

Submit original with signatures + 1 copy + electronic copy to Faculty Senate (Box 7500).
 See <http://www.uaf.edu/uafgov/faculty-senate/curriculum/course-degree-procedures/> for a complete description of the rules governing curriculum & course changes.

TRIAL COURSE OR NEW COURSE PROPOSAL

SUBMITTED BY:

Department	ART	College/School	CLA
Prepared by	Miho Aoki	Phone	474-5425
Email Contact	Maoki3@alaska.edu	Faculty Contact	Miho Aoki

1. ACTION DESIRED (CHECK ONE):

Trial Course	<input type="checkbox"/>	New Course	<input checked="" type="checkbox"/>
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2. COURSE IDENTIFICATION:

Dept	ART	Course #	F271	No. of Credits	3
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Justify upper/lower division status & number of credits:

This course is an introductory computer art course

3. PROPOSED COURSE TITLE: Beginning Computer Art

4. To be CROSS LISTED? YES/NO

No	If yes, Dept:	<input type="text"/>	Course #	<input type="text"/>
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(Requires approval of both departments and deans involved. Add lines at end of form for additional required signatures.)

5. To be STACKED? YES/NO

No	If yes, Dept.	<input type="text"/>	Course #	<input type="text"/>
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Stacked course applications are reviewed by the (Undergraduate) Curricular Review Committee and by the Graduate Academic and Advising Committee. Creating two different syllabi—undergraduate and graduate versions—will help emphasize the different qualities of what are supposed to be two different courses. The committees will determine: 1) whether the two versions are sufficiently different (i.e. is there undergraduate and graduate level content being offered); 2) are undergraduates being overtaxed?; 3) are graduate students being undertaxed? In this context, the committees are looking out for the interests of the students taking the course. Typically, if either committee has qualms, they both do. More info online - see URL at top of this page.

6. FREQUENCY OF OFFERING:

Every Fall	
Fall, Spring, Summer (Every, or Even-numbered Years, or Odd-numbered Years) - or As Demand Warrants	

7. SEMESTER & YEAR OF FIRST OFFERING (AY2013-14 if approved by 3/1/2013; otherwise AY2014-15)

~~AY2013-14~~ AY2014-2015

8. COURSE FORMAT:

NOTE: Course hours may not be compressed into fewer than three days per credit. Any course compressed into fewer than six weeks must be approved by the college or school's curriculum council. Furthermore, any core course compressed to less than six weeks must be approved by the core review committee.

COURSE FORMAT: (check all that apply)

<input type="checkbox"/>	1	<input type="checkbox"/>	2	<input type="checkbox"/>	3	<input type="checkbox"/>	4	<input type="checkbox"/>	5	<input checked="" type="checkbox"/>	6 weeks to full semester
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OTHER FORMAT (specify)

Mode of delivery (specify lecture, field trips, labs, etc)

1 hour lecture + 4 hour studio per week

9. CONTACT HOURS PER WEEK:

1	LECTURE hours/weeks	4	LAB hours /week		PRACTICUM hours /week
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Note: # of credits are based on contact hours. 800 minutes of lecture=1 credit. 2400 minutes of lab in a science course=1 credit. 1600 minutes in non-science lab=1 credit. 2400-4800 minutes of practicum=1 credit. 2400-8000 minutes of internship=1 credit. This must match with the syllabus. See <http://www.uaf.edu/uafgov/faculty-senate/curriculum/course-degree-procedures-guidelines-for-computing/> for more information on number of credits.

OTHER HOURS (specify type)

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10. COMPLETE CATALOG DESCRIPTION including dept., number, title, credits, credit distribution, cross-listings and/or stacking (50 words or less if possible):

Example of a complete description:

FISH F487 W, O Fisheries Management
3 Credits Offered Spring
Theory and practice of fisheries management, with an emphasis on strategies utilized for the management of freshwater and marine fisheries. Prerequisites: COMM F131X or COMM F141X; ENGL F111X; ENGL F211X or ENGL F213X; ENGL F414; FISH F425; or permission of instructor. Cross-listed with NRM F487. (3+0)

Art F271 Beginning Computer Art (h)
3 Credits Offered Fall

Basic techniques of computer art. The course covers basic animation, motion graphics, digital painting and digital design. Special fees apply. Prerequisites: Art F161 or permission of instructor. (1 + 4)

11. COURSE CLASSIFICATIONS: Undergraduate courses only. Consult with CLA Curriculum Council to apply S or H classification appropriately; otherwise leave fields blank.

H = Humanities S = Social Sciences

Will this course be used to fulfill a requirement for the baccalaureate core? If YES, attach form. YES: NO:

IF YES, check which core requirements it could be used to fulfill:

O = Oral Intensive, Format 6 W = Writing Intensive, Format 7 Natural Science, ("X" for Core) Format 8

11.A Is course content related to northern, arctic or circumpolar studies? If yes, a "snowflake" symbol will be added in the printed Catalog, and flagged in Banner.

