# YOUR SOUTH DAKOTA BOARD OF REGENTS PUBLIC UNIVERSITIES & SPECIAL SCHOOLS

## SOUTH DAKOTA BOARD OF REGENTS

## **ACADEMIC AFFAIRS FORMS**

# Substantive Program Modification Form

UNIVERSITY:	SDSU
<b>CURRENT PROGRAM TITLE:</b>	Studio Art (B.F.A.) – Painting Specialization
CIP CODE:	50.0702
UNIVERSITY DEPARTMENT:	School of Design
UNIVERSITY DIVISION:	Arts, Humanities & Social Sciences

## **University Approval**

To the Board of Regents and the Executive Director: I certify that I have read this proposal, that I believe it to be accurate, and that it has been evaluated and approved as provided by university policy.

	Dannia D. Hadaa				12/12/2010			
	Dennis D. Hedge			_	12/12/2019			
	Vice President of Academic Affairs	or			Date			
	President of the University							
1.	This modification addresses a change in:							
$\boxtimes$	Total credits required within the discipline	$\boxtimes$	Total ca	redits of s	upportive course work			
$\boxtimes$	Total credits of elective course work		Total c	redits req	uired for program			
	Program name	$\boxtimes$	Existin	g speciali	zation			
	CIP Code		Other (	explain b	elow)			
2.	Effective date of change: 2020-2021 Academi	c Year						
<b>3.</b>	<b>Program Degree Level:</b> Associate □ Bache	lor's ⊠	Maste	er's □	Doctoral □			
4.	<b>Category:</b> Certificate $\square$ Specialization $\square$	Mi	nor 🗆	Major 2	3			
<b>5.</b>	. If a name change is proposed, the change will occur:							
	☐ On the effective date for all students							
	☐ On the effective date for students new to the program (enrolled students will graduate from							
	existing program)	_			-			
	Proposed new name:							
_	TD . A . A . C.A.I. TA.K. 1. C							

### 6. Primary Aspects of the Modification:

Existing Curriculum

Proposed Curriculum (highlight changes)

Pref.	Num.	Title	Cr. Hrs.	Pref. Num. Title		Cr. Hrs.	
Systems General Education Requirements		30	Systems General Education Requirements			30	
ENGL	101	Composition I (SGR #1)	3	ENGL	101	Composition I (SGR #1)	3
ENGL	201	Composition II (SGR #1)	3	ENGL	201	Composition II (SGR #1)	3
SPCM	101	Fundamentals of Speech (SGR #2)	3	SPCM	101	Fundamentals of Speech (SGR #2)	3
		SGR #3 – Social Sciences/Diversity	3			SGR #3 – Social Sciences/Diversity	
		SGR #3 – Social Sciences/Diversity	3			SGR #3 – Social Sciences/Diversity	3
ARTH	211	History of World Art I (SGR #4)	3	ARTH	211	History of World Art I (SGR #4)	3
		SGR #4 - Humanities and Arts/	3			SGR #4 - Humanities and Arts/	3
		Diversity				Diversity	
		SGR #5 – Mathematics	3			SGR #5 – Mathematics	3
		SGR #6 – Natural Sciences	3			SGR #6 – Natural Sciences	3
		SGR #6 – Natural Sciences	3			SGR #6 – Natural Sciences	3

Existing Curriculum (highlight changes)

