Cover Sheet: Request 14579

BA in Digital Arts and Sciences

Info

Process	Major Curriculum|Modify|Ugrad/Pro
Status	Pending at PV - University Curriculum Committee (UCC)
Submitter	Phillip Klepacki pklepacki@arts.ufl.edu
Created	1/3/2020 1:24:54 PM
Updated	1/28/2020 1:51:23 PM
Description of request	Initially conceived as a 2+2 program, Digital Worlds Institute's BA in Digital Arts & Sciences (BADAS) program has experienced significant growth over the past five years, with major enrollment up 400% since 2014. With the simultaneous expansion of our faculty ranks, we have been working to shape the curriculum to a more integrated four-year academic experience. An important mechanism to accomplish this is pushing previously upper-division courses down to lower-division semesters, which then allows us to offer more in-depth BADAS courses and electives in the upper-division semesters. These updates are the result of extensive faculty review and analysis, as well as consultation with industry professionals.

Actions

Step	Status	Group	User	Comment	Updated
Department	Approved	CFA - Digital Worlds 015851001	James Oliverio		1/3/2020
BADAS Semester Plan 2020-2021_JM_V3.docx					1/3/2020
BADAS Elective Focus Areas.pdf					1/3/2020
BADAS Semester Plan Excel Format.pdf					1/3/2020
BADAS Transfer Plans.pdf					1/3/2020
College	Approved	CFA - College of Fine Arts	Jennifer Setlow		1/24/2020
No document changes					
Associate Provost for Undergraduate Affairs	Approved	PV - Associate Provost for Undergraduate Affairs	Casey Griffith		1/28/2020
No document changes					
University Curriculum Committee	Pending	PV - University Curriculum Committee (UCC)			1/28/2020
No document changes					
Office of the Registrar					
No document changes					
Student Academic Support System					
No document changes					
Catalog					
No document changes					
Academic Assessment Committee Notified					
No document changes					
College Notified					
No document changes					

Major|Modify_Curriculum for request 14579

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Submitter: Phillip Klepacki pklepacki@arts.ufl.edu
Created: 1/3/2020 1:10:07 PM
Form version: 1

Responses
Major Name Digital Arts and Sciences
Major Code DAR
Degree Program Name Bachelor of Arts
Undergraduate Innovation Academy Program No
Effective Term Fall
Effective Year 2020
Current Curriculum for Major Semester 1   15 Credits
ARH2000 Art Appreciation (SC – H) ; (GE – D) - 3cr
DIG2005 Intro to Digital Technologies - 3cr
DIG2XXX Foundations of Digital Culture - 3cr
DIG2632 Creating Mobile Games - 3cr
General Education (GE – C) - 3cr

Semester 2   15 Credits
MAC1140 Precalculus Algebra (SC – M) - 3cr
IDS1161 What is the Good Life (SC – H) - 3cr
DIG2121 Principles of Digital Visualization - 3cr
DIG3313C 2D Digital Animation Techniques - 3cr
General Education (SC – C) - 3cr

Semester 3   15 Credits
DIG3305C 3D Digital Animation Technique - 3cr
DIG3525C Design and Production Studio I - 3cr
DIG3713 Game Design Practices - 3cr
DIG3873 Theory of Digital Media Protocols - 3cr
General Education (SC – S)   - 3cr

Semester 4   15 Credits
DIG3XXX Project Methodologies - 3cr
DIG3526C Design and Production Studio II - 3cr
DIG3XXX Principles of Interaction & Usability - 3cr
General Education (SC – P/B) - 3cr
General Education (GE – S) - 3cr

Semester 5   15 Credits
DIG3433 Digital Storytelling - 3cr
DIG3588C Digital Portfolio - 3cr
General Education (GE – M) - 3cr
Elective - 3cr
Major Elective* - 3cr

Semester 6   15 Credits

DIG3097 Entrepreneurship in New Media - 3cr
DIG4154 Writing for Interactive Media - 3cr
General Education (GE – P/B) - 3cr
Elective - 3cr
Major Elective* - 3cr

Semester 7   15 Credits
DIG4841 Undergraduate Research Forum - 3cr
General Education (GE – H) - 3cr
Elective - 6cr
Major Elective* - 3cr

