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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**

|  |
| --- |
| **Modification Type: [ ]Admissions, [X]Curricular Sequence, or [X]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 | 9/18/2020 |

**Department Curriculum Committee Chair** |

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

**COPE Chair (if applicable)** |
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| Temma Balducci | 9/18/2020 |

**Department Chair**  |

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

**Head of Unit (if applicable)**   |
|

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| Warren Johnson  | 10/28/2020 |

**College Curriculum Committee Chair** |

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

**Undergraduate Curriculum Council Chair** |
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| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | Enter date |

**College Dean** |

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**Graduate Curriculum Committee Chair** |
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| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | Enter date |

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

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

**Vice Chancellor for Academic Affairs** |

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)

Change Major Requirements for BS in Digital Innovations (to be renamed BS in Digital Technology and Design).

1. **Effective Date**

Fall 2021

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

By reorganizing the core courses of the existing degree and adding four new concentration areas, students are provided with the opportunity to specialize within a specific area of digital technology and design. We feel that more advanced knowledge, skills and portfolios will develop stronger graduates who are better prepared for their chosen career field.

**From:** Jake Qualls <jqualls@astate.edu>

**Subject: Re: Courses**

**Date:** October 30, 2020 at 1:07:23 PM CDT

**To:** Thilla Sivakumaran <tsivakumaran@astate.edu>

**Cc:** Abhijit Bhattacharyya <abhattacharyya@astate.edu>

Thilla,

The Computer Science department would like to support the Digital Design and Technology program and there are no issues with offering CS1114: Concepts of Programming.
[…]
--Jake

+======================================================+
    Jake A. Qualls, Ph.D.
    Interim Chair, Department of Computer Science
    Associate Director, Center for No-Boundary Thinking (CNBT)
    Division Lead, CNBT Division of Advanced Data Science and Learning
    Assistant Professor of Bioinformatics
    Arkansas State University
    Email: jqualls@astate.edu Office: (870) 972-3978
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**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.**  |

**CURRENT**

**Undergradute Bulletin 2020-2021, p. 221ff**

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/)

|  |  |
| --- | --- |
| **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** |



**PROPOSED
[Note: For sections in green, refer to separate concentration proposals.]**

**p. 221 ff**

Major in Digital Innovations
Bachelor of Science
Concentration in Game Design

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 (Game Design):** | **Sem. Hrs.** |
| ART 2523, Introduction to Game Design | 3 |
| ART 3523, 2D Animation and Graphics | 3 |
| ART 4523, Advanced Game Design and Development | 3 |
| GRFX 3713, 3D Digital and Game Design | 3 |
| **Sub-total** | **12** |
| **Electives:** | **Sem. Hrs.** |
| Electives | **45** |
| **Total Required Hours:** | **120** |

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/)

|  |  |
| --- | --- |
| **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** |

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 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 (Mobile Application Development):** | **Sem. Hrs.** |
| DIGI 2003, Introduction to Coding with Swift | 3 |
| DIGI 3003, Intermediate Coding with Swift | 3 |
| DIGI 4003, Advanced Studio in Swift Coding | 3 |
| MDIA 3373, Introduction to Internet Communications OR GRFX 2703, Interaction Design | 3 |
| **Sub-total** | **12** |
| **Electives:** | **Sem. Hrs.** |
| Electives | **45** |
| **Total Required Hours:** | **120** |

Major in Digital Innovations

**Bachelor of Science Concentration in Social Media Management**

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 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 (Social Media Management):** | **Sem. Hrs.** |
| STCM 3133, Interactive Advertising | 3 |
| STCM 4333, Social Media Measurement | 3 |
| STCM 4213, Social Media in Strategic Communications | 3 |
| STCM 4753, Strategic Communications Case Studies | 3 |
| **Sub-total** | **12** |
| **Electives:** | **Sem. Hrs.** |
| Electives | **45** |
| **Total Required Hours:** | **120** |

Major in Digital Innovations

**Bachelor of Science Concentration in Web Design**

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 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 (Web Design):** | **Sem. Hrs.** |
| GRFX 2703, Interaction Design | 3 |
| GRFX 3703, Front End Web Development | 3 |
| GRFX 4703, Advanced Digital Studio | 3 |
| MDIA 3373, Introduction to Internet Communications OR DIGI 2003, Introduction to Coding with Swift | 3 |
| **Sub-total** | **12** |
| **Electives:** | **Sem. Hrs.** |
| Electives | **45** |
| **Total Required Hours:** | **120** |

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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 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 I | 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 Tech and Design Portfolio | 3 |  |
| **Total Hours** |  | 15 |  |  | **Total Hours** |  | 15 |  |
| **Total Jr/Sr Hours 45 Total Degree Hours 120** |
| **Graduation Requirements:** |

