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|  | **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 DEGREE:** | **Bachelor of Science** |
| **CURRENT PROGRAM MAJOR/MINOR:** | **Digital Arts and Design, B.S.** |
| **CURRENT SPECIALIZATION** *(If applicable)***:** | **Production Animation** |
| **CIP CODE:** |  |
| **UNIVERSITY DEPARTMENT:** | **College of Arts and Sciences** |
| **BANNER DEPARTMENT CODE:** | **DARTS** |
| **UNIVERSITY COLLEGE:** | **Fine Arts and Design** |
| **BANNER COLLEGE 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.*

|  |  |  |
| --- | --- | --- |
| A picture containing text  Description automatically generated |  | 2/10/2023 |
| 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*):**

|  |  |
| --- | --- |
|[x]  Total credits required within the discipline |[ ]  Total credits of supportive course work |
|  |  |  |  |
|[x]  Total credits of elective course work |[ ]  Total credits required for program |
|  |  |  |  |
|[ ]  Program name |[x]  Existing specialization |
|  |  |  |  |
|[ ]  CIP Code |[ ]  Other (explain below) |
|[ ]  Modification requiring Board of Regents approval *Must have prior approval from Executive Director or designee* |

1. **Effective date of change: 8/1/2023**
2. **Program Degree Level (*place an “X” in the appropriate box*):**

|  |  |  |  |
| --- | --- | --- | --- |
| Associate |[ ]  Bachelor’s |[x]  Master’s |[ ]  Doctoral |[ ]

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

|  |  |  |  |
| --- | --- | --- | --- |
| Certificate |[ ]  Specialization |[x]  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. **Is the program being modified associated with a current articulation agreement?**

|  |  |
| --- | --- |
| Yes |[ ]  No |[x]

