|  |  |
| --- | --- |
| If |  |
| S:\Communications\Logos and photos\SDBORLogos\final_sdbor_webreadyBW_trans.gif | **SOUTH DAKOTA BOARD OF REGENTS**  ACADEMIC AFFAIRS FORMS |
| Substantive Program Modification Form |
|  |  |

Use this form to request minor changes in existing programs (majors, minors, certificates, or specializations).

|  |  |
| --- | --- |
| **UNIVERSITY:** | DSU |
| **CURRENT PROGRAM TITLE:** | **Digital Arts and Design, B.S.** |
| **CIP CODE:** | **11.0803** |
| **UNIVERSITY DEPARTMENT:** | **College of Arts and Sciences** |
| **BANNER DEPARTMENT CODE:** | **DARTS** |
| **UNIVERSITY DIVISION:** | **DAS** |
| **BANNER DIVISION CODE:** | **DFAA** |

**University Approval**

*To the Board of Regents and the Executive Director: I certify that I have read this proposal, that I believe it to be accurate, and that it has been evaluated and approved as provided by university policy.*

|  |  |  |
| --- | --- | --- |
|  |  | 3/23/2021 |
| Vice President of Academic Affairs or  President of the University |  | Date |

|  |
| --- |
|  |

1. **This modification addresses a change in (*place an “X” in the appropriate box*):**

|  |  |  |  |
| --- | --- | --- | --- |
|  | Total credits required within the discipline |  | Total credits of supportive course work |
|  |  |  |  |
|  | Total credits of elective course work |  | Total credits required for program |
|  |  |  |  |
|  | Program name |  | Existing specialization |
|  |  |  |  |
|  | CIP Code |  | Other (explain below) |

1. **Effective date of change: 8/9/2021**
2. **Program Degree Level (*place an “X” in the appropriate box*):**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Associate |  | Bachelor’s |  | Master’s |  | Doctoral |  |

1. **Category (*place an “X” in the appropriate box*):**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Certificate |  | Specialization |  | Minor |  | Major |  |

1. **If a name change is proposed, the change will occur (*place an “X” in the appropriate box*):**

|  |  |
| --- | --- |
|  | On the effective date for all students |
|  | On the effective date for students new to the program (enrolled students will graduate from existing program) |
|  |

|  |  |
| --- | --- |
| **Proposed new name:** |  |
|  | *Reminder: Name changes may require updating related articulation agreements, site approvals, etc.* |

