ILLINOIS STATE UNIVERSITY REQUEST FOR NEW PROGRAM APPROVAL *Financial Implication Form*
Creative Technologies – Sequence in Interdisciplinary Technologies

Purpose: Proposed new undergraduate and graduate programs (degrees, sequences, minors, and certificates) must include information concerning how the program will be financially supported to proceed through the curricular process.

Procedure: This completed form is to be approved by the Department/School Curriculum Committee chair, department chair/school director, college dean, and Provost prior to submission of the proposal to the College Curriculum Committee.

Definition: A "program" can be a degree, a sequence within a degree, a minor, or a certificate. This form is to be used for both undergraduate and graduate programs.

Complete the following information:

Department: <u>Creative Technologies</u>

Contact person: <u>AaronPaolucci</u>

Date: <u>01-12-20</u>

Proposed new program: <u>Creative Technologies Major Sequence in Interdisciplinary Technologies</u>

BRIEF DESCRIPTION OF THE PROPOSED PROGRAM

MAJOR IN CREATIVE TECHNOLOGIES
The interdisciplinary Creative Technologies major emphasizes design and practice in the integration of digital technologies and the fine arts. In addition to foundational study across the fine arts, the major provides training and experiences across a range of creative/technical fields including video, sound, electronic music, music production, gaming, motion graphics, interactivity, AR/VR, UI/UX, mobile, web, and computer programming concepts.
Creative Technologies majors can choose from two distinctive paths:
Sequence in Interdisciplinary Technologies - Students will be allowed to continue in this sequence who have met and continue to maintain an overall cumulative GPA of 2.0.
Sequence in Game Design - Students will be allowed to continue in this sequence who have met and continue to maintain an overall cumulative GPA of 2.50 and a cumulative GPA of 3.0 within the sequence. Students who leave the Sequence in Game Design may continue as a Creative Technologies major in Interdisciplinary Technologies if they have an overall cumulative GPA of 2.0.

Retention Requirements
Sequence in Interdisciplinary Technologies - Students will be allowed to continue in this sequence who have met and continue to maintain an overall cumulative GPA of 2.0.
Sequence in Game Design - Students will be allowed to continue in this sequence who have met and continue to maintain an overall cumulative GPA of 2.50 and a cumulative GPA of 3.0 within the major. Additionally, students in the Game Design Sequence must maintain consecutive Fall–Spring enrollment at the University. Any student not enrolled at the university for more than one semester must reapply to the sequence. Students who leave the Sequence in Game Design may continue as a Creative Technologies major in Interdisciplinary Technologies if they have an overall cumulative GPA of 2.0.

Academic Requirements - Sequence in Interdisciplinary Technologies
Major: Sequence in Interdisciplinary Technologies - (55 credit hours)
Fine Arts Core - Interdisciplinary foundational experience across music, art, and theatre
3 hours from either: ART 103, 104, or 109

2 hours from either: MUS 118, 121A10, or 126
3 hours from either: THE 110, 130, or 160

History Core - Historical context for deeper insight into contemporary creative practices
6 hours from either: ART 155, 156, 275, MUS 152, 275, THE 170, 171, 275A01, or 275A02
(must choose from 2 different schools)

Creative Technologies Core - Fundamental digital proficiencies
12 hours from: CTK 201, 240, 301, and 302

Additional Fine Arts Study - Further traditional training across the fine arts
9 hours from either: ART 103, 104, 109, 202, 213, 214, 217, 224, 225, 226, 227, 228, 229, 232, 233, 235, 236, 238, 239, 245, 246, 252, 253, 255, 261, 262, 284, 351A84, 357, 363, or 371 MUS 101, 102, 107, 108, 118, 119, 121A10, 126, 175, or 223 THE 101, 102, 110, 130, 160, 170, 171, 258, 260, 261, 344, or 360 DAN 104, 106, 119
(no more than 6 hours in any one school)

Additional Creative Technologies Study - Further training across digital media
19 hours from either: CTK 260, 300, 303, 320, 330, 340, 345, 377, 380, 390, or 398
(multiple enrollments allowed in CTK 300 and 380 with different topics)

