PROGRAM MODIFICATION FORM (4/15)

Please attach/submit additional documents as needed to fully complete each section of the form.

I. DEPARTMENT / PROGRAM

Media Arts / BFA Program / Digital Filmmaking Advising Track

II. SUMMARY

The School of Media Arts is proposing a change to the core curriculum of the BFA degree, Digital Film Making Advising tack. The school would like to add "MART 120 - Creative Coding 1", and "MART 340 Principles of Interactive Media" to its list of core requirements. This would set the number of core credits at 60 and the number of electives at 12.

III. ENDORSEMENTS AND APPROVALS

Requestor: Michael Musick
Phone / Email: 406-243-4540 / michael.musick@umontana.edu
Program Chair: Mark Shogren
*Other Affected Programs:
Signature Date 10/05/2017
Signature Date 10/12/17
Signature Date 11/16/17
Dean: Stephen Kalm

* Are affected because: (a) required courses incl. prerequisites or corequisites, (b) perceived overlap in content areas, or (c) cross-listing of coursework

IV. TYPE OF PROGRAM MODIFICATION

☑ Major □ Minor □ Option □ Teaching major / minor
☐ Other, Please describe:
V. CATALOG LANGUAGE

Attach the current catalog language with the proposed changes clearly identified.

VI. JUSTIFICATION

Just as all artists are faced with a changing landscape and one the demands training in technology literacy, so too does the field of film making within media arts. As such, we propose to add "MART 120 - Creative Coding 1", and "MART 340 - Principles of Interactive Media" to the BFA, Media Arts, Film Making Track.

This change accomplishes a number of goals for the program and for individual student’s learning.

1. This would set the number of core requirement credits for the track to 60.

2. This creates two additional opportunities for all BFA students within Media Arts to take courses together, thereby creating common knowledge, experiences, and fostering future collaboration opportunities.

3. It allows Film Making Students the opportunity to learn critical skills that are highly useful for people within the changing economy.

Creative Coding 1, teaches students the basics of coding and computer science through an artistic perspective. This allows artists the opportunity to learn these skills in a way that is potentially useful to their own creative work. More importantly, these coding skills are increasingly important in the changing artistic market, and will better prepare our students to accept and create positions requiring these capabilities. These students will develop the knowledge to be part of the conversation about the future of technology in film making and artistic practices through their involvement in this course.

Additionally, this course teaches student how to express their creative voice through code. We view it as critical that all students within Media Arts have a fundamental grounding in using code as an expressive voice.

Principles of Interactive Media, teaches students how to think about, develop, present, analyze, and discuss interactive art and experiences. This course encourages students to integrate skills developed in Creative Coding 1, and their other core film classes towards the creation of large-scale artistic experiences for the general public. Not only does this course integrate disparate skills, but it teaches students how to think about large-scale projects that do not fit the traditional mold of the film making process. Thereby making them more well-rounded artists, builders, and designers within the new economy and workforce.

VII. SUBMISSION

After all signatures have been obtained, submit original, and an electronic file to the Faculty Senate Office, UH 221. An electronic copy of the original signed form is acceptable.