UMBC UGC Program Changes & Other Request: <u>Visual Arts, Animation Concentration BA</u>

Date Submitted: 11/11/15   Proposed Effective Date: Fall 2016

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Specifics (see instructions):

PRESENT ANIMATION/INTERACTIVE MEDIA CONCENTRATION BA REQUIREMENTS:	PROPOSED ANIMATION CONCENTRATION BA REQUIREMENTS:

VISUAL ARTS CORE COURSES (27 credits) +
 	
(33 credits)
ART341 Introduction to Animation
ART343 History of Animation
ART382 Intro to Interactive Art
ART383 Sound Design
ART384 Introduction to 3D Computer Animation
ART387 Expression In Time and Motion
ART484 Advanced 3D Computer Animation
ART488 Advanced Topics in Animation and Interactive Media
ART489 Senior Projects
 	
ANIMATION TRACK
ART447 Special Effects & Motion Graphics
ART347 Writing for Media Arts
 	
INTERACTIVE TRACK
ART380 History and Theory of Games
ART486 Interactive Media 2
 	
= Animation/Interactive Media (33 credits) + Visual Arts Core (27 credits) = 60 credits
	VISUAL ARTS CORE COURSES (27 credits) +
	
	(30 credits)
	ART341 Introduction to Animation
	ART383 Sound Design
	ART343 History of Animation
	ART347 Writing for Media Arts
	ART384 Introduction to 3D Animation
	ART387 Animation in the Physical World
	ART447 Motion Graphics and Compositing
	ART486 Real-Time Animation
	ART488 Advanced Topics in Animation
	ART489 Senior Projects
	
	+ 1 Animation Elective (3 credits)
	     ART380 History and Theory of Games
	     ART389 Topics in Animation and Interactive Media
	     ART484 Advanced 3D Animation
	     ART487 Pre-Production for Animation
	     ART488 Advanced Topics in Animation (3 credits in addition to required/non-elective ART488)
	     ART494/496 Internships (3 credits)
	     ART495 Independent Study (3 credits)
	
	= Animation (33 credits) + Visual Arts Core (27 credits) = 60 credits

Rationale (see instructions):
   a) **What are the major departures from the current structure and why is the new structure preferable?**

In response to current trends in the field of animation, the Department of Visual Art's Animation and Interactive Media area proposes to adjust the course progression and eliminate its Interactive Media track.

The diversity of fields to which students can apply their learning through our major continues to grow, as converging technologies extends the reach of animation-related careers beyond the traditional cinematic and game related boundaries. Some of these career paths include biomedical imaging, mobile design, and user interface development. With these broader applications, it is essential that students are exposed early in the program to the breadth of the field while focusing on the fundamental skills of creating animated movement, which apply across mediums and fields. Once a fundamental proficiency is reached, students are then encouraged to develop advanced conceptual and technical skills in a more focused area so they will be successful after graduation. The program changes allow more autonomy for students to direct their own learning through electives and the capstone project, while providing firmer foundational skills across mediums. Adjusting prerequisites will allow students to choose a path through the curriculum that suits their specific interests in the field of animation, which has experienced a broadening of "real world" applications over the past decade.

Over the last 8 years, the majority of AIM majors have elected to pursue the Animation Track, as opposed to Interactive Media. This imbalance has made it difficult to regularly offer and fill advanced courses, under serving the relatively few students within the emphasis. Eliminating the Interactive Media Track addresses area needs by freeing up area resources to better accommodate the majority of AIM students. Essential aspects of Interactivity specific to animation will remain in the revised curriculum. Our successful collaborations with Computer Science, both in curriculum and through student organizations such as the Game Developers Club have been fantastic examples of artists and programmers working to explore notions of interactivity as they relate specifically to animation.

b) **What provisions will be made to accommodate current students if courses are discontinued?**

Students transitioning between requirement changes will be accommodated.

c) **If there is a change in required credits, please provide a specific justification for that change.**

There is no change in the required credits.