Cover Sheet: Request 10459

Digital Arts & Sciences

Info

Process	Program|Modify Platform|Ugrad/Pro
Status	Pending
Submitter	Oliverio,James Charles oliverio@ufl.edu
Created	9/30/2015 3:17:24 PM
Updated	9/30/2015 6:12:32 PM
Description	The UF Digital Worlds Institute wishes to do its part to support the success of the UF Online initiative while at the same time continuing our ongoing research and development of new and hybrid models for real-time human-to-human interaction in on-line and on-campus learning experiences.

Actions

Step	Status	Group	User	Comment	Updated
Department	Approved	CFA - Digital Worlds 015851001	Oliverio, James Charles		9/30/2015
Added BA-DAS_Catalog_Listing_2015.pdf					9/30/2015
College	Approved	CFA - College of Fine Arts	Schaefer, Edward E		9/30/2015
No document changes					
University Curriculum Committee	Pending	PV - University Curriculum Committee (UCC)			9/30/2015
No document changes					
UF Online					
No document changes					
Office of the Registrar					
No document changes					
OIPR Notified					
No document changes					
Student Academic Support System					
No document changes					
Catalog					
No document changes					
College Notified					
No document changes					

Program|Modify_Platform for request 10459

Info

Request: Digital Arts & Sciences
Submitter: Oliverio,James Charles oliverio@ufl.edu
Created: 9/30/2015 3:17:24 PM
Form version: 1

Responses

Name: Digital Arts & Sciences
Major or Minor Code : DAR
Effective Term: Spring
Effective Year : 2017
Differences from Residential Program : There are no differences in curriculum.
Pedagogical Rationale/Justification: Our existing online program in Digital Arts & Sciences (DAS) will offer an important curricular option for 21st century students.
Impact on Existing Residential and Online Programs: At this point the only potential impact foreseen may be on the available faculty and staff time devoted towards our current research focus in real-time synchronous on-campus and on-line delivery methodology.

Digital Arts and Sciences

The digital arts and sciences (DAS) program crosses college boundaries between fine arts, communications and technology. This degree is an interdisciplinary program with three specialization areas.

About This Major

◦ **College:** Fine Arts
◦ **Degree:** Bachelor of Arts in Digital Arts and Sciences
◦ **Specializations:** Design and Production, Media and Storytelling, Systems Design
◦ **Credits for Degree:** 120
◦ **Minor:** No
◦ **Combined-Degree Program:** No
◦ **Academic Learning Compact:** Digital Arts and Sciences (Fine Arts)
◦ **Website:** www.digitalworlds.ufl.edu/programs/ba-in-das

Overview

The Bachelor of Arts in Digital Arts and Sciences (BADAS) crosses traditional college boundaries between communications, engineering and the arts. Students may choose from three innovative interdisciplinary tracks, combining skills in technology, design and digital storytelling. They will become versed in contemporary issues in social and interactive media, critical thinking and creative design solutions. The DAS graduate will gain experience working in collaborative teams on media projects including serious and applied games, live digital performances and virtual worlds.

Department Requirements

In addition to meeting university-level requirements, students seeking admission to this program must submit a personal statement of intent and supplemental support materials directly to the UF Digital Worlds Institute. The content and quality of these submissions, in addition to previous academic GPA, will be significant factors to determine admission into the program.

The personal statement refers to an original document created by the applicant that details interests, motivations and rationale for seeking program admission. The statement should be one to two pages in length and demonstrate a serious intent to pursue the program and the writing ability appropriate for admission as an upper-division student at a major American university.

Support materials refer to a body of original creative or technical work authored, documented and presented in a contemporary digital format. Depending on the applicant's intended area of concentration in the program

(systems design, media and storytelling, or design and production), the support materials would contain examples of the applicant's best original work completed before seeking admission to the BADAS program.

The statement and support materials are due by March 15 of the sophomore year for admission into upper-division coursework. Students may not take 3000/4000-level DIG courses without submission of both the personal statement and support materials.

Students must complete all critical-tracking courses with minimum grades of C in each course and the minimum critical-tracking GPA must be 2.5. Students who do not meet these requirements will be placed on academic probation and required to prepare a probation contract with an adviser. Students normally are given two terms in which to remove their deficit points; however, students who do not satisfy the conditions of the first term of probation may be dismissed from the program.

Design and Production
Media and Storytelling
Systems Design

Design and Production

Critical Tracking

To graduate with this major, students must complete all university, college and major requirements.

Equivalent critical-tracking courses as determined by the State of Florida Common Course Prerequisites may be used for transfer students.

Semester 1
◦ Complete 1 of 4 critical-tracking courses: THE 2000; THE 3234; CPO 2001 or INR 2001; or RTV 2100 with a minimum grade of C
◦ 2.5 GPA required for all critical-tracking courses
◦ 2.0 UF GPA

Semester 2
◦ Complete 1 additional critical-tracking course with a minimum grade of C
◦ 2.5 GPA required for all critical-tracking courses
◦ 2.0 UF GPA

Semester 3
◦ Complete 1 additional critical-tracking course with a minimum grade of C
◦ 2.5 GPA required for all critical-tracking courses
◦ 2.0 UF GPA

Semester 4
◦ Complete remaining critical-tracking courses with minimum grades of C
◦ 2.5 GPA required for all critical-tracking courses

◦ 2.0 UF GPA

Recommended Semester Plan

To remain on track, students must complete the appropriate critical-tracking courses, which appear in bold.