YES NO

12. COURSE REPEATABILITY:

Is this course repeatable for credit? YES NO

Justification: Indicate why the course can be repeated (for example, the course follows a different theme each time).

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How many times may the course be repeated for credit? TIMES

If the course can be repeated for credit, what is the maximum number of credit hours that may be earned for this course? CREDITS

If the course can be repeated with variable credit, what is the maximum number of credit hours that may be earned for this course? CREDITS

13. GRADING SYSTEM: Specify only one. Note: Later changing the grading system for a course constitutes a Major Course Change.

LETTER: PASS/FAIL:

RESTRICTIONS ON ENROLLMENT (if any)

14. PREREQUISITES

Art F161 Two Dimensional Design or permission of instructor

These will be required before the student is allowed to enroll in the course.

15. SPECIAL RESTRICTIONS, CONDITIONS

16. PROPOSED COURSE FEES

\$50

Has a memo been submitted through your dean to the Provost for fee approval?
Yes/No

No

17. PREVIOUS HISTORY

Has the course been offered as special topics or trial course previously?
Yes/No

No

If yes, give semester, year, course #, etc.:

18. ESTIMATED IMPACT

WHAT IMPACT, IF ANY, WILL THIS HAVE ON BUDGET, FACILITIES/SPACE, FACULTY, ETC.

This course requires a computer lab, Music Room 305, and a faculty member knowledgeable in the field. The Art Department has adequate faculty resources to offer this class.

19. LIBRARY COLLECTIONS

Have you contacted the library collection development officer (kljensen@alaska.edu, 474-6695) with regard to the adequacy of library/media collections, equipment, and services available for the proposed course? If so, give date of contact and resolution. If not, explain why not.

No

Yes

X

I have contacted Karen Jensen of the Rasmuson Library. Students in other computer art courses use digital books and online video books and tutorials available through Rasmuson Library. The library also subscribes to "ebrary," a collection of 70,000+ ebooks including many titles in the digital art, film making and photography area.

20. IMPACTS ON PROGRAMS/DEPTS

What programs/departments will be affected by this proposed action?
Include information on the Programs/Departments contacted (e.g., email, memo)

Music and Theater Departments will coordinate with the Art Department to share the computer lab, Music Room 305. They have been contacted.

21. POSITIVE AND NEGATIVE IMPACTS

Please specify positive and negative impacts on other courses, programs and departments resulting from the proposed action.

The introduction of Art F271 will bring the computer art major in alignment with the other studio art majors, each of which starts their focus at the 200 level. This will help students choose their major concentration while working at the 200 level. This change allows the program to make Art F371 a more properly advanced course.

JUSTIFICATION FOR ACTION REQUESTED

The purpose of the department and campus-wide curriculum committees is to scrutinize course change and new course applications to make sure that the quality of UAF education is not lowered as a result of the proposed change. Please address this in your response. This section needs to be self-explanatory. Use as much space as needed to fully justify the proposed course.


Currently Art F371 is the first computer art course in the computer art concentration. In the Art BA and BFA curriculum, students choose one course from the following list:

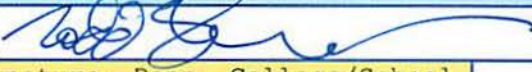
- Art F201-Beginning Ceramics-3 credits
- Art F207-Beginning Printmaking-3 credits
- Art F209-Beginning Metalsmithing and Jewelry-3 credits
- Art F268-Beginning Native Art Studio-3 credits
- Art F371-Digital Photography and Pixel Painting-3 credits

Art F371 is the only 300 level course on this list; the others are all 200 level "Beginning" courses. Currently, if a student chooses to become a computer art major, the student must use Art F371 to fulfill this requirement and cannot use those 300-level credits as upper division credits.

APPROVALS: Add additional signature lines as needed.

	Date	4-26-13
Signature, Chair, Program/Department of:	ART	

	Date	5-9-13
Signature, Chair, College/School Curriculum Council for:	CLA	

	Date	5/13/13
Signature, Dean, College/School of:	CLA	

Offerings above the level of approved programs must be approved in advance by the Provost.

