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| For Academic Affairs and Research Use Only |
| Proposal Number | LAC62 |
| CIP Code:  |  |
| Degree Code: |  |

**Program Modification Form**

**[X] Undergraduate Curriculum Council**

**[ ] Graduate Council**

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| --- |
| **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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| Katherine Baker | 2/18/2022 |

**Department Curriculum Committee Chair** |

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**COPE Chair (if applicable)** |
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| Temma Balducci | 2/18/2022 |

**Department Chair**  |

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

**Head of Unit (if applicable)**   |
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| Warren Johnson | 2/23/2022 |

**College Curriculum Committee Chair** |

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

**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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| Carl M. Cates | 3/2/2022 |

**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)

In the core of the BS Digital Technology Degree:

* Add: ISBA 1503 Micro Computer Applications
* Replace CS 1114: Concepts of Programming with ISBA 2033 Programming Fundamentals
* This change in number of credit hours in the core also effects the number of electives required for each emphasis area as outlined below:
* Game Design Emphasis: PLUS 43 Elective hours (at least 21 hours must be upper level)
* Graphic Communications Emphasis: PLUS 43 Elective hours (at least 27 hours must be upper level)
* Information Design Emphasis: PLUS 43 Elective hours (at least 21 hours must be upper level)
* Mobile Application Development Emphasis: PLUS 43 Elective hours (at least 24 hours must be upper level)
* Social Media Management Emphasis: PLUS 43 Elective hours (at least 18 hours must be upper level)
* Virtual Reality Emphasis: PLUS 43 Elective hours (at least 24 hours must be upper level)
* Web Design Emphasis: PLUS 43 Elective hours (at least 24 hours must be upper level)
1. **Effective Date**

Fall 2022

1. **Justification –** *Please provide details as to why this change is necessary.*
* We feel students in the BS DT&D program will benefit from taking ISBA 1503: Microcomputer Applications.
* We believe that by replacing CS 1114 with ISBA 2033 our students will benefit and be more successful by maintaining familiarity with the Information Systems and Business Analytics Department. This will also allow us to add ISBA 3033 to the emphasis areas which require more programming knowledge.
* The addition of a 3 credit course to the core, and changing a 4 credit course to a 3 credit course will require the elective requirements to be changed in order to maintain the 120 required hours.

Confirmation of use of ISBA courses from the Griffin College of Business:



**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 BULLETIN PGs 237-243:**

**Major in Digital Technology and Design**

**Bachelor of Science**

**Emphasis in Game Design**

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

|  |  |
| --- | --- |
| **University Requirements:** |  |
| See University General Requirements for Baccalaureate degrees (p. 47) |  |
| **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. 84) **Students with this major must take the following:***MDIA 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** |
| **Digital Technology and Design 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 |
|  ISBA 1503, Microcomputer Applications  | 3 |
|  ISBA 2033, Programming Fundamentals | 3 |
| PSY 3613, Cultural Psychology | 3 |
| **Sub-total** | **~~25~~ 27** |
| **Emphasis in 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~~ 43** |
| **Total Required Hours:** | **120** |

**Major in Digital Technology and Design**

**Bachelor of Science**

**Emphasis in Graphic Communications**

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

|  |  |
| --- | --- |
| **University Requirements:** |  |
| See University General Requirements for Baccalaureate degrees (p. 47) |  |
| **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. 84) **Students with this major must take the following:***MDIA 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** |
| **Digital Technology and Design 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 |
|  ISBA 1503, Microcomputer Applications  | 3 |
|  ISBA 2033, Programming Fundamentals | 3 |
| **Sub-total** | **~~25~~ 27** |
| **Emphasis in 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~~ 43** |
| **Total Required Hours:** | **120** |

**Major in Digital Technology and Design**

**Bachelor of Science**

**Emphasis in Information Design**

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

|  |  |
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| **University Requirements:** |  |
| See University General Requirements for Baccalaureate degrees (p. 47) |  |
| **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. 84) **Students with this major must take the following:***MDIA 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** |
| **Digital Technology and Design 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 |
|  ISBA 1503, Microcomputer Applications  | 3 |
|  ISBA 2033, Programming Fundamentals | 3 |
| **Sub-total** | **~~25~~ 27** |
| **Emphasis in Information Design:** | **Sem. Hrs.** |
| GRFX 2103, Ideation | 3 |
| GRFX 3613, Information Design | 3 |
| GRFX 4213, Interactive Infographics | 3 |
| MDIA 3323, Media Analytics and Data Visualization | 3 |
| **Sub-total** | **12** |
| **Electives:** | **Sem. Hrs.** |
| Electives | **~~45~~ 43** |
| **Total Required Hours:** | **120** |