Semester 1	Credits
THE 2000 Theatre Appreciation (GE-H and D)	**3**
ENC 1101 Expository and Argumentative Writing (GE-C)	3
Mathematics (GE-M)	3
Physical or Biological Science (GE-P or B)	3
Social and Behavioral Science (GE-S)	3
Total	15

Semester 2	Credits
IUF 1000 What is the Good Life (GE-H)	3
INR 2001 International Relations or CPO 2001 Comparative Politics (GE-S)	**3**
ENC 1102 Argument and Persuasion (GE-C)	3
Mathematics (GE-M)	3
Physical or Biological Science (GE-P or B)	3
Total	15

Semester 3	Credits
ARH 2051 Introduction to the Principles and History of Art 2	3
SPC 2608 Introduction to Public Speaking or ORI 2000 Oral Performance of Literature 1	3
THE 3234 Diversity and Multiculturalism in American Theatre	**3**
Elective	3
Elective	3
Total	15

Semester 4	Credits
RTV 2100 Writing for Electronic Media	**3**
ARH 2500 Non-Western Art	3
Elective	3
Physical or Biological Science (GE-P or B)	3
Social and Behavioral Science (GE-S)	3
Total	15

Semester 5	Credits
DIG 3020 Foundations of Digital Culture	3
DIG 3313C 2D Digital Animation Techniques	3
DIG 3525C DAS Design and Production Studio 1	3

DIG 3873 Theory of Digital Media Protocols or ART 2305C Perceptual Drawing	3
Elective	3
Total	15

Semester 6	Credits
DIG 3305C 3D Digital Animation Technique	3
DIG 3506 Interdisciplinary Design Methods for DAS	3
DIG 3526C DAS Design and Production Studio 2	3
DIG 3713C Game Design Practices 1	3
DIG 3878 Applied Digital Media Protocols or ART 2701C Sculpture: Shaping Form and Space	3
Total	15

Semester 7	Credits
DIG 3433 Interactive Storytelling	3
DIG 4255C Audio Design For Digital Production	3
DIG 4527C DAS Design and Production Studio 3	3
DIG 4841C Undergraduate Research Forum	3
DIG 4154 Advanced Writing for Interactive Media	3
Total	15

Semester 8	Credits
DIG 4306C Advanced Digital Animation Techniques	3
DIG 4583C DAS Design and Production Studio 4	3
DIG 4715C Game Design Practices 2	3
Senior Project	3
DIG 4097C Entrepreneurship in New Media	3
Total	15

Media and Storytelling

Critical Tracking

To graduate with this major, students must complete all university, college and major requirements.

Equivalent critical-tracking courses as determined by the State of Florida Common Course Prerequisites may be used for transfer students.

Semester 1

◦ Complete 1 of 4 critical-tracking courses: RTV 2100; CPO 2001 or INR 2001; THE 2000; or THE 3234 with a minimum grade of C
◦ 2.5 GPA required for all critical-tracking courses
◦ 2.0 UF GPA

Semester 2

- ◦ Complete 1 additional critical-tracking course with a minimum grade of C
- ◦ 2.5 GPA required for all critical-tracking courses
- ◦ 2.0 UF GPA

Semester 3

- ◦ Complete 1 additional critical-tracking course with a minimum grade of C
- ◦ 2.5 GPA required for all critical-tracking courses
- ◦ 2.0 UF GPA

Semester 4

- ◦ Complete remaining critical-tracking courses with minimum grades of C
- ◦ 2.5 GPA required for all critical-tracking courses
- ◦ 2.0 UF GPA

Recommended Semester Plan

To remain on track, students must complete the appropriate critical-tracking courses, which appear in bold.

Semester 1	Credits
THE 2000 Theatre Appreciation (GE-H and D)	**3**
ENC 1101 Expository and Argumentative Writing (GE-C)	3
Mathematics (GE-M)	3
Physical or Biological Science (GE-P or B)	3
Social and Behavioral Science (GE-S)	3
Total	15

Semester 2	Credits
INR 2001 International Relations or **CPO 2001 Comparative Politics (GE-S and N)**	**3**
IUF 1000 What is the Good Life (GE-H)	3
ENC 1102 Argument and Persuasion (GE-C)	3
Mathematics (GE-M)	3
Physical or Biological Science (GE-P or B)	3
Total	15

Semester 3	Credits
THE 3234 Diversity and Multiculturalism in American Theatre	3
ARH 2051 Introduction to the Principles and History of Art 2	**3**
SPC 2608 Introduction to Public Speaking or ORI 2000 Oral Performance of Literature 1	3
Elective	3
Elective	3
Total	15

