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| --- | --- |
| For Academic Affairs and Research Use Only | |
| Proposal Number: | LAC89 |
| CIP Code: |  |
| Degree Code: |  |

**Course Deletion Proposal 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.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| |  |  | | --- | --- | | Katherine Baker | 3/11/2022 |   **Department Curriculum Committee Chair** | |  |  | | --- | --- | | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | Enter date |   **COPE Chair (if applicable)** |
| |  |  | | --- | --- | | Temma Balducci | 3/11/2022 |   **Department Chair** | |  |  | | --- | --- | | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | Enter date |   **Head of Unit (if applicable)** |
| |  |  | | --- | --- | | Warren Johnson | 3/16/2022 |   **College Curriculum Committee Chair** | |  |  | | --- | --- | | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | Enter date |   **Undergraduate Curriculum Council Chair** |
| |  |  | | --- | --- | | Carl M. Cates | 4/5/2022 |   **College Dean** | |  |  | | --- | --- | | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | Enter date |   **Graduate Curriculum Committee Chair** |
| |  |  | | --- | --- | | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | Enter date |   **General Education Committee Chair (if applicable)** | |  |  | | --- | --- | | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | Enter date |   **Vice Chancellor for Academic Affairs** |

1. **Course Title, Prefix and Number**

Design Technology, GRFX 1111

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

Temma Balducci Dept. of Art + Design tbalducci@astate.edu (870) 972-3050

1. **Justification**

The material currently taught in this course will now be taught and expanded upon in GRFX 1413. This course will no longer be necessary in the new program.

1. **Last semester course will be offered**

Fall 2022

1. Yes **Does this course appear in your curriculum? (if yes, and this deletion changes the curriculum, a Program Modification Form is required)**

Enter text...

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

Enter text...

1. No **Is this course cross-listed with a course in another department?**

If yes, which course(s)?

Enter text...

1. No **Is there currently a course listed in the Bulletin or Banner which is a one-to-one equivalent to this course (please check with the Registrar’s Office if unsure)?**

If yes, which course?

Enter text...

**Bulletin Changes**

|  |
| --- |
| **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.** |

**[Note: For comprehensive list of changes to Graphic Design programs, see separate proposals.]**

CURRENT VERSION

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**Major in Graphic Design**

**Bachelor of Fine Arts**

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

|  |  |
| --- | --- |
| **Graphic Design Requirements:**  Grade of “C” or better required for all Graphic Design Requirements, including prerequisites. | **Sem. Hrs.** |
| ~~GRFX 1111, Design Technology~~ | ~~1~~ |
| GRFX 2103, Ideation | 3 |
| GRFX 2203, Introduction to Graphic Design | 3 |
| GRFX 2303, Typography and Layout | 3 |
| GRFX 2703, Interaction Design | 3 |
| GRFX 3303, Intermediate Typography | 3 |
| GRFX 3400, Graphic Design Review | 0 |
| GRFX 3503, Identity Design | 3 |
| GRFX 4103, Photography for the Graphic Designer | 3 |
| GRFX 4503, Professional Practice for Design | 3 |
| GRFX 4603, Graphic Design Internship | 3 |
| GRFX 4803, Portfolio Capstone | 3 |

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**Major in Graphic Design**

**Bachelor of Fine Arts**

**Emphasis in Digital Deign**

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

|  |  |
| --- | --- |
| **Emphasis Area (Digital Design):**  Grade of “C” or better required for all Graphic Design Requirements, including prerequisites. | **Sem. Hrs.** |
| ~~GRFX 1111, Design Technology~~ | ~~1~~ |
| GRFX 2103, Ideation | 3 |
| GRFX 2203, Introduction to Graphic Design | 3 |
| GRFX 2303, Typography and Layout | 3 |
| GRFX 2703, Interaction Design | 3 |
| DIGI 2003, Introduction to Coding with Swift | 3 |
| GRFX 3400, Graphic Design Review | 0 |
| GRFX 3703, Front End Web Development | 3 |
| DIGI 3003, Intermediate Coding with Swift | 3 |
| GRFX 3713, 3D Digital and Game Design | 3 |
| GRFX 4603, Graphic Design Internship | 3 |
| GRFX 4703, Advanced Digital Studio | 6 |
| DIGI 4003, Advanced Studio in Swift Coding | 3 |
| GRFX 4813, Digital Design Portfolio Capstone | 3 |
| 4000-level ART Studio course | 3 |
| **Sub-total** | **42** |

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Minor in Digital Design

|  |  |
| --- | --- |
| **Required Courses:**  Grade of “C” or better required for all ART/ARTH Minor Requirements, including prerequisites (Department of Art + Design minimum) Courses used to meet the requirements for the major cannot be used to meet the requirements for the minor. | **Sem. Hrs.** |
| ~~GRFX 1111, Design Technology~~ | ~~1~~ |
| GRFX 2103, Ideation | 3 |
| GRFX 2303, Typography and Layout | 3 |
| GRFX 2703 Interaction Design | 3 |
| GRFX 3703, Front End Web Development | 3 |
| GRFX 3713, 3D Digital and Game Design | 3 |
| GRFX 3753, Motion Graphics | 3 |
| **Total Required Hours:** | **19** |

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**Minor in Graphic Design**

|  |  |
| --- | --- |
| **Required Courses:**  Grade of “C” or better required for all ART/ARTH Minor Requirements, including prerequisites (Department of Art + Design minimum) Courses used to meet the requirements for the major cannot be used to meet the requirements for the minor. | **Sem. Hrs.** |
| ART 1013, Design I | 3 |
| ART 1033, Drawing I | 3 |
| ~~GRFX 1111, Design Technology~~ | **~~3~~** |
| GRFX 2103, Ideation | 3 |
| GRFX 2203, Introduction to Graphic Design | 3 |
| GRFX 2303, Typography and Layout\* | 3 |