Semester 8   15 Credits
DIG4970 Senior Project in DAS - 3cr
General Education (GE – H) - 3cr
Elective - 6cr
Major Elective* - 3cr

Total   15

Proposed Curriculum Changes Initially conceived as a 2+2 program, Digital Worlds Institute's BA in Digital Arts & Sciences (BADAS) program has experienced significant growth over the past five years, with major enrollment up 400% since 2014. With the simultaneous expansion of our faculty ranks, we have been working to shape the curriculum to a more integrated four-year academic experience. An important mechanism to accomplish this is pushing previously upper-division courses down to lower-division semesters, which then allows us to offer more in-depth BADAS courses and electives in the upper-division semesters. These updates are the result of extensive faculty review and analysis, as well as consultation with industry professionals.

•   DIG3020 Foundations of Digital Culture** moved to semester 1 (from semester 3)
•   DIG2005 Intro to Digital Technologies added to semester 1
•   DIG3313C 2D Animation Techniques moved to semester 2 (from semester 4)
•   DIG3305C 3D Digital Animation Techniques, DIG3873 Theory of Digital Media Protocols, and DIG3713 Game Design Practices are moved to semester 3 (from semester 5)
•   DIG3XXX Project Methodologies* and DIG3XXX Principles of Interaction & Usability* added to semester 4
•   DIG3588C Digital Portfolio moved to semester 5 (from semester 8)
•   DIG4154 Writing for Interactive Media moved to semester 6 (from semester 8)
•   DIG4841 Undergraduate Research Forum added to semester 7
•   DIG3878, DIG4306C, DIG4715C, DIG3691, DIG4361C, DIG4527C, DIG4634 no longer listed in the curriculum as required courses, but will continuously be offered as major electives.

*New Course pending at UCC. ** Existing Course pending at UCC for change from 3000 to 2000 level

UF Online Curriculum Change Yes
Pedagogical Rationale/Justification The proposed changes set up a core curriculum that all BADAS students are required to complete. This core includes foundational courses covering all facets of the Digital Arts & Sciences (DAS), including digital production, animation, and game design. The process of pushing upper-division courses down to lower-division semesters is also critical for preparing students in a limited-access program for portfolio review and submission at the conclusion of their sophomore year.

At the upper-division level, the curriculum is designed to allow flexibility, offering focused DAS coursework in a variety of subject areas. In total, students have 30 credits of electives, of which a minimum of 12 credits must be courses in the BADAS major (also referred to as "major electives").

Students are encouraged to work with faculty and advisors to construct elective sets that best meet their individual career goals. The remaining 12 elective credits provide opportunities for either an outside minor or concentration (a common request amongst current students) or additional major coursework.

This curriculum expansion also allows flexibility for faculty to develop additional major elective courses in rapidly evolving technological areas without fundamentally changing curriculum requirements on a recurring basis. Such is the case with the expansion of augmented, virtual, and mixed reality technologies that did not exist several years ago but now must be included as potential areas of study in the Digital Arts & Sciences.

Impact on Enrollment, Retention, Graduation There will be no negative impact on enrollment, retention, or graduation for students currently in the major; all will be able to remain on track and complete degree requirements as originally anticipated. Additionally, these changes will not have any negative impact on transfer students as far as their admissibility to the University or their ability to complete degree requirements within two academic years. Degree courses offered in semesters 2-4 can be taken in place of electives scheduled for semesters 5-8; furthermore, transfer students will still have the ability to complete the required 12 credits of major electives within 2 academic years.

Assessment Data Review The proposed changes have been designed as practical pathways to better fulfill our stated Program Goals and Student Learning Objectives by increasing BADAS course offerings for lower-division students who have declared their major as DAR (Digital Arts) while at the same time adding curricular flexibility and focused discipline-specific courses at the upper-division level. Additionally, these changes will better support the professional development of transfer and online students as well as traditional 4-year on-campus students as referenced in our Program Goal 1: "…a combined enrollment (online/campus) for all BA students enrolled in our program". The proposed changes also provide additional student support and experience in the preparation for DAR portfolio submission and success in fulfilling necessary prerequisites for the upper-level classes.