**Major in Digital Technology and Design**

**Bachelor of Science**

**Emphasis in Mobile Application Development**

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

|  |  |
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| **University Requirements:** |  |
| See University General Requirements for Baccalaureate degrees (p. 47) |  |
| **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. 84) **Students with this major must take the following:***MDIA 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** |
| **Digital Technology and Design 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 |
|  ISBA 1503, Microcomputer Applications  | 3 |
|  ISBA 2033, Programming Fundamentals | 3 |
| **Sub-total** | **~~25~~ 27** |
| **Emphasis in Mobile Application Development:** | **Sem. Hrs.** |
| DIGI 2003, Introduction to Coding with Swift | 3 |
| DIGI 2013, Introduction to Coding with Kotlin for Android | 3 |
| DIGI 3003, Intermediate Coding with Swift | 3 |
| DIGI 4003, Advanced Studio in Swift Coding | 3 |
| **Sub-total** | **12** |
| **Electives:** | **Sem. Hrs.** |
| Electives | **~~45~~ 43** |
| **Total Required Hours:** | **120** |

**Major in Digital Technology and Design**

**Bachelor of Science**

**Emphasis in Social Media Management**

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

|  |  |
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| **University Requirements:** |  |
| See University General Requirements for Baccalaureate degrees (p. 47) |  |
| **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. 84) **Students with this major must take the following:***MDIA 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** |
| **Digital Technology and Design 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 |
|  ISBA 1503, Microcomputer Applications  | 3 |
|  ISBA 2033, Programming Fundamentals | 3 |
| **Sub-total** | **~~25~~ 27** |
| **Emphasis in Social Media Management:** | **Sem. Hrs.** |
| STCM 3133, Interactive Advertising | 3 |
| STCM 4213, Social Media in Strategic Communications  | 3 |
| STCM 4333, Social Media Measurement | 3 |
| STCM 4753, Strategic Communications Case Studies | 3 |
| **Sub-total** | **12** |
| **Electives:** | **Sem. Hrs.** |
| Electives | **~~45~~ 43** |
| **Total Required Hours:** | **120** |

**Major in Digital Technology and Design**

**Bachelor of Science**

**Emphasis in Virtual Reality Production**

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

|  |  |
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| **University Requirements:** |  |
| See University General Requirements for Baccalaureate degrees (p. 47) |  |
| **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. 84) **Students with this major must take the following:***MDIA 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** |
| **Digital Technology and Design 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 |
|  ISBA 1503, Microcomputer Applications  | 3 |
|  ISBA 2033, Programming Fundamentals | 3 |
| **Sub-total** | **~~25~~ 27** |
| **Emphasis in Virtual Reality Production:** | **Sem. Hrs.** |
| GRFX 2233, Digital Game Production Design | 3 |
| GRFX 2723, Virtual Reality Concepts | 3 |
| GRFX 3723, Virtual Reality Filmmaking | 3 |
| GRFX 4723, Virtual Reality Design and Development | 3 |
| **Sub-total** | **12** |
| **Electives:** | **Sem. Hrs.** |
| Electives | **~~45~~ 43** |
| **Total Required Hours:** | **120** |

**Major in Digital Technology and Design**

**Bachelor of Science**

**Emphasis in Web Design**

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

|  |  |
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| **University Requirements:** |  |
| See University General Requirements for Baccalaureate degrees (p. 47) |  |
| **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. 84) **Students with this major must take the following:***MDIA 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** |
| **Digital Technology and Design 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 |
|  ISBA 1503, Microcomputer Applications  | 3 |
|  ISBA 2033, Programming Fundamentals | 3 |
| **Sub-total** | **~~25~~ 27** |
| **Emphasis in Web Design:** | **Sem. Hrs.** |
| DIGI 2003, Introduction to Coding with Swift OR DIGI 2013, Introduction to Coding with Kotlin for Android | 3 |
| GRFX 2703, Interaction Design | 3 |
| GRFX 3703, Front End Web Development | 3 |
| GRFX 4703, Advanced Digital Studio | 3 |
| **Sub-total** | **12** |
| **Electives:** | **Sem. Hrs.** |
| Electives | **~~45~~ 43** |
| **Total Required Hours:** | **120** |

**PROPOSED CHANGES PG 237-243:**

**Major in Digital Technology and Design**

**Bachelor of Science**

**Emphasis in Game Design**

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

|  |  |
| --- | --- |
| **University Requirements:** |  |
| See University General Requirements for Baccalaureate degrees (p. 47) A minimum of 45 hours of upper division credit (3000-4000 level) is required for this degree. |  |
| **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. 84) **Students with this major must take the following:***MDIA 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** |
| **Digital Technology and Design Requirements:**Grade of “C” or better required for all GRFX Requirements, including prerequisites. | **Sem. Hrs.** |
| 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 |
|  ISBA 1503, Microcomputer Applications  | 3 |
|  ISBA 2033, Programming Fundamentals | 3 |
| PSY 3613, Cultural Psychology | 3 |
| **Sub-total** | **27** |
| **Emphasis in Game Design:** | **Sem. Hrs.** |
| ART 3433, Digital Illustration | 3 |
| ART 3523, 2D Animation and Graphics  | 3 |
| GRFX 3713, 3D Digital and Game Design | 3 |
| GRFX 3753, Motion Graphics | 3 |
| **Sub-total** | **12** |
| **Electives:** | **Sem. Hrs.** |
| Electives (at least 18 hours must be upper level) | **43** |
| **Total Required Hours:** | **120** |

