# SOUTH DAKOTA BOARD OF REGENTS
## ACADEMIC AFFAIRS FORMS

# Substantive Program Modification Program

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

| UNIVERSITY: | DSU |
|---|---|
| **CURRENT PROGRAM TITLE:** | **BS in Digital Arts and Design** |
| **CIP CODE:** | |
| **UNIVERSITY DEPARTMENT:** | **College of A&S** |
| **UNIVERSITY DIVISION:** | **College of A&S** |

**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.*

<table>
<tr><td></td><td>Click here to enter a date.</td></tr>
<tr><td>Vice President of Academic Affairs or<br>President of the University</td><td>Date</td></tr>
</table>

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)

2. **Effective date of change: 5/15/2017**

3. **Program Degree Level** (*place an "X" in the appropriate box*):

   Associate ☐ Bachelor's ☒ Master's ☐ Doctoral ☐

4. **Category** (*place an "X" in the appropriate box*):

   Certificate ☐ Specialization ☒ Minor ☐ Major ☒

5. **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.*

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

*Existing Curriculum*

| Pref. | Num | Title | Cr. Hrs. |
|---|---|---|---|
| System General Education | | | 30 |
| *All majors must take ART 121 ~~and SOC 285~~ as part of the system-wide general education. | | | |
| | | | |
| ~~IGR~~ | | | ~~11~~ |
| | | | |
| Major Core Requirement | | | ~~25~~ |
| ~~ART~~ | ~~122~~ | ~~Design II – Color~~ | ~~3~~ |
| ARTD | 185 | Intro to Animation | 3 |
| ARTD | 282 | 2-D Design on Comp I | 3 |
| | | | |
| | | | |
| | | | |
| DAD | 180 | Intro to Dig Storytelling | 3 |
| DAD | 222 | Audio Production I | 3 |
| DAD | 494 | Internship | 1 |
| DAD | 498 | Und Grad Research/Schol | 3 |
| ENGL | 480 | Contemp Rhetoric | 3 |
| MCOM | 353 | Web-based Interactivity | 3 |
| | | | |
| **Audio Production Specialization** | | | ~~43~~ |
| BADM | 360 | Org. and Management | 3 |
| CIS | 350 | Computer Hdw, Data Com | 3 |
| DAD | 310 | Digital Soundtrack Prod | 3 |
| DAD | 322 | Audio Production II | 3 |
| DAD | 323 | Live Sound Reinforcement | 3 |
| DAD | 350 | Recording Session | ~~2~~ |

*Proposed Curriculum (==highlight changes==)*

| Pref. | Num | Title | Cr. Hrs. |
|---|---|---|---|
| System General Education | | | 30 |
| *All majors must take ART 121 as part of the system-wide general education. **THEA 131 is required for Production Animation and Film/Cinema Specializations** | | | |
| | | | |
| | | | |
| | | | |
| Major Core Requirement | | | **28** |
| | | | |
| ARTD | 185 | Intro to Animation | 3 |
| ARTD | 282 | 2-D Design on Comp I | 3 |
| **CSC** | **105** | **Introduction to Computers** | **3** |
| **CSC** | **150** | **Computer Science I OR** | **3** |
| **CIS** | **130** | **Visual Basic Programming OR** | |
| **CSC** | **123** | **Problem Solving & Programming \*** | |
| **Audio specialization must take CSC 150** | | | |
| DAD | 180 | Intro to Dig Storytelling | 3 |
| DAD | 222 | Audio Production I | 3 |
| DAD | 494 | Internship | 1 |
| DAD | 498 | Und Grad Research/Schol | 3 |
| ENGL | 480 | Contemp Rhetoric | 3 |
| MCOM | 353 | Web-based Interactivity | 3 |
| | | | |
| **Audio Production Specialization** | | | **47** |
| BADM | 360 | Org. and Management | 3 |
| CIS | 350 | Computer Hdw, Data Com | 3 |
| DAD | 310 | Digital Soundtrack Prod | 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** |