Career Workshop - Professional development
1 hour from: CTK370

Relevant Details

1) ART/MUS/THD tracks have been dissolved and sequences in Interdisciplinary Technologies and Game Design are being created
2) Interdisciplinary Technologies is a revision of and closely resembles, the old Arts Technology Program (addressed in this proposal)
3) Game Design is a new program (addressed in a different proposal)
4) The proposed Interdisciplinary Technologies requirements are split into 6 sections: Fine Arts Core, History Core, Creative Technologies Core, Additional Fine Arts Study, Additional Creative Technologies Study, and Career Workshop.
5) The old catalog had foundational fine arts course options and the history course options lumped together under the Fine Arts Core requirement
6) The new proposal separates the old Fine Arts Core into a Fine Arts Core and a History Core
7) The new Fine Arts Core requires a foundational experience across each school. The new History Core requires a choice of histories to be taken from more than one school. These proposed changes force more breadth across the three schools.
8) The Arts Technology Core has been renamed Creative Technologies Core and some of the classes in this block have been changed to reflect contemporary core proficiencies for creative technologies fields
9) The Additional Fine Arts Study requirements have been reduced to 9 hours
10) The Additional Arts Technology Study has been renamed Additional Creative Technologies Study and has been increased to 19 hours, with additional digital media courses listed
11) The Capstone portion has been renamed Career Workshop to reflect current practice.
12) Total hours in each block of requirements have been adjusted to match program priorities, with less total hours required in the Additional Fine Arts Study portion, and more total hours required in the Additional Creative Technologies Study portion.
13) This may appear as resulting in less FTE impact on Art/Music/Theatre and Dance courses, but that result is offset by rapid program growth over the last five years.
14) New CTK courses listed throughout the sequence simply reflect course offerings that have been added in recent years that weren't listed in the old program.
15) Changing old ATK course headings to new CTK course headings.
16) The program catalog description has been contemporized.

17) The fine arts courses listed throughout the sequence are the same as the current program

What are the overarching reasons for this proposed program sequence?
1) Arts Technology changed its name to Creative Technologies, which needs to be reflected in the catalog
2) The Art / Music / Theatre tracks within the original major are being dissolved to foster greater breadth across the fine arts
3) Creative Technologies is adding a Sequence in Game Design, which necessitates a restructuring of what we currently offer
4) Several new courses have been created in recent years, but the old program does not reflect the new offerings.

What are the fundamental differences in this new sequence compared to the old program?
1) The old Art, Music, and Theatre tracks within the old Arts Technology major are being dissolved. Under that system, majors were able to focus more electives into any one school and 'hyper-concentrate' in a way that was counter to our interdisciplinary philosophy
2) Instead, the Creative Technologies Program will 'house' two sequences:
3) Sequence in Interdisciplinary Technologies – similar to what we used to offer but with limits to the total hours a student can take in any one school to enforce greater interdisciplinarity across the fine arts.
4) Sequence in Game Design – shares the same fine arts core and creative technologies core as the Interdisciplinary Technologies Sequence, but eliminates the additional fine arts electives in lieu of a focused gaming core.

What is relevant on how this Sequence in Interdisciplinary Technologies overlaps into Art, Music, and Theatre and Dance?
1) The new sequence limits total hours that can be taken in any one school to 12
2) Students in the old tracks would sometimes have more than 24 hours in a single school.
3) The ART/MUS/THE/DAN courses they previously chose from remain the same, although they have been subdivided into a Fine Arts Core 8 hours (1 class from each school) / a Fine Arts History 6 hours (must choose from 2 schools) / and Additional Fine Arts Electives 9 hours (must choose from 2 schools)
4) The total hours students in the Interdisciplinary Technologies Sequence are required to take across ART/MUS/THD is 23, which is very close to the current program.
5) Because students can't hyper-concentrate anymore, each school will see fewer hours per individual student, but since they will spread out across the schools more, it should balance out.
6) The above summarizes what the big-picture changes are in this program proposal. The fine arts courses are the same courses Arts Technology majors have had as options for the last several years or more, so where this proposal would overlap into the schools isn't projected to change.

In the table below, summarize enrollment and degrees conferred projections for the program for the first and fifth year of operation. If possible, indicate the number of full-time and part-time students to be enrolled each fall term in the notes section. If it is not possible to provide fall enrollments or fall enrollments are not applicable to this program, please indicate so and give a short explanation.

TABLE 1

STUDENT ENROLLMENT IN Interdisciplinary Technologies MAJOR SEQUENCE		
Category	Year One Fall 2021	Year Five Fall 2025 (fully implemented)
Number of Program Majors/Minors (Fall Headcount)	150	150

Annual Full-time-Equivalent Majors/Minors (Fiscal Year)	150	150
Annual Number of Degrees Awarded	35	35

Add any relevant notes for the enrollment table 1 (Students are to be enrolled in a cohort; all students will be enrolled part-time; etc.):

This 'new' proposal is essentially a revision of the current Arts Technology major which currently has 150 students enrolled. We do not predict a huge growth in this sequence because we are predicting the program growth will be in the new game design sequence.

Budget Rationale

Provide financial data that document the department or school's capacity to implement and sustain the proposed program and describe the program's sources of funding.

a. **Is the unit's current operating budget adequate to support the program when fully implemented? If "yes", please explain.**

Yes. Our current budget is adequate to teach this portion of the Creative Technologies Program connected to this Sequence in Interdisciplinary Technologies proposal. A closely similar version of this proposal (resource-wise) is currently in practice.

b. **What impact will the new program have on faculty assignments in the department? Will current faculty be adequate to provide instruction for the new program?**

The current number and expertise of faculty are adequate to teach the curriculum in this Interdisciplinary Technologies Sequence proposal. Current faculty do not need to be reassigned to meet the needs of this proposal.

c. **Will additional faculty need to be hired, either for the proposed program or for courses faculty of the new program would otherwise have taught? If yes, please indicate whether new faculty members will be full-time or part-time faculty, tenure track or non-tenure track faculty.**