**Major in Digital Technology and Design**

**Bachelor of Science**

**Emphasis in Graphic Communications**

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

|  |  |
| --- | --- |
| **University Requirements:** |  |
| See University General Requirements for Baccalaureate degrees (p. 47)A minimum of 45 hours of upper division credit (3000-4000 level) is required for this degree. |  |
| **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. 84) **Students with this major must take the following:***MDIA 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** |
| **Digital Technology and Design Requirements:**Grade of “C” or better required for all GRFX Requirements, including prerequisites. | **Sem. Hrs.** |
| 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 |
|  ISBA 1503, Microcomputer Applications  | 3 |
|  ISBA 2033, Programming Fundamentals | 3 |
| PSY 3613, Cultural Psychology | 3 |
| **Sub-total** | **27** |
| **Emphasis in 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 (at least 27 hours must be upper level) | **43** |
| **Total Required Hours:** | **120** |

**Major in Digital Technology and Design**

**Bachelor of Science**

**Emphasis in Information Design**

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

|  |  |
| --- | --- |
| **University Requirements:** |  |
| See University General Requirements for Baccalaureate degrees (p. 47)A minimum of 45 hours of upper division credit (3000-4000 level) is required for this degree. |  |
| **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. 84) **Students with this major must take the following:***MDIA 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** |
| **Digital Technology and Design Requirements:**Grade of “C” or better required for all GRFX Requirements, including prerequisites. | **Sem. Hrs.** |
| 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 |
|  ISBA 1503, Microcomputer Applications  | 3 |
|  ISBA 2033, Programming Fundamentals | 3 |
| PSY 3613, Cultural Psychology | 3 |
| **Sub-total** | **27** |
| **Emphasis in Information Design:** | **Sem. Hrs.** |
| GRFX 2103, Ideation | 3 |
| GRFX 3613, Information Design | 3 |
| GRFX 4213, Interactive Infographics | 3 |
| MDIA 3323, Media Analytics and Data Visualization | 3 |
| **Sub-total** | **12** |
| **Electives:** | **Sem. Hrs.** |
| Electives (at least 21 hours must be upper level) | **43** |
| **Total Required Hours:** | **120** |

**Major in Digital Technology and Design**

**Bachelor of Science**

**Emphasis in Mobile Application Development**

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

|  |  |
| --- | --- |
| **University Requirements:** |  |
| See University General Requirements for Baccalaureate degrees (p. 47) A minimum of 45 hours of upper division credit (3000-4000 level) is required for this degree. |  |
| **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. 84) **Students with this major must take the following:***MDIA 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** |
| **Digital Technology and Design Requirements:**Grade of “C” or better required for all GRFX Requirements, including prerequisites. | **Sem. Hrs.** |
| 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 |
|  ISBA 1503, Microcomputer Applications  | 3 |
|  ISBA 2033, Programming Fundamentals | 3 |
| PSY 3613, Cultural Psychology | 3 |
| **Sub-total** | **27** |
| **Emphasis in Mobile Application Development:** | **Sem. Hrs.** |
| DIGI 2003, Introduction to Coding with Swift | 3 |
| DIGI 2013, Introduction to Coding with Kotlin for Android | 3 |
| DIGI 3003, Intermediate Coding with Swift | 3 |
| DIGI 4003, Advanced Studio in Swift Coding | 3 |
| **Sub-total** | **12** |
| **Electives:** | **Sem. Hrs.** |
| Electives (at least 24 hours must be upper level) | **43** |
| **Total Required Hours:** | **120** |