1. **Primary Aspects of the Modification (*add lines or adjust cell size as needed*):**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Current Curriculum** | | |  |  | **New Curriculum** | | | |
|  | | |  |  |  | | | |
| **Pref.** | **Num** | **Title** | **Cr. Hrs.** |  | **Pref.** | **Num** | **Title** | **Cr. Hrs.** |
| **General Education** | | | **30** |  | **General Education** | | | **30** |
| **~~All majors must take ART 121 as part of the System-wide General Education requirements. Students who choose the Production Animation Specialization must also take THEA 131.~~** | | | |  | **Students in the Computer Graphics Specialization and the Production Animation Specialization must take ART 121 as part of the System wide General Education Requirement.** | | | |
|  |  |  |  |  |  |  |  |  |
| **Major Core Requirement** | | | **~~45~~** |  | **Major Core Requirement** | | | **12** |
| ~~ART~~ | ~~111~~ | ~~Drawing I~~ | ~~3~~ |  |  |  |  |  |
| ~~ARTD~~ | ~~185~~ | ~~Intro to Animation~~ | ~~3~~ |  |  |  |  |  |
| ~~ARTD~~ | ~~280~~ | ~~Digital Photography I~~ | ~~3~~ |  |  |  |  |  |
| ~~ARTD~~ | ~~282~~ | ~~2D Design on Computer I~~ | ~~3~~ |  |  |  |  |  |
| CSC | 105 | Introduction to Computers | 3 |  | CSC | 105 | Introduction to Computers | 3 |
| DAD | 110 | Introduction to Digital Arts & Design | 1 |  | DAD | 110 | Introduction to Digital Arts & Design | 1 |
| ~~DAD~~ | ~~180~~ | ~~Introduction to Digital Storytelling~~ | ~~3~~ |  |  |  |  |  |
| DAD | 482 | Career Preparation: Digital Arts & Design | 1 |  | DAD | 482 | Career Preparation: Digital Arts & Design | 1 |
| DAD | 494 | Internship | 1 |  | DAD | 494 | Internship | 1 |
| DAD | 498 | Undergraduate Research/Scholarship | 3 |  | DAD | 498 | Undergraduate Research/Scholarship | 3 |
| ~~ENGL~~ | ~~480~~ | ~~Contemporary Rhetoric~~ | ~~3~~ |  |  |  |  |  |
| ~~MUS~~ | ~~204~~ | ~~Introduction to Digital Sound Design~~ | ~~3~~ |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
| **~~Choose two courses from the following (6 Credits)~~** | | |  |  |  |  |  |  |
| ~~ARTH~~ | ~~211~~ | ~~History of World Art I~~ | ~~3~~ |  |  |  |  |  |
| ~~ARTH~~ | ~~212~~ | ~~History of World ART II~~ | ~~3~~ |  |  |  |  |  |
| ~~ARTH~~ | ~~231~~ | ~~Survey: Art, Music, & Theatre~~ | ~~3~~ |  |  |  |  |  |
| ~~ARTD~~ | ~~245~~ | ~~History of Graphics~~ | ~~3~~ |  |  |  |  |  |
| ~~\*Computer Graphic requires ARTD 245~~ | | |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
| **~~Choose one course from the following (3 Credits)~~** | | |  |  |  |  |  |  |
| ~~BADM~~ | ~~360~~ | ~~Organization and Management~~ | ~~3~~ |  |  |  |  |  |
| ~~BADM~~ | ~~370~~ | ~~Marketing~~ | ~~3~~ |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
| **Choose one course from the following** | | | **3** |  | **Choose one course from the following** | | | **3** |
| CIS  CSC  CIS | 123  150  130 | Problem Solving & Programming  OR Computer Science I\*  OR  Visual Basic Programming | 3 |  | CIS  CSC  CIS | 123  150  130 | Problem Solving & Programming  OR Computer Science I\*  OR  Visual Basic Programming | 3 |
| \*Digital Sound Design specialization must take CSC 150 | | | |  | \*Digital Sound Design specialization must take CSC 150 | | | |
|  |  |  |  |  |  |  |  |  |
| **~~Choose one course from the following~~** | | | **3** |  |  |  |  |  |
| ~~DAD~~ | ~~310~~ | ~~Digital Soundtrack Production~~ | ~~3~~ |  |  |  |  |  |
| ~~DAD~~ | ~~424~~ | ~~Advanced Digital Sound Design~~ | ~~3~~ |  |  |  |  |  |
| ~~\*Sound Arts Design requires DAD 310~~ | | |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
| **Computer Graphic Specialization** | | | **~~42~~** |  | **Computer Graphic Specialization** | | | **66** |
|  |  |  |  |  | Computer Graphic specialization must take ART 121 as part of their System wide General Education requirement. | | | |
|  |  |  |  |  | ART | 111 | Drawing I | 3 |
| ART | 122 | Design II – Color | 3 |  | ART | 122 | Design II – Color | 3 |
| ART | 123 | 3D Design | 3 |  | ART | 123 | 3D Design | 3 |
| ART | 231 | Painting I | 3 |  | ART | 231 | Painting I | 3 |
|  |  |  |  |  | ARTD | 185 | Intro to Animation | 3 |
|  |  |  |  |  | ARTD | 245 | History of Graphics | 3 |
|  |  |  |  |  | ARTD | 280 | Digital Photography I | 3 |
|  |  |  |  |  | ARTD | 282 | 2D Design on Computer I | 3 |
| ARTD | 285 | 2D Design on Computer II | 3 |  | ARTD | 285 | 2D Design on Computer II | 3 |
| ARTD | 306 | Adv. Graphics App | 3 |  | ARTD | 306 | **Graphics Applications** | 3 |
| ARTD | 339 | Adv. Computer Graphic Design | 3 |  | ARTD | 339 | **Computer Graphics Design** | 3 |
| ARTD | 356 | Digital Painting | 3 |  | ARTD | 356 | Digital Painting | 3 |
| ARTD | 380 | Digital Photography II | 3 |  | ARTD | 380 | Digital Photography II | 3 |
| ARTD | 382 | 3D Design on Computers I | 3 |  | ARTD | 382 | **3-D Animation, Modeling, and Concepts** | 3 |
|  |  |  |  |  | ARTD | 385 | **3-D Character Animation, Rigging & Lighting** | 3 |
| ARTD | 431 | Computer Graphic Effects I | 3 |  | ARTD | 431 | Computer Graphic Effects I | 3 |