Academic Learning Compact and Academic Assessment Plan There will be no modifications to the Academic Learning Compact and Academic Assessment Plan and Academic Assessment Plan resulting from the proposed changes. The proposed semester plan updates will actually enhance and augment fulfillment of the current PGs and SLOs.

Catalog Copy Yes

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Model Semester Plan (*proposed for 2020-21*)

To remain on track, students must complete the appropriate critical-tracking courses, which appear in bold. These courses must be completed by the terms as listed above in the Critical Tracking criteria.

This semester plan represents an example progression through the major. Actual courses and course order may be different depending on the student's academic record and scheduling availability of courses. Prerequisites still apply.

ARH2000 Art Appreciation (SC – H) ; (GE – D)	**3**
DIG2005 Intro to Digital Technologies	3
DIG2XXX Foundations of Digital Culture	**3**
DIG2632 Creating Mobile Games	3
General Education (GE – C)	3
Total	15

MAC1140 Precalculus Algebra (SC – M)	**3**
IDS1161 What is the Good Life (SC – H)	3
DIG2121 Principles of Digital Visualization	**3**
DIG3313C 2D Digital Animation Techniques	3
General Education (SC – C)	3
Total	15

DIG3305C 3D Digital Animation Technique	3
DIG3525C Design and Production Studio I	**3**
DIG3713 Game Design Practices	3
DIG3873 Theory of Digital Media Protocols	**3**
General Education (SC – S)	3
Total	15

DIG3XXX Project Methodologies	**3**
DIG3526C Design and Production Studio II	3
DIG3XXX Principles of Interaction & Usability	3
General Education (SC – P/B)	3
General Education (GE – S)	3
Total	15

DIG3433 Digital Storytelling	3
DIG3588C Digital Portfolio	3
General Education (GE – M)	3
Elective	3
Major Elective*	3
Total	15

DIG3097 Entrepreneurship in New Media	3
DIG4154 Writing for Interactive Media	3
General Education (GE – P/B)	3
Elective	3
Major Elective*	3
Total	15

DIG4841 Undergraduate Research Forum	3

General Education (GE – H)	3	
Elective	6	
Major Elective*	3	
	Total	15

DIG4970 Senior Project in DAS	3	
General Education (GE – H)	3	
Elective	6	
Major Elective*	3	
	Total	15

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Students must complete 12 credits from the following list and are encouraged to work with faculty and advisors to construct

DIG3878 Applied Digital Media Protocols
DIG3506 Interdisciplinary Design Methods for DAS
DIG3691 Blockchain Innovation in DAS
DIG4354 Character Animation
DIG4171C Digital Tools for Arts and Humanities
DIG4255C Audio Design for Digital Production
DIG4283 Music and Sound Design for Digital Media
DIG4306C Advanced Digital Animation Techniques
DIG4361C Advanced 2D Animation Techniques
DIG4527C Game Design & Production
DIG4540C Production of Immersive Environments
DIG4583C DAS Design and Production Studio 4
DIG4634 Wearable and Mobile App Development
DIG4715C Game Development
DIG4905 Independent Study
DIG4917 Undergraduate Research in DAS
DIG4932 Colloquium in Digital Arts and Sciences
DIG4940 Internship
DIG4942 Undergraduate Course Assistant
DIG4944C Production Practicum
DIG4930 Special Topics in DAS

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Related Digital Arts and Sciences Programs

Bachelor of Science in Digital Arts and Sciences

Digital Arts and Sciences minor

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BA in Digital Arts & Sciences 2020-2021 Semester Plan

Semester 1 (Fall)	
DIG2XXX Foundations of Digital Culture	3
DIG2632 Creating Mobile Games	3
General Education (GE - C)	3
DIG2005 Intro to Digital Technologies	3
ARH2000 Art Appreciation (SC - H ; GE - D)	3
	15

Semester 5 (Fall)	
DIG3588C Digital Portfolio	3
DIG3433 Digital Storytelling	3
General Education (GE - M)	3
Elective	3
Major Elective	3
	15

Semester 2 (Spring)	
IDS 1161 What is the Good Life (GE - H)	3
DIG3313C 2D Digital Animation Techniques	3
DIG2121 Principles of Digital Visualization	3
General Education (SC - C)	3
MAC1140 Precalculus Algebra (GE - M)	3
	15