**Major in Digital Technology and Design**

**Bachelor of Science**

**Emphasis in Social Media Management**

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

|  |  |
| --- | --- |
| **University Requirements:** |  |
| See University General Requirements for Baccalaureate degrees (p. 47)A minimum of 45 hours of upper division credit (3000-4000 level) is required for this degree. |  |
| **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. 84) **Students with this major must take the following:***MDIA 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** |
| **Digital Technology and Design Requirements:**Grade of “C” or better required for all GRFX Requirements, including prerequisites. | **Sem. Hrs.** |
| 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 |
|  ISBA 1503, Microcomputer Applications  | 3 |
|  ISBA 2033, Programming Fundamentals | 3 |
| PSY 3613, Cultural Psychology | 3 |
| **Sub-total** | **27** |
| **Emphasis in Social Media Management:** | **Sem. Hrs.** |
| STCM 3133, Interactive Advertising | 3 |
| STCM 4213, Social Media in Strategic Communications | 3 |
| STCM 4333, Social Media Measurement | 3 |
| STCM 4753, Strategic Communications Case Studies | 3 |
| **Sub-total** | **12** |
| **Electives:** | **Sem. Hrs.** |
| Electives (at least 18 hours must be upper level) | **43** |
| **Total Required Hours:** | **120** |

**Major in Digital Technology and Design**

**Bachelor of Science**

**Emphasis in Virtual Reality Production**

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

|  |  |
| --- | --- |
| **University Requirements:** |  |
| See University General Requirements for Baccalaureate degrees (p. 47)A minimum of 45 hours of upper division credit (3000-4000 level) is required for this degree. |  |
| **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. 84) **Students with this major must take the following:***MDIA 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** |
| **Digital Technology and Design Requirements:**Grade of “C” or better required for all GRFX Requirements, including prerequisites. | **Sem. Hrs.** |
| 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 |
|  ISBA 1503, Microcomputer Applications  | 3 |
|  ISBA 2033, Programming Fundamentals | 3 |
| PSY 3613, Cultural Psychology | 3 |
| **Sub-total** | **27** |
| **Emphasis in Virtual Reality Production:** | **Sem. Hrs.** |
| GRFX 2233, Digital Game Production Design | 3 |
| GRFX 2723, Virtual Reality Concepts | 3 |
| GRFX 3723, Virtual Reality Filmmaking | 3 |
| GRFX 4723, Virtual Reality Design and Development | 3 |
| **Sub-total** | **12** |
| **Electives:** | **Sem. Hrs.** |
| Electives (at least 24 hours must be upper level) | **43** |
| **Total Required Hours:** | **120** |

**Major in Digital Technology and Design**

**Bachelor of Science**

**Emphasis in Web Design**

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

|  |  |
| --- | --- |
| **University Requirements:** |  |
| See University General Requirements for Baccalaureate degrees (p. 47)A minimum of 45 hours of upper division credit (3000-4000 level) is required for this degree. |  |
| **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. 84) **Students with this major must take the following:***MDIA 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** |
| **Digital Technology and Design Requirements:**Grade of “C” or better required for all GRFX Requirements, including prerequisites. | **Sem. Hrs.** |
| 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 |
|  ISBA 1503, Microcomputer Applications  | 3 |
|  ISBA 2033, Programming Fundamentals | 3 |
| PSY 3613, Cultural Psychology | 3 |
| **Sub-total** | **27** |
| **Emphasis in Web Design:** | **Sem. Hrs.** |
| DIGI 2013 Introduction to Coding with Kotlin for Android OR DIGI 2003: Introduction to Coding with Swift | 3 |
|  GRFX 2703 Interaction Design | 3 |
|  GRFX 3703 Front End Web Development  | 3 |
|  GRFX 4703 Advanced Digital Studio | 3 |
| **Sub-total** | **12** |
| **Electives:** | **Sem. Hrs.** |
| Electives (at least 24 hours must be upper level) | **43** |
| **Total Required Hours:** | **120** |

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A minimum of 45 hours of upper division credit (3000-4000 level) is required for this degree.

**Appendix A, 8-Semester Plan**

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

*Instructions: Please identify new courses in italics*.

|  |
| --- |
| **Arkansas State University-Jonesboro****Degree: Bachelor of Science in Digital Technology and Design****Concentration: Artificial Intelligence, Cloud Computing and Security Design, Digital Animation, Game Design, Graphic Communications, Information Design, Mobile Application Development, Social Media Management, Software Design and Development, Virtual Reality, Web Design, Web Development****Year: 2022-2023** |
| 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 |  | CHEM 1043/1 | Fund. Concepts of Chemistry + Lab | 4 |   |
| UC 1013 | Making Connections | 3 |  |  | Elective | Elective | 3 |  |
| *ISBA 1503* | *Microcomputer Applications* | 3 |  X |  | Elective | Elective | 3 |  |
| **Total Hours** |  | 15 |  |  | **Total Hours** |  | 17 |  |
| **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 |  | PSY 3613 | Cultural Psychology | 4 |  |
| *ISBA 2033* | *Programming Fundamentals* | 3 |  |  | Elective | Elective  | 3 |  |
| Elective | Elective | 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 Innovations Portfolio | 3 |  |
| **Total Hours** |  | 15 |  |  | **Total Hours** |  | 15 |  |
| **Total Jr/Sr Hours 45 Total Degree Hours 120** |
| **Graduation Requirements:** |