| ARTD | 432 | Computer Graphic Effects II | 3 |  | ARTD | 432 | Computer Graphic Effects II | 3 |
| ARTD | 480 | Studio Processes | 3 |  | ARTD | 480 | **Digital Photography 3** | 3 |
|  |  |  |  |  | BADM | 370 | Marketing | 3 |
| DAD | 330 | Film Editing I | 3 |  | DAD | 330 | Film Editing I | 3 |
| MCOM | 362 | Digital Typography | 3 |  | MCOM | 362 | Digital Typography | 3 |
|  |  |  |  |  | **Choose one (1) courses from the following** | | | **3** |
|  |  |  |  |  | ARTH | 211 | History of World Art I | 3 |
|  |  |  |  |  | ARTH | 212 | History of World ART II | 3 |
| **General Electives** | | | **3** |  | **General Electives** | | | **12** |
|  |  |  |  |  |  |  |  |  |
| **Production Animation Specialization** | | | **39** |  | **Production Animation Specialization** | | | **57** |
|  | | |  |  | Production Animation specialization must take ART 121 as part of their System wide General Education requirement. | | | |
|  |  |  |  |  | ART | 111 | Drawing I | 3 |
| ART | 122 | Design II - Color | 3 |  | ART | 122 | Design II - Color | 3 |
| ART | 123 | 3D Design | 3 |  | ART | 123 | 3D Design | 3 |
| ART | 213 | Figure Drawing | 3 |  | ART | 213 | Figure Drawing | 3 |
| ~~ART~~ | ~~231~~ | ~~Painting I~~ | ~~3~~ |  |  |  |  |  |
|  |  |  |  |  | ARTD | 185 | Intro to Animation | 3 |
| ARTD | 250 | 2D Digital Animation | 3 |  | ARTD | 250 | 2D Digital Animation | 3 |
|  |  |  |  |  | ARTD | 282 | 2-D Design on Computers I | 3 |
| ARTD | 286 | Motion Graphics & Compositing | 3 |  | ARTD | 286 | Motion Graphics & Compositing | 3 |
|  |  |  |  |  | ARTD | 290 | Digital Ink and Paint 2D Track | 3 |
|  |  |  |  |  | ARTD | 350 | Background Design/Character Design | 3 |
|  |  |  |  |  | ARTD | 356 | Digital Painting | 3 |
| ARTD | 382 | 3D Design on Computers I | 3 |  | ARTD | 382 | **3-D Animation, Modeling, and Concepts** | 3 |
| ARTD | 385 | 3D Design on Computers II | 3 |  | ARTD | 385 | **3-D Character Animation, Rigging & Lighting** | 3 |
| DAD | 375 | Storyboarding | 3 |  | DAD | 375 | Storyboarding | 3 |
|  |  |  |  |  | MUS | 204 | Intro to Digital Sound Design | 3 |
|  |  |  |  |  | **Choose one course from the following:** | | | **3** |
|  |  |  |  |  | ARTD | 245 | History of Graphics |  |
|  |  |  |  |  | ARTH | 211 | History of World Art I |  |
| ~~Take 12 credits from the following list of four repeatable courses, minimum of two different courses. (students may opt to take all four, or choose a primarily 2D or 3D track)~~ | | | ~~12~~ |  | Choose 6 credits from the following: | | | 6 |
| ARTD | 386 | 2D Digital Animation II - Preproduction |  |  | ARTD  ARTD | 386  442 | 2D Digital Animation Preproduction  AND 2D Digital Animation | 3  3 |
| ARTD | 439 | 3D Design - Preproduction |  |  |  |  | OR |  |
| ARTD | 441 | 3D Animation - Production |  |  | ARTD  ARTD | 439  441 | 3D Animation Preproduction  AND 3D Animation - Production | 3  3 |
| ARTD | 442 | 2D Digital Animation |  |  |  |  |  |  |
|  |  |  |  |  | **Choose one course from the following** | | | **3** |
|  |  |  |  |  | BADM | 360 | Organization and Management |  |
|  |  |  |  |  | BADM | 370 | Marketing |  |
| **Electives** | | | **~~6~~** |  | **Electives** | | | **21** |
|  |  |  |  |  |  |  |  |  |
| **Digital Sound Design Specialization** | | | **~~38~~** |  | **Digital Sound Design Specialization** | | | **47** |
| ~~CIS~~ | ~~350~~ | ~~Computer Hardware, Data Communications and Networking~~ | ~~3~~ |  |  |  |  |  |
|  |  |  |  |  | CSC | 163 | Hardware, Virtualization and Data Communication | 3 |
|  |  |  |  |  | CSC | 274 | Creative Coding | 3 |
|  |  |  |  |  | CSC | 374 | Interdisciplinary Coding | 3 |
| DAD | 222 | Audio Production I | 3 |  | DAD | 222 | Audio Production I | 3 |
|  |  |  |  |  | DAD | 310 | Digital Soundtrack Production | 3 |
| DAD | 322 | Audio Production II | 3 |  | DAD | 322 | Audio Production II | 3 |
| ~~DAD~~ | ~~323~~ | ~~Live Sound Reinforcement~~ | ~~3~~ |  |  |  |  |  |
| DAD | 350 | Recording Session  (offered as 2 cr. – students take twice) | 4 |  | DAD | 350 | Recording Session  (offered as 2 cr. – students take twice) | 4 |
| DAD | 422 | Audio Production III | 3 |  | DAD | 422 | Audio Production III | 3 |
| ~~DAD~~ | ~~423~~ | ~~Electroacoustic Sound Creation with MIDI~~ | ~~3~~ |  |  |  |  |  |
| DAD | 424 | Adv. Digital Sound Design | 3 |  | DAD | 424 | Adv. Digital Sound Design | 3 |
| ~~GAME~~ | ~~111~~ | ~~Intro to Game Design~~ | ~~3~~ |  |  |  |  |  |
| MUAP | 152 | Applied Music | 2 |  | MUAP | 152 | Applied Music | 2 |
| MUEN | 106 | Singer/Songwriter Studio | 2 |  | MUEN | 106 | Singer/Songwriter Studio | 2 |
| MUS | 108 | Basic Musicianship for Audio/Music Industry | 3 |  | MUS | 108 | Basic Musicianship for Audio/Music Industry | 3 |
|  |  |  |  |  | MUS | 109 | Basic Musicianship II | 3 |
|  |  |  |  |  | MUS | 204 | Introduction to Digital Sound Design | 3 |
| MUS | ~~292~~ | Topics | 3 |  | MUS  DAD | 492  492 | Topics  OR  Topics | 3 |
|  |  |  |  |  | ENGL | 405 | Media Studies | 3 |
| **Electives** | | | **~~7~~** |  | **Electives** | | | **31** |
|  |  |  |  |  |  |  |  | **120** |