	Date	
Signature of Provost (if above level of approved programs)		

ALL SIGNATURES MUST BE OBTAINED PRIOR TO SUBMISSION TO THE GOVERNANCE OFFICE

	Date	
Signature, Chair Faculty Senate Review Committee: <input type="checkbox"/> Curriculum Review <input type="checkbox"/> GAAC <input type="checkbox"/> Core Review <input type="checkbox"/> SADAC		

ADDITIONAL SIGNATURES: (As needed for cross-listing and/or stacking)

	Date	
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Signature, Chair,
Program/Department of:

--

Date

Signature, Chair, College/School
Curriculum Council for:

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Date

Signature, Dean, College/School
of:

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Memo:

Date: February 14, 2013

To: Provost Dr. Susan Henrichs

Through: Todd Sherman, CIA Deputy

From: Miho Aoki, Art Department

Approved 3/1/13
S. Henrichs
OK

907-474-5425

Re: Course Fee for a New Course in Art

I would like to request a course fee for a new course, ART 271 Beginning Computer Art. I am preparing a new course proposal for this class and would like to ask for \$50 course fee to cover the software and lab maintenance cost. The course is going to take place in Fine Arts Complex Music Wing Room 305. The room has computers specialized for video editing and digital special effects. The lab is under a maintenance contract with the OIT and has a Polar Express card access device attached to the door. The Art, Music and Film programs share the cost of maintaining the lab, and other courses taking place in this lab has the same \$50 course fee to cover the cost.


Art Department Chair Approval: David Mollett

ATTACH COMPLETE SYLLABUS (as part of this application). The guidelines are online:

<http://www.uaf.edu/uafgov/faculty-senate/curriculum/course-degree-procedures-/uaf-syllabus-requirements/>

The Faculty Senate curriculum committees will review the syllabus to ensure that each of the items listed below are included. If items are missing or unclear, the proposed course (or changes to it) may be denied.

SYLLABUS CHECKLIST FOR ALL UAF COURSES

During the first week of class, instructors will distribute a course syllabus. Although modifications may be made throughout the semester, this document will contain the following information (as applicable to the discipline):

1. Course information:

Title, number, credits, prerequisites, location, meeting time (make sure that contact hours are in line with credits).

2. Instructor (and if applicable, Teaching Assistant) information:

Name, office location, office hours, telephone, email address.

3. Course readings/materials:

Course textbook title, author, edition/publisher.

Supplementary readings (indicate whether required or recommended) and any supplies required.

4. Course description:

Content of the course and how it fits into the broader curriculum;

Expected proficiencies required to undertake the course, if applicable.

Inclusion of catalog description is *strongly* recommended, and

Description in syllabus must be consistent with catalog course description.

5. Course Goals (general), and (see #6)

6. Student Learning Outcomes (more specific)

7. Instructional methods:

Describe the teaching techniques (eg: lecture, case study, small group discussion, private instruction, studio instruction, values clarification, games, journal writing, use of Blackboard, audio/video conferencing, etc.).

8. Course calendar:

A schedule of class topics and assignments must be included. Be specific so that it is clear that the instructor has thought this through and will not be making it up on the fly (e.g. it is not adequate to say "lab". Instead, give each lab a title that describes its content). You may call the outline Tentative or Work in Progress to allow for modifications during the semester.

9. Course policies:

Specify course rules, including your policies on attendance, tardiness, class participation, make-up exams, and plagiarism/academic integrity.

10. Evaluation:

Specify how students will be evaluated, what factors will be included, their relative value, and how they will be tabulated into grades (on a curve, absolute scores, etc.) Publicize UAF regulations with regard to the grades of "C" and below as applicable to this course. (Not required in the syllabus, but may be a convenient way to publicize this.) Faculty Senate Meeting #171:

<http://www.uaf.edu/uafgov/faculty-senate/meetings/2010-2011-meetings/#171>

11. Support Services:

Describe the student support services such as tutoring (local and/or regional) appropriate for the course.

12. Disabilities Services: Note that the phone# and location have been **updated**.

The Office of Disability Services implements the Americans with Disabilities Act (ADA), and ensures that UAF students have equal access to the campus and course materials.

State that you will work with the Office of Disabilities Services (208 WHITAKER BLDG, 474-5655) to provide reasonable accommodation to students with disabilities.

ART F271 Beginning Computer Art

3 Credits

Time: TBA

Instructor: Miho Aoki

Office Hours: TBA

E-mail: maoki3@alaska.edu

Semester: Spring 2014

Location: Music Room 305

Office: Music Room 306

Prerequisite: ART F161 Two-Dimensional Digital Design

This course introduces the student to basic techniques of computer art. The course covers basic animation, motion graphics, digital painting and digital design. Contemporary digital artists are also discussed.

Required Materials:

- USB drives to backup and transfer files – Pencils

Other Requirements:

- Blackboard access
- Please check your alaska.edu e-mail everyday (class announcements will be sent to your alaska.edu e-mail address from Blackboard)

Course Goals:

Goals of this course are:

- two dimensional digital art mediums
- well-known artists and their work in the field of digital art

Course Outcomes:

Through this course, students will:

- develop personal aesthetics in digital media
- acquire overall knowledge in digital art within-contemporary art
- understand basic technology used for the digital art media
- acquire basic skills to create vector graphics drawings, raster graphic images and moving imagery

We will use Adobe Creative Suite for class projects. Becoming familiar with the software package is essential to produce good works. However, the ultimate goal of this course is to apply newly-obtained skills to produce images that stand on their own. The object is not to simply learn the software packages.