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**Certificate in Digital Humanities**

|  |  |
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| **Required Courses:** | **Sem. Hrs.** |
| **Select three of the following:**  ART 1013, Design I  ART 1023, Design II  CS 1114, Concepts of Programming  CS 2114, Structured Programming  ENG 3053, Introduction to Digital Writing  GCOM 1813, Introduction to Digital Publishing  **~~GRFX 1111, Design Technology~~**  GRFX 3713, 3D Digital and Game Design | 3 |

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**GER 3413.** Introduction to German Literature Introduction to poetry, drama, and short prose, develops further the students’ reading skills and introduces them to analysis and explication of the literary text. Prerequisite, GER 2023 or instructor permission. Spring, even.

**GER 480V.** Readings in German Independent readings for advanced students only. Limited to three hours. Must have consent of department chair. Irregular.

**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, Co-requisite GRFX 2203 or instructor permission. Spring.~~

**GRFX 1113. Design Literacy** Introduction to design literacy, color theory, typography, composi- tion, and digital design software. Restricted to BS Digital Technology and Design majors. Fall, Spring, Summer.

**GRFX 1223. Introduction to Digital Game Development** Foundations in digital game devel- opment using industry standards; practical application of the tools, techniques, and concepts to build a basic 3D game. Fall, Spring.

**GRFX 2103. Ideation** Focuses on the process of lateral thinking and the visualization of design problems and their solutions. Emphasizes effective research, imagination, originality, and execu- tion in various media. This course requires three or more hours per week outside of class. Fall, Spring.

**GRFX 2203. Introduction to Graphic Design** Graphic design application, career paths, and role in media and technology; layout, typography, media, color, photography, illustration and technology. This course requires three or more hours per week outside of class. Prerequisites, Graphic Design Major or instructor permission. **~~Corequisite GRFX 1111.~~** Fall, Spring.

**GRFX 2223. Digital Game Asset Creation** Introduction to the process and tools used in game asset creation, including 3D modeling and 2D sprite design. Fall, Spring.

**GRFX 2233. Digital Game Production Design** Introduction to animation, rendering, lighting, and texturing of 3D game assets in an environment, including best practices for platforms such as VR. Fall, Spring.

**GRFX 2303. Typography and Layout** Comprehensive study of typography, visual hierarchy, and design system creation for optimal user experience in multiple media. This course requires three or more hours per week outside of class. Prerequisites, C or better in ART 1013 and GRFX 2203; or instructor permission. Corequisite, GRFX 3400. Fall, Spring.

**GRFX 2703. Interaction Design** Key principles and techniques of human-centered interaction design across a range of contexts including web; from touch screens to emerging digital prod- ucts using voice and gesture interactions. This course requires three or more hours per week outside of class. Prerequisites, a grade of C or better in GRFX 2303; or instructor permission. Fall.

**GRFX 2723. Virtual Reality Concepts** Introduction to VR and AR career opportunities, tech- niques, and technologies. Focus on the design principles and challenges of virtual reality content creation. Prerequisite, a grade of C or better in GRFX 2223. Fall.

**GRFX 2783. Human Centered Design** User Experience Design principles of inspiration, ideation and implementation. Focus on the development of solutions to problems by involving an understanding of the human perspective in the creative problem-solving process. Restricted to BS Digital Technology and Design students. Prerequisites, a grade of C or better in GRFX 1113. Summer.

FINAL VERSION

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**Major in Graphic Design**

**Bachelor of Fine Arts**

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

|  |  |
| --- | --- |
| **Graphic Design Requirements:**  Grade of “C” or better required for all Graphic Design Requirements, including prerequisites. | **Sem. Hrs.** |
| GRFX 2103, Ideation | 3 |
| GRFX 2203, Introduction to Graphic Design | 3 |
| GRFX 2303, Typography and Layout | 3 |
| GRFX 2703, Interaction Design | 3 |
| GRFX 3303, Intermediate Typography | 3 |
| GRFX 3400, Graphic Design Review | 0 |
| GRFX 3503, Identity Design | 3 |
| GRFX 4103, Photography for the Graphic Designer | 3 |
| GRFX 4503, Professional Practice for Design | 3 |
| GRFX 4603, Graphic Design Internship | 3 |
| GRFX 4803, Portfolio Capstone | 3 |

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**Major in Graphic Design**

**Bachelor of Fine Arts**

**Emphasis in Digital Deign**

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|  |  |
| --- | --- |
| **Emphasis Area (Digital Design):**  Grade of “C” or better required for all Graphic Design Requirements, including prerequisites. | **Sem. Hrs.** |
| GRFX 2103, Ideation | 3 |
| GRFX 2203, Introduction to Graphic Design | 3 |
| GRFX 2303, Typography and Layout | 3 |
| GRFX 2703, Interaction Design | 3 |
| DIGI 2003, Introduction to Coding with Swift | 3 |
| GRFX 3400, Graphic Design Review | 0 |
| GRFX 3703, Front End Web Development | 3 |
| DIGI 3003, Intermediate Coding with Swift | 3 |
| GRFX 3713, 3D Digital and Game Design | 3 |
| GRFX 4603, Graphic Design Internship | 3 |
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| GRFX 2203, Introduction to Graphic Design | 3 |
| GRFX 2303, Typography and Layout\* | 3 |

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**Certificate in Digital Humanities**

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