1003, Mass Communication**PSY 2103, Introduction to Psychology POSC 2103, Introduction to US Government* | **35** |
| **Digital Innovations Requirements:**Grade of “C” or better required for all GRFX Requirements, including prerequisites. | **Sem. Hrs.** |
| GRFX 1111, Design Technology | 1 |
| GRFX 1112, Design Literacy | 2 |
| GRFX 2703, Interaction Design | 3 |
| GRFX 2783, Human Centered Design | 3 |
| GRFX 3703, Front End Web Development | 3 |
| GRFX 3713, 3D Digital and Game Design | 3 |
| GRFX 3783, Patterns in Application Design | 3 |
| GRFX 4603, Graphic Design Internship | 3 |
| GRFX 4773, Design Build I | 3 |
| GRFX 4783, Design Build II | 3 |
| GRFX 4792, Digital Innovations Portfolio | 2 |
| **Sub-total** | **29** |
| **Concentration in Graphic Communications:** | **Sem. Hrs.** |
| GCOM 2673, Digital Prepress Workflow | 3 |
| GCOM 3673, Desktop Publishing and Publication Design | 3 |
| MDIA 2053, Introduction to Visual Communications | 3 |
| MDIA 2313, Multimedia Production | 3 |
| MDIA 3673, Seminar in Digital Media and Design | 3 |
| **Sub-total** | **15** |
| **Electives:** | **Sem. Hrs.** |
| Electives | **38** |
| **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/)

**PROPOSED**

**General Education requirements and Major Requirements for the degree are being changed in separate Program Modification proposals but are reflected below in green.**

**p. 221**

Major in Digital Innovations
Bachelor of Science
Concentration in Graphic Communications

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 Communications in Modern Society**PSY 2013, Introduction to Psychology**POSC 2103, Introduction to United States Government**Six hours from the following: ART 2503, Fine Arts-Visual, MUS 2503, Fine Arts- Music, THEA 2503, Fine Arts-Theatre* | **35** |
| **Major Requirements:**Grade of “C” or better required for all GRFX Requirements, including prerequisites. | **Sem. Hrs.** |
| CS 1114, Concepts of Programming | 4 |
| ENG 3023, Creative Writing | 3 |
| GRFX 1113, Design Literacy | 3 |
| GRFX 2783, Human Centered Design | 3 |
| GRFX 4603, Graphic Design Internship | 3 |
| GRFX 4773, Design Build | 3 |
| GRFX 4793, Digital Technology and Design Portfolio | 3 |
| PSY 3613, Cultural Psychology | 3 |
| **Sub-total** | **25** |
| **Concentration (Graphic Communications):** | **Sem. Hrs.** |
| GCOM 1813, Introduction to Digital Publishing | 3 |
| GCOM 2673, Digital Prepress Workflow | 3 |
| GCOM 3673,  Desktop Publishing and Publication Design | 3 |
| MDIA 2023, Media Aesthetics | 3 |
| **Sub-total** | **12** |
| **Electives:** | **Sem. Hrs.** |
| Electives | **45** |
| **Total Required Hours:** | **120** |

**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 Technology and Design****Concentration: Web Design/Game Design/Mobile Application Development/Graphic Communications/Social Media Management****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 |
| PSY 2013 | Intro to Psychology | 3 |  X |  | Elective | Elective | 3 |   |
| UC 1013 | Making Connections | 3 |  |  | Elective | Elective | 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 |  | GRFX 1113 | Design Literacy | 3 |  |
| ART 2503 | Fine Arts Visual | 3 |  X |  | CS 1114 | Concepts of Programming | 4 |  |
| Elective | Elective | 3 |  |  | PSY 3613 | Cultural Psychology | 3 |  |
| Elective | Elective | 3 |  |  | Elective | Elective | 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 |  |
| Elective | Elective | 3 |  |  | GRFX 2783 | Human Centered Design | 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  | 3 |  |  | GRFX 4603 | Graphic Design Internship | 3 |  |
| Conc | Concentration Course | 3 |  |  | Conc | *Concentration Course* | 3 |  |
| Conc | Concentration Course | 3 |  |  | Conc | *Concentration Course* | 3 |  |
| Elective | Elective | 3 |  |  | Elective | Elective | 3 |  |
| Elective | Elective | 3 |  |  | GRFX 4793 | Digital Design and Technology Portfolio | 3 |  |
| **Total Hours** |  | 15 |  |  | **Total Hours** |  | 15 |  |
| **Total Jr/Sr Hours 45 Total Degree Hours 120** |
| **Graduation Requirements:** |