1. **Explanation of the Change:**

These proposed changes will significantly improve the DAD program in several ways. The new curriculum will allow students to focus on courses that are more relevant to their specialization. This is accomplished by reducing the number of “core” courses and replacing them instead with more “specialization” courses. Although we are increasing the “specialization” courses, the total number of required DAD credits will be lower for each area (see tables below). By lowering the total number of required courses, students will have more options for elective courses, minors, and certificates. Furthermore, we anticipate the lower number of courses will simplify advising and increase retention and graduation rates. The lower number of courses will also enhance recruiting, allowing students to declare a DAD major in their sophomore or perhaps even their junior year.

The Computer Graphic changes are the most minor, amounting to renaming three courses to reflect their content and marketability.

The proposed changes to the Digital Sound Design track are intended to strengthen the sound and music specific skills needed by students in this program.  Most notably, they reduce the number of DAD core classes and allow for a greater number or courses specifically related to Sound Design. While there are interdisciplinary connections between the sound and visual arts, sound is a substantially different medium with a diverse set of skills.  Students in Digital Sound Design need a thorough foundation in the science of sound and the musical language, which necessitated the courses as proposed for the specialization in this Program Modification.  In addition to courses that support careers in Music Production (Audio Engineering, Sound Design for Game/Film/Animation), the ability to pursue electives in courses that support applications of Sound Design in industries outside of Music Production is key.  These include branches of sound design in Music Software and Internet Services (coding), Acoustic Ecology and Environmental Acoustics (science), Audio Journalism (English), Sound Forensics (cyber), and Sound Therapy (sociology and psychology).  All of these branches interact with programs across our campus and are directly applicable to the current job market for Sound Designers.

The proposed changes to the Production Animation track also entail fewer DAD core classes with the resulting opportunity to add more courses specifically related to Production Animation. These changes, specifically in 2D animation, are to ensure students keep pace with animation industry trends. To that end, we are proposing two new animation courses. With the arrival of streaming services such as Netflix, Hulu Paramount+, and Disney+, there are greater opportunities for our animation students to find employment provided they have the necessary skills.

These changes require no new faculty lines or overload assignments (see below).