* 1. **If yes, will the articulation agreement need to be updated with the partner institution following the approve of the program change? Please explain:**
1. **Primary Aspects of the Modification (*add lines or adjust cell size as needed*):**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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| --- | --- | --- |
| *Existing Curriculum* |  | *Proposed Curriculum (Animation Only)* |
| **Pref.** | **Num** | **Title** | **Cr. Hrs.** |   | **Pref.** | **Num** | **Title** | **Cr. Hrs.** |
| **Gen Education Curriculum** | **30** |   | **Gen Education Curriculum** | **30** |
| **Major Core Requirements** | **13** |   | **Major Core Requirements** | **13** |
| 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 | 498 | Undergraduate Research/Scholarship | 3 |   | DAD | 498 | Undergraduate Research/Scholarship | 3 |
| DAD | 494 | Internship | 3 |   | DAD | 494 | Internship\* | 3 |
|   |   | \*Students in the Production Animation Specialization can take DAD 494 or DAD 495 |
|   |   |   |
| **Choose one course from the following:\*** | 3 |   | **Choose one course from the following:\*** | 3 |
| CIS | 123 | Problem Solving & Programming | 3 |   | CIS | 123 | Problem Solving & Programming | 3 |
| CSC | 150 | Computer Science I | 3 |   | CSC | 150 | Computer Science I | 3 |
| CIS | 130 | Visual Basic Programming | 3 |   | CIS | 130 | Visual Basic Programming | 3 |
|   |   |   |
| **Production Animation Specialization** | **57** |   | **Production Animation Specialization** | **51** |
| ART | 111 | Drawing I  | 3 |   | 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 |
| ARTD | 185 | Intro to Animation | 3 |   | ARTD | 185 | Intro to Animation | 3 |
| ARTD | 250 | 2D Digital Animation | 3 |   | ARTD | 250 | 2D Digital Animation | 3 |
| ARTD | 282 | 2D Design on Computer I (Photoshop) | 3 |   | ARTD | 282 | 2D Design on Computer I (Photoshop) | 3 |
| ~~ARTD~~ | ~~286~~ | ~~Motion Graphics & Compositing~~ | ~~3~~ |  |  |  |  |  |
| ARTD | 289 | Digital Ink and Paint 2D Track | 3 |   | ARTD | 289 | Digital Ink and Paint 2D Track | 3 |
| ARTD | 350 | Background Design/Character Design | 3 |   | ARTD | 350 | Background Design/Character Design | 3 |
| ARTD | 356 | Digital Painting | 3 |   | ARTD | 356 | Digital Painting | 3 |
| ARTD | 382 | 3-D Animation, Modeling, and Concepts  | 3 |   | ARTD | 382 | 3-D Animation, Modeling, and Concepts  | 3 |
| ARTD | 385 | 3-D Character Animation, Rigging & Lighting | 3 |   | ARTD | 385 | 3-D Character Animation, Rigging & Lighting | 3 |
| DAD | 375 | Storyboarding | 3 |   | DAD | 375 | Storyboarding | 3 |
| ~~MUS~~ | ~~204~~ | ~~Introduction to Digital Sound Design~~ | ~~3~~ |  |  |  |  |  |
|   |   |   |
| **Choose one course from the following:** | **3** |   | **Choose one course from the following:** | **3** |
| ARTD | 245 | History of Graphics | 3 |   | ARTD | 245 | History of Graphics | 3 |
| ARTH | 211 | History of World Art I | 3 |   | ARTH | 211 | History of World Art I | 3 |
|   |   | ARTH | 212 | History of World Art II | 3 |
|   |   |   |
| **~~Choose six credits from the following:~~** | **~~6~~** |   | **Choose one course from the following (must take twice)** | **6** |
| ~~ARTD~~ | ~~386~~ | ~~2D Digital Animation Preproduction~~ | ~~3~~ |  |  |  |  |  |
| ~~AND~~ |  |  |  |  |  |  |
| ARTD | 442 | 2D Digital Animation - Production | 3 |  | ARTD | 442 | 2D Animation - Production | 3 |
| **OR** |   |   | **OR** |   |   |
|  |  |  |  |  |  |  |  |  |
| ~~ARTD~~ | ~~439~~ | ~~3D Animation Preproduction~~ | ~~3~~ |  |  |  |  |  |
| ~~AND~~ |  |  |  |  |  |  |
| ARTD | 441 | 3D Animation - Production | 3 |   | ARTD | 441 | 3D Animation - Production | 3 |
|  |  |  |  |  |  |  |  |  |
| **Choose one course from the following:** | **3** |   | **Choose one course from the following:** | **3** |
| BADM | 360 | Organization and Management | 3 |   | BADM | 360 | Organization and Management | 3 |
| BADM | 370 | Marketing | 3 |   | BADM | 370 | Marketing | 3 |
|   |   |   |   |   | GAME | 351 | Business of Game Development\* | 3 |
|   |   | \*Note that GAME 351 prerequisites are GAME 101 and GAME 111.  |
|  |  |  |
| General Electives  | **20** |   | General Electives  | **26** |
| Total number of hours required for the major, minor, or specialization | **70** |   | Total number of hours required for the major, minor, or specialization | **64** |
| Total number of hours required for the degree | **120** |   | Total number of hours required for the degree | **120** |

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1. **Explanation of the Change:**

DAD 495 Practicum has been added to give students an additional opportunity to complete the Internship requirement. This course will allow students to work with a supervisor and build products for their employment portfolios and provide students with additional development of their animation skills.

ARTD 286 Motion Graphics and MUS 204 Introduction to Digital Sound are being eliminated from the curriculum because these skills are not essential coursework nor are they industry standard. Furthermore, this will allow students more flexibility to enter and complete the program. Additionally, this will provide students with more general elective opportunities broaden their educational experience.

Added back the ARTH 212 History of Art II course because it was inadvertently removed from the prior curriculum modification forms.

The 2D and 3D Animation Pre-Production and Production courses have been merged and students will be required to take this course twice. This was initiated to help students complete this requirement by removing the sequencing requirement, thus allowing students more flexibility to complete the program’s requirements. Since students take these courses twice, there is no change in the number of credits.

GAME 351 Business for Game Development has been added to the options under the business component of this curriculum. This course is offered by the Computer Game Design major, which is closely aligned with the Animation industry. Thus, it would be an excellent addition to our Animation program. In this course, they learn specific business strategies used in the Animation and Gaming fields. This addition has been discussed and approved by the Computer Game faculty.