Pref.	Num.	Title	Cr. Hrs.	Pref.	Num.	sea Curriculum ( <mark>nignitight changes)</mark>   Title	Cr. Hrs
	ollege Requ	I.	3			uirements	3
AHSS	111	Introduction to Global Citizenship and Diversity (3) {Studio Art – Ceramics, Painting, Printmaking and Sculpture}	3	AHSS	111	Introduction to Global Citizenship and Diversity (3) {Studio Art – Ceramics, Painting, Printmaking and Sculpture}	3
		Upper Division Credits (300-400 level coursework)	33			Upper Division Credits (300-400 level coursework)	33
		Capstone course in the major ART 433 Painting: Level V				Capstone course in the major ART 433 Painting: Level V	
		equirements	12	School of Design Requirements			
		credits of coursework beyond SGRs,	12			credits of coursework beyond SGRs,	<mark>14</mark>
	Major, and Support Courses			Major, and Support Courses			
ART	121	Design I 2D	3	ART <mark>/</mark> DSGN	121	Design I 2D	3
DSGN	110	Creative Thinking	3	DSGN	110	Creative Thinking	3
DSGN	152	Design Fundamentals II	3	<mark>DSGN</mark>	<del>152</del>	<del>Design Fundamentals II</del>	3
				<b>DSGN</b>	<mark>452</mark>	Design Capstone	2
		School of Design Elective - Students are required to take an elective shop or studio in another School of Design discipline (other than their major discipline). Contact the School of Design advisor for the approved list of courses.	3	ARCH ARCH ID	241 341 112	School of Design Elective – Select 6 credits from the list below. Students are required to complete six credits of elective shops, studios, or history courses in another School of Design discipline. Courses may not include GDES, ART, or ARTH prefix. Contact the School of Design advisor for approval of additional courses.  Building History I  Building History II  Drafting and Visualization	3 3 2
				ID	180	Introduction to Interior Design	2
				ID	209	Human Factors and Behaviors	3
				ID	215	Interior Design Materials	3
				ID	216	Light and Color	3
				ID	341	History of Interior Design I	3
				ID	342	History of Interior Design II	3
				LA	101	Ecology and the Built Landscape	3
				LA	132	Seeing and Drawing the Land	3
				LA	231	Digital Drafting and Mapping the Land	2
				LA	232	Digital Representation	<mark>2</mark>
				LA	242	People and the Environment	2
				LA	251	Site Analysis	4
				LA	252	Site Planning	4
Major Re	Requirements		60	Major R	equiremer	· ·	61
ART	111	Drawing I	3	ART	111	Drawing I	3
ART	112	Drawing II	3	ART	112	Drawing II	3
ART	122	Design II Color	3	ART	122	Design II Color	3
				ART	123	Three Dimensional Design	3
ART	201	First Review	1	ART	201	First Review	1
ART	231	Painting I	3	ART	231	Painting I	3
ART	241	Sculpture I	3	ART	241	Sculpture I	3
ART	251	Ceramics I	3	ART	251	Ceramics I	3
ART	281	Printmaking I	3	ART	281	Printmaking I	3
ART	301	Second Review	1	ART	301	Second Review	1
ART	401	Thesis Exhibition	1	ART	401	Thesis Exhibition	1
ART	482	Travel Study	1	ART	482	Travel Study	1

Existing Curriculum Proposed Curriculum (highlight changes) Pref. Num. Title Cr. Hrs. Pref. Num. Title Cr. Hrs. Ceramics, Painting, Printmaking, Sculpture Specializations Ceramics, Painting, Printmaking, Sculpture Specializations Major Electives Major Electives ART ART 3XX 300 Level Studio Elective 6 3XX 300 Level Studio Elective 6 Painting Specialization Requirements 27 Painting Specialization Requirements 24 ART Drawing III: Figurative 3 Drawing III: Figurative 3 211 **ART** 211 **ART** 212 Drawing IV: Mixed Media 3 ART 212 Drawing IV: Mixed Media 3 **ART** 331 Painting: Level II 3 ART 331 Painting: Level II 3 ART **ART** 402 Thesis Project 3 <del>402</del> Thesis Project 3 Painting: Level III Painting: Level III **ART** 431 3 **ART** 431 3 3 432 Painting: Level IV 432 3 ART **ART** Painting: Level IV **ART** 433 Painting: Level V (capstone) 3 **ART** 433 Painting: Level V (capstone) 3 ART 494 Internship 3 ART <del>494</del> **Internship** or <del>or</del> ART 495 ART <u> 405</u> Practicum Practicum Practicum ART, ARTH, GDES, or AHSS 110 3 Elective **ARTH** 490 3 **ARTH** 490 3 Seminar Seminar **Supporting Coursework Supporting Coursework** 12 12 ART 192 Topics (Digital Photography) 3 ART 192 Topics (Digital Photography) 3 **MCOM** 265 **MCOM** 265 Basic Photography Basic Photography 211 History of World Art I (SGR 4) 211 History of World Art I (SGR 4) **ARTH** ARTH 212 History of World Art II 3 212 History of World Art II 3 **ARTH ARTH ARTH** 320 Modern Art and Architecture 3 **ARTH** 320 Modern Art and Architecture 3 **GDES** 101 Computer Graphics 3 **GDES** 101 Computer Graphics 3 3 **Electives Electives** Academic Requirements: Academic Requirements: Studio Art students must maintain at least a major GPA of 2.6 and Studio Art students must maintain at least a major GPA of 2.6 and an overall GPA of 2.5 on a 4.0 scale for the duration of the an overall GPA of 2.5 on a 4.0 scale for the duration of the program. program. A grade of a "C" or better is required in all ART, A grade of a "C" or better is required in all ART, ARTE, ARTH, ARTE, ARTH, GDES, DSGN, LA, ARCH, and ID courses. GDES, DSGN, LA, ARCH, and ID courses.