No. If enrollment remains the same as compared to our current program, we will not need to hire new faculty to meet the specific needs of this new Interdisciplinary Technologies Sequence.

d. **Will current staff be adequate to implement and maintain the new program? If "yes", please explain. Will additional staff be hired? Will current advising staff be adequate to provide student support and advisement, including job placement and or admission to advanced studies? If additional hires will be made, please elaborate.**

Yes. This proposal is closely similar to our current active program, which is currently has adequate staffing.

e. **Are the unit's current facilities adequate to support the program when fully implemented? Will there need to be facility renovation or new construction to house the program?**

Creative Technologies is taught in its own spaces, as well as those shared with Music, Art, and Theatre and Dance. Additional space will be needed if the program grows. Future space renovation for Creative Technologies will be a college priority and will be facilitated by the annual budget request process and through foundation dollars. Creative Technologies plans to meet future space needs, along with funding for these spaces, through a combination of RERIP, annual Provost Enhancement and Academic Enhancement Fund requests, partnering with eSports gaming facilities, partnering with DIGGs/XR@ISU facilities, and partnering with the Wonsook Kim School of Art and CFAIT.

f.   Are <u>library resources</u> adequate to support the program when fully implemented?   Please elaborate.
        Response: Milner is already partnered with Creative Technologies.

g.   Are there any additional costs not addressed in items a. – d.? If "yes" please explain.
        Response: N/A

h.   Are any sources of funding temporary? If so, how will the program be sustained once these funds are exhausted?
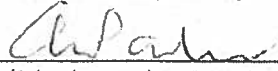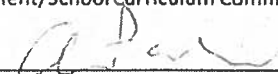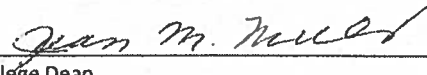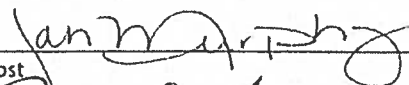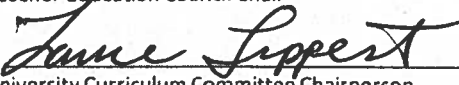   Response: N/A

i.   If this is a graduate program, discuss the intended use of graduate assistantships and where the funding for assistantships would come from.

        Response: N/A

Table 2:   RESOURCES REQUIREMENTS

TABLE 2

ESTIMATED COSTS OF THE PROPOSED PROGRAM- Only new resources not currently available to the program			
Category	Anticipated Funding Source	Year One Fall 2021	Year Five Fall 2025 (when fully implemented)
Section 1: Operating Expenses			
Including but not limited to: Contractual, Commodities, Equipment, etc.	Dean's Operational Budget	$0	0
Section 2: Personnel			
Faculty	Normal Annual Faculty Requests Process / College Priority	0	0
Other Personnel Costs – All Staff excluding Faculty	$	$0	
Section 3: Facilities			
Including but not limited to rental, maintenance, etc.	PE and AEF Requests / College Priority	0	0

Routing and action summary – in sequential order:

1. _____ $1-15$
Department/School Curriculum Committee Chair   Date Approved

2. _____ $1-15$
Department Chairperson/School Director   Date Approved

3. _____   1/15/20
College Dean   Date Approved

4. _____   1.29.20
Provost   Date Approved

5. _____   1-30-2020
College Curriculum Committee Chairperson   Date Approved

6. _____
Teacher Education Council Chair   Date Approved

7. _____   2.28, 2020
University Curriculum Committee Chairperson   Date Approved

ILLINOIS STATE
UNIVERSITY
Illinois' first public university

November 11, 2019

Aaron Paolucci
Director, Creative Technologies Program

The School of Theatre and Dance is aware of the impact the proposed sequences in Interdisciplinary Technologies and Game Design will have on our curriculum. We are able to meet the course requirements within the proposals that overlap into our area.

Sincerely,

Ann Haugo
Interim Director

November 18, 2019

Aaron Paolucci
Director, Program in Creative Technologies
Illinois State University

Professor Paolucci:

The Wonsook Kim School of Art is supportive of the inclusion of Art courses among the elective options for Creative Technology majors. Additionally, we are aware of the potential impact that the proposed sequence in Game Design will have on our curriculum. We feel confident that we will be able to meet the associated needs within the proposal that overlap into our area.

Sincerely,

Michael Wille
Professor of Art
Director, Wonsook Kim School of Art
Illinois State University

College of Fine Arts
School of Music

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ILLINOIS STATE UNIVERSITY
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October 23, 2019

Creative Technologies Curriculum Committee
Wonsook Kim College of Fine Arts
Illinois State University
Normal, IL 61790

To the Committee:

The School of Music is aware of the impact the proposed Sequence in Interdisciplinary Technologies and the Sequence in Game Design will have on our curriculum, and we are able to meet the course requirements within the proposals that overlap into our area.

Sincerely,

Stephen B. Parsons
Director, School of Music