DOCUMENTS OF THE GENERAL FACULTY

PROPOSED ADDTION 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

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

Type of Change   ☐ Academic Change
                      ☒ Degree Program Change (THECB form required)

Proposed classification   ☒ Exclusive   ☐ General   ☐ Major

1. **IF THE ANSWER TO ANY OF THE FOLLOWING QUESTIONS IS YES, THE COLLEGE MUST CONSULT LINDA DICKENS, DIRECTOR OF ACCREDITATION AND ASSESSMENT, TO DETERMINE IF SACS-COC APPROVAL IS REQUIRED.**
    - Is this a new degree program?   Yes ☒ No ☐
    - Does the program offer courses that will be taught off campus?   Yes ☐ No ☒
    - Will courses in this program be delivered electronically?   Yes ☐ No ☒

2. **EXPLAIN CHANGE TO DEGREE PROGRAM AND GIVE A DETAILED RATIONALE FOR EACH INDIVIDUAL CHANGE:**

    The new Bachelor of Science in Arts and Entertainment Technology will expand the offerings of the College of Fine Arts into progressive interdisciplinary areas, allowing students to focus on the intersections of art and technology within a live-performance and interactive-systems context. The curriculum draws on all three departments of the College of Fine Arts as well as several other University programs. Graduates of the program will demonstrate an ability to appraise the quality, value, and efficacy of digital arts projects and processes through their familiarity with past, current, and emerging work; acquire a deep understanding of the social, cultural, and historical role of digital arts, media, and entertainment technologies; create and produce projects that reflect individual vision, taste, and talents; and collaborate with corporate and industrial partners and institutions and programs beyond UT.

3. **THIS PROPOSAL INVOLVES (Please check all that apply)**

☐ Courses in other colleges	☐ Courses in proposer's college that are frequently taken by students in other colleges	☐ Flags
☐ Course in the core curriculum	☐ Change in course sequencing for an existing program	☒ Courses that have to be added to the inventory
☐ Change in admission requirements (external or internal)	☐ Requirements not explicit in the catalog language (e.g., lists of acceptable courses maintained by department office)	

4. **SCOPE OF PROPOSED CHANGE**
    a. Does this proposal impact other colleges/schools?   Yes ☐ No ☒
        If yes, then how?
    b. Do you anticipate a net change in the number of students in your college?   Yes ☒ No ☐
        If yes, how many more (or fewer) students do you expect? 300 more
    c. Do you anticipate a net increase (or decrease) in the number of <u>students from outside</u> of your college taking <u>classes in your college</u>?   Yes ☒ No ☐
        If yes, please indicate the number of students and/or class seats involved. Increase of 100
    d. Do you anticipate a net increase (or decrease) in the number of <u>students from your college</u> taking <u>courses in other colleges</u>?   Yes ☐ No ☒
        If yes, please indicate the number of students and/or class seats involved.

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:

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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.