Summary of Credits for Studio Art (B.F.A.) – Painting Specialization							
<b>Systems General Education Requirements</b>	30	<b>Systems General Education Requirements</b>	30				
AHSS College Requirements	3	AHSS College Requirements	3				
School of Design Requirements	12	School of Design Requirements	<mark>14</mark>				
Additional required credits of coursework beyond SGRs,	12	Additional required credits of coursework beyond SGRs,	<mark>14</mark>				
Major, and Support Courses		Major, and Support Courses					
Major Requirements	60	Major Requirements	<mark>61</mark>				
Supporting Coursework	12	Supporting Coursework	12				
Electives	3	<b>Electives</b>	0				
Total number of hours required for specialization	72	Total number of hours required for specialization	<mark>73</mark>				
Total number of hours required for degree	120	Total number of hours required for degree	120				

#### 7. Explanation of the Change:

In 2015 the School of Design (SOD) was formed bringing together programs in Architecture, Graphic Design, Interior Design, Landscape Architecture, and Studio Art. The School identified 14 credits that would be required by all students within these programs. In addition to ART 121 Design I 2D (3 cr.), DSGN 110 Creative Thinking (3 cr.), DSGN 152 Design Fundamentals II (3 cr.), and an elective shop or studio in another School of Design discipline (3 cr.), programs required DSGN 140 Successful Design Student Practices (2 cr.). The School of Design has identified a need to shift the coursework to provide an experience that will be throughout a student's four years versus freshman level courses and to provide an opportunity for more cross-disciplinary learning.

The following changes have been identified for the Studio Art major:

- ART 121 Design I 2D (3 cr.) will be cross-listed to the DSGN prefix. This will allow for easier identification of the course as a core requirement within the School of Design curriculum.
- Removed DSGN 152 Design Fundamentals II (3 cr.) and increased the number of elective shop, studio, or history courses in another School of Design discipline from three to six credits. Increasing the number of elective shop, studio, or history credits will bolster the design learning outcomes for students in a cross-disciplinary fashion. Students in Studio Art will be required to complete six credits of studio courses in the built environment (Architecture, Interior Design, and Landscape Architecture). Students in Architecture, Interior Design and Landscape Architecture will be required to complete six credits from a list of studio/lecture courses within Art, Art History, or Graphic Design.
- Replaced DSGN 140 Successful Design Student Practices (2 cr.) with DSGN 452 Design Capstone (2 cr.). As a School, the skills students are receiving in DSGN 140 are skills that they are also gaining in other SOD first year courses. The faculty in DSGN 110 and ART 121 are instilling knowledge of successful student practices and student engagement. Students will benefit more from a collaborative senior student capstone experience DSGN 452. This capstone studio presents students with an interdisciplinary exploration of a contemporary issue in art and design. The topic of each section will be populated with upper-level undergraduate School of Design students. This course will be linked to the research and creative activity of a faculty lead. Students will draw on disciplinary practices and design foundations to complete a small-group project-based study. This is a way of preparing SOD students for future careers, where designers work collaboratively in the job market.
- Added ART 123 Three Dimensional Design (3 cr.). This course was part of the curriculum prior to the shift into the School of Design. The current DSGN 152 (3 cr.) course serves Studio Art students with the skillsets they will attain in ART 123. ART 123 is important for a student to maintain a course with a 3D approach.
- Removed ART 402 Thesis Project (3 cr.). Students are curating their work in ART 401 Thesis Exhibition (15 hours of coursework) that they've made in other courses. The DSGN 452 Design Capstone will also help in providing an interdisciplinary experience.
- Replaced ART 494 Internship (3 cr.) and ART 495 Practicum (3 cr.) with the ART/ ARTH/
  GDES elective (3 cr.). Due to the lack of internship opportunities students are unable to take
  advantage of ART 494 and ART 495. Students will be allowed to select any course from ART,
  ARTH, and GDES.