Class:

The class will have about 1 hour lecture and 4 hours studio time per week. Students are expected to bring their projects to the class and work during the studio time.

Classroom policy:

Checking e-mails, typing papers for other classes, playing games, browsing the Internet, instant messaging, using cell phones and other activities not related to the class should be done during breaks or outside of the class time. Typing, excessive clicking and listening to music are not allowed during presentations and lectures. Students are expected to spend at least several hours/week outside of the

class to complete assignments. The lab will be available to students except the time slots used by other classes.

Students must save and backup files. Do not store your projects only on the lab computers. Please save often and backup your files.

Attendance:

If you miss more than 4 classes/labs, your final grade will be reduced. If you miss more than 6 classes/abs, you will receive an F for your final grade.

Grading Opportunities:

Assignment 1: Typography Art Creating text based imagery	<u>worth 20% of grade for course</u>
Assignment 2: Basic Animation Creating frame by frame animation	<u>worth 20% of grade for course</u>
Assignment 3: Motion Graphics Creating basic motion graphics with moving imagery	<u>worth 20% of grade for course</u>
Final Project: Open project	<u>worth 20% of grade for course</u>
Participation in class discussions and critiques	<u>worth 20% of grade for course</u>

Grade Scale:

A : 3.7 to 4.0	A- : 3.5 to 3.69	B+ : 3.2 to 3.49
B : 2.8 to 3.19	B- : 2.8 to 2.79	C+ : 2.2 to 2.49
C : 1.8 to 2.19	C- : 1.5 to 1.79	D+ : 1.2 to 1.49
D : 0.8 to 1.19	F: less than 0.8	

Project Grading Standard:

4 points

Work is original, unique, ambitious and outstanding in concept, design and execution. Risk taking and experiment are essential. Execution of work is considered excellent and shows understanding and experimentation with materials and techniques. All work must be finished on time and presented clearly and attractively. Technical challenges must be actively tackled and overcome.

3 points

Work is well executed with a high degree of competency and range of techniques. Work meaningfully fulfills the criteria of the assignment and communicates the concept. Work is well presented and on time.

2 points

Work is complete but average in concept, design and technique.
Work is limited by technical weakness and limited technique.
Although satisfactory the work could use improvement.

1 point

Work is poor in design, concept and execution.
Work is poorly presented or unfinished.
Work is not innovative, creative or showing self-motivation.
Technical skills are not mastered.

0 point

The student did not hand in work.

Work does not address the criteria of the assignment.

Work fails to meet the minimum requirements of the Professor in quality or quantity.

Academic Honesty:

The University of Alaska requires students to conduct themselves honestly and responsibly, and to respect the rights of others. In class assignments, students must submit work that fairly and accurately reflects their level of accomplishment. Any work that is not a product of the student's own effort is considered dishonest. Students may not submit the same work for more than one class. Please refer to the Student Code of Conduct for additional information regarding the policy on academic honesty.

Support Services:

You have access to online training videos of the software used in the course through the university.

Lynda.com

<http://library.uaf.edu/databases-by-title>

(click on "L" and select "Lynda.com (software training videos)")

Atomic Learning

<https://atomic.alaska.edu/>

Disabilities Services:

The Office of Disability Services implements the Americans with Disabilities Act (ADA), and ensures that UAF students have equal access to the campus and course materials. We will work with the Office of Disabilities Services (208 WHITAKER BLDG, 474-5655) to provide reasonable accommodation to students with disabilities.

Course Schedule:

Week 1: Introduction

Week 2:

Text and Imagery

Typography Basics

Week 3:

Studio time for Assignment 1

Assignment 1 Due, Critique

Week 4:

Basic animation techniques

Studio time

Week 5:

Various animation techniques

Studio time, preparation for Assignment 2

Week 6:
Editing animation
Studio time for Assignment 2

Week 7:
Studio time for Assignment 2
~~Midterm~~ Presentation of Assignment 2

Week 8:
Moving imagery, using video for art
Basic Motion Graphics

Week 9:
Previsualization
Type and video

Week 10:
Effects for video
Colors for video

Week 11:
Studio time for Assignment 3

Week 12:
Assignment 3 studio time
Assignment 3 Due, Critique

Week 13:
Final Project proposal due

Week 14:
Final Project Studio time

Week 15:
Final Project Work in Progress Check
Final Project Studio Time and

Finals Week: Final Project Presentation