Semester 6 (Spring)	
DIG3097 Entrepreneurship in New Media	3
DIG4154 Writing for Interactive Media	3
General Education (GE - P/B)	3
Elective	3
Major Elective	3
	15

Semester 3 (Fall)	
DIG3713 Game Design Practices	3
DIG3873 Theory of Digital Media Protocols	3
DIG3525C Design and Production Studio I	3
DIG3305C 3D Digital Animation Technique	3
General Education (SC - S)	3
	15

Semester 7 (Fall)	
DIG4841 Undergraduate Research Forum	3
General Education (GE- H)	3
Elective	6
Major Elective	3
	15

Semester 4 (Spring)	
DIG3XXX Project Methodologies	3
DIG3526C Design and Production Studio II	3
DIG3XXX Principles of Interaction & Usability	3
General Education (SC - P/B)	3
General Education (GE - S)	3
	15

Semester 8 (Spring)	
DIG4970 Senior Project in DAS	3
General Education (GE - H)	3
Elective	6
Major Elective	3
	15

Total Credits 120

Transfer Plan A
Without summer semesters

Semester 5 (Fall)	
DIG3713 Game Design Practices	3
DIG3873 Theory of Digital Media Protocols	3
DIG3525C Design and Production Studio I	3
DIG2632 Creating Mobile Games	3
DIG2XXX Foundations of Digital Culture	3
	15

Semester 6 (Spring)	
DIG3526C Design and Production Studio 2	3
DIG3XXX Project Methodologies	3
DIG3313C 2D Digital Animation Techniques	3
DIG3XXX Principles of Interaction & Usability	3
Major Elective	3
	15

Semester 7 (Fall)	
DIG4841 Undergraduate Research Forum	3
DIG3305C 3D Digital Animation Technique	3
DIG3588C Digital Portfolio	3
DIG3433 Digital Storytelling	3
Major Elective	3
	15

Semester 8 (Spring)	
DIG4970 Senior Project	3
DIG3097 Entrepreneurship in New Media	3
DIG4154 Writing for Interactive Media	3
Major Elective	6
	15

Total Credits 60

Transfer Plan B
Including a summer semester between 6 and 7

Semester 5 (Fall)	
DIG3713 Game Design Practices	3
DIG3873 Theory of Digital Media Protocols	3
DIG3525C Design and Production Studio I	3
DIG2632 Creating Mobile Games	3
DIG3433 Digital Storytelling	3
	15

Semester 6 (Spring)	
DIG3526C Design and Production Studio II	3
DIG3XXX Project Methodologies	3
DIG3313C 2D Digital Animation Techniques	3
DIG3XXX Principles of Interaction & Usability	3
DIG3097 Entrepreneurship in New Media	3
	15

Summer B	
DIG2XXX Foundations of Digital Culture	3

Semester 7 (Fall)	
DIG4841 Undergraduate Research Forum	3
DIG3305C 3D Digital Animation Technique	3
DIG3588C Digital Portfolio	3
Major Elective	6
	15

Semester 8 (Spring)	
DIG4970 Senior Project	3
DIG4154 Writing for Interactive Media	3
Major Elective	6
	12

Total Credits 60

Transfer Plan C: *Enter Summer Semester*

Summer B	
DIG3313C 2D Digital Animation Techniques	3

Semester 5 (Fall)	
DIG3713 Game Design Practices	3
DIG3873 Theory of Digital Media Protocols	3
DIG3305C 3D Digital Animation Technique	3
DIG3525C Design and Production Studio I	3
DIG2XXX Foundations of Digital Culture	3
	15

Semester 6 (Spring)	
DIG3XXX Project Methodologies	3
DIG3526C Design and Production Studio II	3
DIG3XXX Principles of Interaction & Usability	3
Elective	3
Major Elective	3
	15

Semester 7 (Fall)	
DIG4841 Undergraduate Research Forum	3
DIG3588C Digital Portfolio	3
DIG3433 Digital Storytelling	3
Major Elective	6
	15

Semester 8 (Spring)	
DIG4970 Senior Project	3
DIG3097 Entrepreneurship in New Media	3
DIG4154 Writing for Interactive Media	3
Major Elective	3
	12

Total Credits 60