Semester 4	Credits

RTV 2100 Writing for Electronic Media	**3**
ARH 2500 Non-Western Art	**3**
Elective	3
Physical or Biological Science (GE-P or B)	3
Social and Behavioral Science (GE-S)	3
Total	15
Semester 5	**Credits**
DIG 3020 Foundations of Digital Culture	3
DIG 3313C 2D Digital Animation Techniques	3
DIG 3525C DAS Design and Production Studio 1	3
DIG 3873 Theory of Digital Media Protocols	3
Elective	3
Total	15
Semester 6	**Credits**
DIG 3305C 3D Digital Animation Techniques	3
DIG 3506 Interdisciplinary Design Methods for DAS	3
DIG 3526C DAS Design and Production Studio 2	3
DIG 3713C Game Design Practices 1	3
DIG 3878 Applied Digital Media Protocols	3
Total	15
Semester 7	**Credits**
DIG 3433 Interactive Storytelling	3
DIG 4255C Audio Design For Digital Production	3
DIG 4527C DAS Design and Production Studio 3	3
DIG 4841C Undergraduate Research Forum	3
DIG 4154 Advanced Writing for Interactive Media	3
Total	15
Semester 8	**Credits**
DIG 4306C Advanced Digital Animation Techniques	3
DIG 4583C DAS Design and Production Studio 4	3
DIG 4715C Game Design Practices 2	3
Senior Project	3
DIG 4097C Entrepreneurship in New Media	3
Total	15

Systems Design
Critical Tracking
To graduate with this major, students must complete all university, college and major requirements.

Equivalent critical-tracking courses as determined by the State of Florida Common Course Prerequisites may be used for transfer students.

Semester 1

◦ Complete 1 of these 4 critical-tracking courses: THE 2000; THE 3234; INR 2001 or CPO 2001; or RTV 2100 with a minimum grade of C
◦ 2.5 GPA required for all critical-tracking courses
◦ 2.0 UF GPA

Semester 2

◦ Complete 1 additional critical-tracking course with a minimum grade of C
◦ 2.5 GPA required for all critical-tracking courses
◦ 2.0 UF GPA

Semester 3

◦ Complete 1 additional critical-tracking course with a minimum grade of C
◦ 2.5 GPA required for all critical-tracking courses
◦ 2.0 UF GPA

Semester 4

◦ Complete remaining critical-tracking courses with minimum grades of C
◦ 2.5 GPA required for all critical-tracking courses
◦ 2.0 UF GPA

Recommended Semester Plan

To remain on track, students must complete the appropriate critical-tracking courses, which appear in bold.

Semester 1	Credits
ENC 1101 Expository and Argumentative Writing (GE-C)	3
THE 2000 Theatre Appreciation (GE-H and D)	**3**
MAC 2311 Analytic Geometry and Calculus 1 (GE-M)	4
Physical or Biological Science (GE-P or B)	3
Social and Behavioral Science (GE-S)	3
Total	16

Semester 2	Credits
IUF 1000 What is the Good Life (GE-H)	3
INR 2001 International Relations or **CPO 2001 Comparative Politics (GE-S and N)**	**3**
MAC 2312 Analytic Geometry and Calculus 2 (GE-M)	4
ENC 1102 Argument and Persuasion (GE-C)	3
Physical or Biological Science (GE-P or B)	3
Total	16

Semester 3	Credits

https://catalog.ufl.edu/ugrad/current/finearts/Majors/digital-arts-and-sciences.aspx

Course	Credits
MAC 2313 Analytic Geometry and Calculus (GE-M)	4
SPC 2608 Introduction to Public Speaking or ORI 2000 Oral Performance of Literature 1	3
THE 3234 Diversity and Multiculturalism in American Theatre (GE-H and D)	**3**
Elective	3
Total	13

Semester 4	Credits
RTV 2100 Writing for Electronic Media	**3**
ARH 2500 Non-Western Art	3
Elective	3
Physical or Biological Science (GE-P or B)	3
Social and Behavioral Science (GE-S)	3
Total	15

Semester 5	Credits
DIG 3020 Foundations of Digital Culture	3
DIG 3313C 2D Digital Animation Techniques	3
DIG 3525C DAS Design and Production Studio 1	3
DIG 3873 Theory of Digital Media Protocols	3
Elective	3
Total	15

Semester 6	Credits
DIG 3878 Applied Digital Media Protocols	3
DIG 3305C 3D Digital Animation Techniques	3
DIG 3506 Interdisciplinary Design Methods for DAS	3
DIG 3526C DAS Design and Production Studio 2	3
DIG 3713C Game Design Practices 1	3
Total	15

Semester 7	Credits
DIG 3433 Interactive Storytelling	3
DIG 4255C Audio Design For Digital Production	3
DIG 4527C DAS Design and Production Studio 3	3
DIG 4841C Undergraduate Research Forum	3
DIG 4154 Advanced Writing for Interactive Media	3
Total	15

Semester 8	Credits
DIG 4306C Advanced Digital Animation Techniques	3
DIG 4583C DAS Design and Production Studio 4	3
DIG 4715C Game Design Practices 2	3
Senior Project	3

DIG 4097C Entrepreneurship in New Media	3
Total	15