**Left column (current):**

| | | | |
|---|---|---|---|
| DAD | 422 | Audio Production III | 3 |
| DAD | 423 | MIDI Techniques | 3 |
| DAD | 424 | Audio for Video Post | 3 |
| GAME | 111 | Intro to Game Design | 3 |
| ~~MUAP~~ | ~~110~~ | ~~Applied Music Keyboard~~ | ~~2~~ |
| ` | | ~~OR~~ | |
| MUAP | 152 | Applied Music | 2 |
| | | | |
| MUS | 108 | Basic Musicianship for Aud | 3 |
| MUS | 204 | Intro to American Pop Mus | 3 |
| MUS | 292 | Topics | 3 |
| THEA | 241 | Stagecraft | 3 |
| | | | |
| Electives | | | ~~11~~ |
| | | | |
| **Computer Graphic Design Specialization** | | | **48** |
| ART | 111 | Drawing I | 3 |
| | | | |
| ART | 123 | 3-D Design | 3 |
| ART | 231 | Painting I | 3 |
| ARTD | 245 | History of Graphics | 3 |
| ARTD | 285 | 2-D Design on Comp II | 3 |
| ARTD | 306 | Adv. Graphics App | 3 |
| ARTD | 336 | Digital Photography I | 3 |
| ARTD | 339 | Ad Comp Graphic Design | 3 |
| ARTD | 356 | Digital Painting | 3 |
| ARTD | 382 | 3-D Design on Comp I | 3 |
| ARTD | 385 | 3-D Design on Comp II | 3 |
| ARTD | 431 | Comp Graphic Effects I | 3 |
| ARTD | 432 | Comp Graphic Effects II | 3 |
| ARTD | 436 | Digital Photography II | 3 |
| ~~ARTD~~ | ~~460~~ | ~~Digital Editing~~ | ~~3~~ |
| | | | |
| MCOM | 362 | Digital Typography | 3 |
| | | | |
| Electives | | | ~~6~~ |
| | | | |
| **Film and Cinematic Arts Specialization** | | | **36** |
| | | | |
| ARTD | 286 | Motion Graphics and Compositing | 3 |
| DAD | 255 | Screenwriting | 3 |
| | | | |
| DAD | 330 | Film Editing I | 3 |
| DAD | 335 | Film Editing II | 3 |
| DAD | 340 | Narrative Filmmaking | 3 |
| DAD | 345 | Documentary Filmmaking | 3 |

**Right column (proposed):**

| | | | |
|---|---|---|---|
| DAD | 422 | Audio Production III | 3 |
| DAD | 423 | MIDI Techniques | 3 |
| DAD | 424 | Audio for Video Post | 3 |
| GAME | 111 | Intro to Game Design | 3 |
| | | | |
| | | | |
| MUAP | 152 | Applied Music | 2 |
| **MUEN** | **106** | **Singer/Songwriter Studio** | **2** |
| MUS | 108 | Basic Musicianship for Aud | 3 |
| MUS | 204 | Intro to American Pop Mus | 3 |
| MUS | 292 | Topics | 3 |
| THEA | 241 | Stagecraft | 3 |
| | | | |
| **Electives** | | | **15** |
| | | | |
| **Computer Graphic Specialization** | | | **51** |
| ART | 111 | Drawing I | 3 |
| **ART** | **122** | **Design II – Color** | **3** |
| ART | 123 | 3-D Design | 3 |
| ART | 231 | Painting I | 3 |
| ARTD | 245 | History of Graphics | 3 |
| ARTD | 285 | 2-D Design on Comp II | 3 |
| ARTD | 306 | Adv. Graphics App | 3 |
| ARTD | 336 | Digital Photography I | 3 |
| ARTD | 339 | Ad Comp Graphic Design | 3 |
| ARTD | 356 | Digital Painting | 3 |
| ARTD | 382 | 3-D Design on Comp I | 3 |
| ARTD | 385 | 3-D Design on Comp II | 3 |
| ARTD | 431 | Comp Graphic Effects I | 3 |
| ARTD | 432 | Comp Graphic Effects II | 3 |
| ARTD | 436 | Digital Photography II | 3 |
| | | | |
| **DAD** | **330** | **Film Editing I** | **3** |
| MCOM | 362 | Digital Typography | 3 |
| | | | |
| Electives | | | 11 |
| | | | |
| **Film and Cinematic Arts Specialization** | | | **41** |
| **ART** | **122** | **Design II -- Color** | **3** |
| ARTD | 286 | Motion Graphics and Compositing | 3 |
| DAD | 255 | Screenwriting | 3 |
| **DAD** | **292** | **Special Topics** | **1** |
| DAD | 330 | Film Editing I | 3 |
| DAD | 335 | Film Editing II | 3 |
| DAD | 340 | Narrative Filmmaking | 3 |
| DAD | 345 | Documentary Filmmaking | 3 |

