

(NEW GRADUATE INITIATIVES)**PROPOSAL PROCEDURES CHECKLIST**

Academic units should adhere to the following procedures when requesting new curricular initiatives (degrees, concentrations or certificates).

Obtain the required approval from the Office of the Provost to move the initiative forward for internal ASU governance reviews/approvals.

- Establishment of new curricular initiative requests; degrees, concentrations, or certificates
- Rename requests; existing degrees, concentrations or certificates
- Disestablishment requests; existing degrees, concentrations or certificates

Submit any new courses that will be required for the new curricular program to the Curriculum ChangeMaker online course approval system for review and approval.

- Additional information can be found at the Provost's Office Curriculum Development website: [Courses link](#)
- For questions regarding proposing new courses, send an email to: courses@asu.edu

Prepare the applicable proposal template and operational appendix for the proposed initiative.

- New degree, concentration and certificate templates (contain proposal template and operational appendix) can be found at the Provost's Office Curriculum Development website: [Academic Programs link](#)

Obtain letters or memos of support or collaboration. (if applicable)

- When resources (faculty or courses) from another academic unit will be utilized
- When other academic units may be impacted by the proposed program request

Obtain the internal reviews/approvals of the academic unit.

- Internal faculty governance review committee(s)
- Academic unit head (e.g. Department Chair or School Director)
- Academic unit Dean (will submit approved proposal to the curriculumplanning@asu.edu email account for further ASU internal governance reviews (as applicable, University Graduate Council, CAPC and Senate)

Additional Recommendations - All new graduate programs require specific processes and procedures to maintain a successful degree program. Below are items that the Graduate Education strongly recommends that academic units establish after the program is approved for implementation.

Set-up a Graduate Faculty Roster for new PhD Programs – This roster will include the faculty eligible to mentor, co-chair or chair dissertations. For more information, please go to http://graduate.asu.edu/graduate_faculty_initiative.

Establish Satisfactory Academic Progress Policies, Processes and Guidelines – Check within the proposing academic unit and/or college to see if there are existing academic progress policies and processes in place. If none have been established, please go to http://graduate.asu.edu/faculty_staff/policies and scroll down to the **academic progress review and remediation processes** (for faculty and staff) section to locate the reference tool and samples for establishing these procedures.

Establish a Graduate Student Handbook for the New Degree Program – Students need to know the specific requirements and milestones they must meet throughout their degree program. A Graduate Student Handbook provided to students when they are admitted to the degree program and published on the website for the new degree gives students this information. Include in the handbook the unit/college satisfactory academic progress policies, current degree program requirements (outlined in the approved proposal) and provide a link to the Graduate Policies and Procedures website. Please go to http://graduate.asu.edu/faculty_staff/policies to access Graduate Policies and Procedures.

Check Box Directions – To place an “X” in the check box, place the cursor on the left-side of the box, right click to open the drop down menu, select **Properties**, under **Default value**, select **Checked** and then select **Ok**.



ARIZONA STATE UNIVERSITY
PROPOSAL TO ESTABLISH A NEW GRADUATE DEGREE

This template is to be used only by programs that have received specific written approval from the University Provost's Office to proceed with internal proposal development and review. A separate proposal must be submitted for each individual new degree program.

DEGREE PROGRAM

College/School(s) offering this degree: Herberger Institute for Design and the Arts

Unit(s) within college/school responsible for program: School of Arts, Media and Engineering

If this is for an official joint degree program, list all units and colleges/schools that will be involved in offering the degree program and providing the necessary resources:

Proposed Degree Name: Master of Arts (MA) in Digital Culture

Master's Degree Type: Master of Arts

Proposed title of major: Digital Culture

Is a program fee required? Yes [X] No []

We have proposed a \$800 annual (\$400 per term) Herberger Institute Differential Tuition Fee for all graduate programs in the Herberger Institute that currently do not have a fee (art, arts, media and engineering, dance, music, theatre and film). The proposal includes this new degree for the School of Arts, Media and Engineering.

Is the unit willing and able to implement the program if the fee is denied? Yes [X] No []

Requested effective term: Fall and year: 2014
(The first semester and year for which students may begin applying to the program)

PROPOSAL CONTACT INFORMATION
(Person to contact regarding this proposal)

Name: Heather Landes

Title: Associate Dean

Phone: 480.965.4204

Email: heather.landes@asu.edu

DEAN APPROVAL

This proposal has been approved by all necessary unit and College/School levels of review, and the College/School(s) has the resources to offer this degree program. I recommend implementation of the proposed degree program. (Note: An electronic signature, an email from the dean or dean's designee, or a PDF of the signed signature page is acceptable.)

