

OFFICE OF THE FACULTY COUNCIL

THE UNIVERSITY OF TEXAS AT AUSTIN

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September 29, 2015

Judith H. Langlois
Interim Executive Vice President and Provost
The University of Texas at Austin
MAI 201
Campus Mail Code: G1000

Dear Dr. Langlois:

Enclosed for your consideration and action is a proposal to add BS in Arts and Entertainment Technologies Degree Program in the College of Fine Arts chapter in the *Undergraduate Catalog, 2016-18* (D 13181-13184). On September 21, 2015, the Faculty Council unanimously approved the legislation. The proposal was classified as being of *general* application and of primary interest more than one college or school. The authority to grant final approval resides with the Texas Higher Education Coordinating Board.

Please let me know if you have questions or if I can provide other information concerning these items of legislation.

Sincerely,

A handwritten signature in black ink, appearing to read "Hillary Hart".

Hillary Hart, Secretary
General Faculty and Faculty Council

HH:dlr

Enclosure

xc: Gregory L. Fenves, president
Carol Longoria, deputy to the president
Janet Dukerich, senior vice provost for faculty affairs

ec (letter only): Douglas J. Dempster, dean, Cockrell School of Engineering
Andrew Dell'Antonio, associate dean, College of Fine Arts
Deana Sutliff, manager of reporting and analysis, IRRIS
Allen Walser, manager of reporting and analysis, IRRIS
Brenda Schumann, associate registrar
Lydia Cornell, Program Coordinator
Michelle George, administrative manager for faculty affairs, provost's office


DOCUMENTS OF THE GENERAL FACULTY

PROPOSED ADDITION OF A BS IN ARTS AND ENTERTAINMENT TECHNOLOGIES DEGREE PROGRAM IN THE COLLEGE OF FINE ARTS CHAPTER IN THE *UNDERGRADUATE CATALOG*, 2016-2018

Dean Doug Dempster, in the College of Fine Arts has filed with the secretary of the Faculty Council the following changes to the *Undergraduate Catalog, 2016-2018*. On January 26, 2015, the College Arts and Entertainment Technology Advisory Board (CAET) approved the proposal, and the college curriculum committee and dean approved it and on July 13 and July 14, 2015, respectively. The secretary has classified this proposal as legislation of *exclusive* interest to only one college or school.

The Committee on Undergraduate Degree Program Review recommended approval of the new degree program on September 3, 2015, and forwarded the proposal to the Office of the General Faculty. The Faculty Council has the authority to approve this legislation on behalf of the General Faculty. The authority to grant final approval on this legislation resides with Texas Higher Education Coordinating Board.

The Faculty Council will discuss and take action on the proposal at its meeting on September 21, 2015.



Hillary Hart, Secretary
General Faculty and Faculty Council

If 4 a, b, c, or d was answered with yes, please answer the following questions. If the proposal has potential budgetary impacts for another college/school, such as requiring new sections or a non-negligible increase in the number of seats offered, at least one contact must be at the college-level.

How many students do you expect to be impacted?

Impacted schools must be contacted and their response(s) included:

Person communicated with:

Date of communication:

Response:

- e. Does this proposal involve changes to the core curriculum or other basic education requirements (42-hour core, signature courses, flags)? If yes, explain: No

If yes, undergraduate studies must be informed of the proposed changes and their response included:

Person communicated with:

Date of communication:

Response:

- f. Will this proposal change the number of hours required for degree completion? If yes, explain: No

5. COLLEGE/SCHOOL APPROVAL PROCESS

Department approval date: 1/26/2015

Approved by whom: CAET Advisory Board

College approval date: 7/13/15

Approved by whom: College of Fine Arts

Dean approval date: 7/14/15

Approved by whom: Dean Doug Dempster

PROPOSED NEW CATALOG TEXT:

(p. 232)

BACHELOR OF SCIENCE IN ARTS AND ENTERTAINMENT TECHNOLOGIES

Core Curriculum

All students must complete the University's core curriculum. The specific requirements for the Bachelor of Science in Arts and Entertainment Technologies consist of prescribed work, major requirements, and electives. In some cases, a course required for the major may also be counted toward the core curriculum.

Prescribed Work

1. In the process of fulfilling degree requirements, students must complete two courses with a writing flag, one course with a quantitative reasoning flag, one course with an ethics and leadership flag, one course with a global cultures flag, one course with a cultural diversity flag, and one course with an independent inquiry flag. Courses that fulfill flag requirements are identified in the *Course Schedule*. They may also be used to fulfill other degree requirements.
2. Foreign language: Intermediate level proficiency in a foreign language.
3. Social Science and Humanities: Six semester hours chosen from the following areas: anthropology, architecture, art, classics (classical civilization, Greek, or Latin), economics, geography, government, history, linguistics, music, philosophy, psychology, radio-television-film, sociology, theatre and dance, or programs of special concentration outside any specific department (such as women's studies and Latin American studies). A course used to fulfill this requirement may not also be counted toward any core curriculum requirement.

Major Requirements

1. Foundations: Fifteen semester hours, consisting of the following courses: Arts and Entertainment Technologies 304 and 307; and nine semester hours chosen from Arts and Entertainment Technologies 305, 306, 317, and 318.
2. Colloquium: Arts and Entertainment Technologies 101, 102, and 103.
3. Emphasis in Games and Mobile Media Apps or Music and Sound or New Performance Technologies or other approved emphasis:
 - a. For Emphasis in Games and Mobile Media Apps: Twenty-four semester hours chosen from Arts and Entertainment Technologies 325, 326, 327, 328, 335, 336, 337, 345, 346, 355, and 356.
 - b. For Emphasis in Music and Sound: Twenty-four semester hours chosen from Arts and Entertainment Technologies 320, 321, 322, 323, 331, 332, 341, 342, 350, 351, and 352.
 - c. For Emphasis in New Performance Technologies: Twenty-four semester hours chosen from Arts and Entertainment Technologies 329, 330, 344, 347, 348, 349, 360, 361, 362, 363, 364, and 365.
 - d. Other Emphasis: Twenty-four semester hours chosen from Arts and Entertainment Technologies with approval of advisor.
4. Capstone, Senior Thesis, chosen from one of the following options:
 - a. Option 1: Arts and Entertainment Technologies 376 and 377
 - b. Option 2: Arts and Entertainment Technologies 378 and 379

In order to enroll in upper-division Arts and Entertainment Technologies courses, students must

1. Complete at least two Colloquium courses with a GPA of 2.5 or higher
2. Achieve a GPA of 2.5 or higher in all lower-division Arts and Entertainment Technologies courses
3. Complete the appropriate Foundations course for the chosen concentration with a grade of B- or higher

Secondary Field of Study

The secondary field of study must be twelve semester hours, approved by the coordinator of the Arts and Entertainment Technologies program, and include at least six hours of upper-division coursework.

Electives

Six semester hours. Additional elective coursework may be needed to provide the total number of semester hours required for the degree.

Total Minimum Requirements

For the Bachelor of Science in Arts and Entertainment Technologies: 120 semester hours as outlined above.