

**Resolution 2019-2020.C**

**Resolution to Approve New Major, Creative Technologies, in Bachelor of Fine Arts**

Recommended by the Commission on Undergraduate Studies and Policies

First Reading: September 23, 2019

Second Reading:

Faculty Senate:

Staff Senate:

Graduate Student Assembly:

Student Government Association:

Approved by University Council:

Approved by the President:

First Effective Date to Declare Major: Spring 2020

First Effective Date to Graduate: Winter 2021

**WHEREAS**, there is significant need to change from the current admissions and portfolio review processes within the School of Visual Arts (SOVA)—which presently admits students to a general Bachelor of Fine Arts degree—to a system that enables students to directly enter specific disciplinary majors, such as Creative Technologies; and

**WHEREAS**, the creation of the Major in Creative Technologies will allow graduates of SOVA to have their specialized area of study shown on their diploma, rather than the more ambiguous Art designation as their major; and

**WHEREAS**, the Major in Creative Technologies will bolster—practically as well as administratively—the profile, identity, and disciplinary thrust of this area of study within the Bachelor of Fine Arts degree, which is already well-enrolled and well-subscribed; and

**WHEREAS**, the Major in Creative Technologies strengthens the distinctive disciplinary profile of SOVA’s curriculum in this area, preparing students for careers at the intersection of digital technology and artistic exploration, including (but not limited to): the fine arts; creative and design industries; academia; as well as various emerging transdisciplines; and

**WHEREAS**, the title “Creative Technologies” will elevate the visibility of this program within the Bachelor of Fine Arts and thus ensure more clarity for incoming freshmen and transfer students into the College of Architecture and Urban Studies, as well as facilitate enrollment management; and

**WHEREAS**, faculty in the Creative Technologies program within SOVA strongly wish to plan a more strategic and streamlined curriculum within the broad Bachelor of Fine Arts designation tailored to their distinctive research, teaching, and professional practices involving 3-D modeling; 3-D animation; gaming; motion graphics; video production; virtual reality; and contemporary fine arts practice.

**THEREFORE, BE IT RESOLVED** that the Major in Creative Technologies be approved for addition to the Bachelor of Fine Arts effective Spring 2020 and the proposal be forwarded to the President for approval.