**Left column:**

| Dept | Num | Title | Cr |
|---|---|---|---|
| DAD | 375 | Storyboarding | 3 |
| DAD | 380 | Professional Development for Digital Storytellers | 3 |
| DAD | 465 | Advanced Film Development and Production | 3 |
| THEA | 201 | Film Appreciation | 3 |
| THEA | 241 | Stagecraft | 3 |
| | | | |
| THEA | 351 | Directing | 3 |
| | | | |
| Electives | | | ~~18~~ |
| | | | |
| Production Animation Specialization | | | 48 |
| ART | 111 | Drawing | 3 |
| | | | |
| ART | 123 | Three Dimensional Design | 3 |
| ART | 213 | Figure Drawing | 3 |
| ART | 231 | Painting | 3 |
| ARTD | 250 | 2D Digital Animation | 3 |
| ARTD | 285 | 2-D Design on Computers II | 3 |
| ARTD | 286 | Motion Graphics & Compositing | 3 |
| | | | |
| ARTD | 356 | Digital Painting | 3 |
| ARTD | 382 | 3-D Design on Computers I | 3 |
| ARTD | 385 | 3-D Design on Comp II | 3 |
| ~~ARTD~~ | ~~460~~ | ~~Digital Editing~~ | ~~3~~ |
| DAD | 375 | Storyboarding | 3 |
| 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 2-D or 3-D track) | | | 12 |
| ARTD | 439 | 3-D Design - Preproduction | |
| ARTD | 441 | 3-D Design - Production | |
| ARTD | 386 | 2-D Digital Animation II | |
| ARTD | 442 | 2-D Digital Animation III | |
| | | | |
| Elective | | | ~~6~~ |
| | | | |
| Total number of hours required for major, minor or specialization | | | 61-73 |
| Total number of hours required for degree | | | **120** |

**Right column:**

| Dept | Num | Title | Cr |
|---|---|---|---|
| DAD | 375 | Storyboarding | 3 |
| DAD | 380 | Professional Development for Digital Storytellers | 3 |
| DAD | 465 | Advanced Film Development and Production | 3 |
| THEA | 201 | Film Appreciation | 3 |
| THEA | 241 | Stagecraft | 3 |
| **THEA** | **272** | **Drama Activities** | **1** |
| THEA | 351 | Directing | 3 |
| | | | |
| **Electives** | | | **21** |
| | | | |
| Production Animation Specialization | | | **51** |
| ART | 111 | Drawing | 3 |
| **ART** | **122** | **Design II Color** | **3** |
| ART | 123 | Three Dimensional Design | 3 |
| ART | 213 | Figure Drawing | 3 |
| ART | 231 | Painting | 3 |
| ARTD | 250 | 2D Digital Animation | 3 |
| ARTD | 285 | 2-D Design on Computers II | 3 |
| ARTD | 286 | Motion Graphics & Compositing | 3 |
| **ARTD** | **336** | **Digital Photography I** | **3** |
| ARTD | 356 | Digital Painting | 3 |
| ARTD | 382 | 3-D Design on Comp I | 3 |
| ARTD | 385 | 3-D Design on Comp II | 3 |
| | | | |
| DAD | 375 | Storyboarding | 3 |
| 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 2-D or 3-D track) | | | 12 |
| ARTD | 439 | 3-D Design - Preprod | |
| ARTD | 441 | 3-D Design - Production | |
| ARTD | 386 | 2-D Digital Animation II | |
| ARTD | 442 | 2-D Digital Animation III | |
| | | | |
| **Elective** | | | **11** |
| | | | |
| Total number of hours required for major, minor or specialization | | | **72-79** |
| Total number of hours required for degree | | | 120 |

## 7. Explanation of the Change:

This reflects the elimination of the 11 IGR requirements. Six credits are being shifted to the major Core (CSC 105 and Programming choice). ART 122 is being removed from the core as not all specializations need this course.

**Audio Production Animation Specialization.**
- 2 credits are added to DAD 350, which already is a 2 credit optionally repeatable course, and is now required to be repeated
- MUAP 110 was removed as a specific keyboard option, with MUAP 152 now being the more generic required choice, because it includes a keyboard emphasis if desired.
- The remaining IGR credits were added as electives.

**Computer Graphic Specialization**
- ART 122 is moved from the core to the specialization.
- The content of DAD 330 Film Editing I is deemed appropriate to replace ARTD 460 Digital Editing, which strengthens enrollment by allowing two specializations to share a common course.
- The remaining credits are being moved into the open electives.

**Film and Cinematic Arts Specialization**
- ART 122 is moved from the core to the specialization.
- Addition of DAD 292 Special Topics (1 credit) will allow students to receive credit for attending domestic or international film festivals.
- Addition THEA 272 Drama Activities (1 credit) will enhances relevant acting, directing, and production skills.
- The remaining credits are being moved into the open electives,

**Production Animation Specialization**
- ART 122 is moved from the core to the specialization.
- Addition of ARTD 336 Digital Photography (3 credits) to the specialization is meant to help students talk and think in the terms of photography which is the backbone of film and animation. It aids in understanding the interplay of light, focal length, film speed, and aperture; which are all terms used and leveraged in digital animation.
- Removal of ARTD 460 Digital Editing from the specialization as the majority of concepts, theories, and practices are covered in ARTD 286 Motion Graphics and Compositing.
- The remaining credits are being moved into the open electives,