College Dean name: (See attached memo)

College Dean Signature _____ Date: _____

College Dean name:
(if more than one college involved)

College Dean Signature _____ Date: _____

**ARIZONA STATE UNIVERSITY
PROPOSAL TO ESTABLISH A NEW GRADUATE DEGREE**

This proposal template should be completed in full and submitted to the University Provost's Office [mail to: curriculumplanning@asu.edu]. It must undergo all internal university review and approval steps including those at the unit, college, and university levels. A program **may not** be implemented until the Provost's Office notifies the academic unit that the program may be offered.

DEGREE PROGRAM INFORMATION

Master's Type: MA

(E.g. MS, MA, MAS, PSM, or other)

Proposed title of major: Digital Culture

1. PURPOSE AND NATURE OF PROGRAM:

A. Brief program description

The MA in Digital Culture is geared towards practitioners in design and the arts who have an interest in software and system development and seek to enhance their practice through expanded engagement with interactive, embodied media design in an interdisciplinary environment. It should be noted that all project work seeks to develop the analytical skills required in design and execution - in all projects students are required to undertake background work so they are familiar with key works and current and projected trends. In this way, the program can be tailored to fit the needs of those students seeking more theoretical work suited to using the MA as a stepping-stone towards a PhD.

The degree allows artists and designers to explore new avenues for realtime media creation that seek to go beyond current paradigms. Coursework also explores current practices in various contexts (performance environments, health and wellbeing, social media and communication) as well as engineering based approaches to develop experiential systems with social impact.

B. Will concentrations be established under this degree program? Yes No

(Please provide additional concentration information in the operational appendix – number 5A.)

2. PROGRAM NEED - Explain why the university should offer this program (include data and discussion of the target audience and market).

The study of Digital Culture has application in technology related industries as well as new approaches related to aspects of culture and the arts. The State of Arizona is fast developing a new profile wherein technological innovation and modern culture play key roles. By providing graduates that can support and serve in the development of new technologies and applications by fusing technical knowledge with cultural and aesthetic concerns this will position ASU as a leading media-development university.

The face of art and culture is rapidly changing. Sharing of experiences, stories and media through web logs (blogs) and electronic communities; participatory art-making and creativity forums on the web; pod casting; portable recording and playback media; creation and production on home computers; gaming; digital movies and effects; mediated public spaces and electronic design are only a few of the new activities that are defining and evolving culture. The graduates of our proposed MA will assist in the establishment, evolution and proliferation of such culture at the state, national, and international level. They will contribute significantly to Arizona establishing the necessary cultural profile for attracting and maintaining the contemporary "creative class" that drives technology-based economies.

Our target audience is those makers and practitioners already in their respective fields who are looking for a way to augment, and update their skills, as well as engage with other creatives in an

interdisciplinary environment. We also have begun to see demand for a master's degree from students in our BA in Digital Culture program who would like to continue with more advanced studies. And, there is a fit for those students who wish to customize the program with more theoretical work as a stepping-stone to doctoral studies.

3. IMPACT ON OTHER PROGRAMS - Attach any letters of collaboration/support from impacted programs. (see Checklist coversheet)

Impact statements are provided from the Herberger Institute schools of art; design; film, dance and theatre; and music; as well as the College of Liberal Arts and Sciences, College of Technology and Innovation, the Fulton Schools of Engineering, and New College.

4. PROJECTED ENROLLMENT - How many new students do you anticipate enrolling in this program each year for the next five years? Please note, The Arizona Board of Regents (ABOR) requires nine masters and six doctoral degrees be awarded every three years. Thus, the projected enrollment numbers must account for this ABOR requirement.

5-YEAR PROJECTED ANNUAL ENROLLMENT					
Please utilize the following tabular format.	1st Year	2nd Year (Yr 1 continuing + new entering)	3rd Year (Yr 1 & 2 continuing + new entering)	4th Year (Yrs 1, 2 continuing + new entering)	5th Year (Yrs 1, 2 continuing + new entering)
Number of Students Majoring (Headcount)	5	20	35	50	50

5. STUDENT LEARNING OUTCOMES AND ASSESMENT:

A. List the knowledge, competencies, and skills students should have attained by graduation from the proposed degree program. (You can find examples of program Learning Outcomes at <http://www.asu.edu/oue/assessment.html>).

Outcome 1: Graduates will demonstrate skill at transdisciplinary knowledge construction and intellectual fusion in development of socially relevant experiential media systems.

Outcome 2: Graduates will demonstrate ability to apply this knowledge to create interactive systems that focus on multiple digital culture applications.

B. Describe the plans and methods to assess whether students have achieved the knowledge, competencies and skills identified in the Learning Outcomes. (You can find examples of assessment methods at <http://www.asu.edu/oue/assessment.html>).

Measure 1: Outcome 1 will be measured by completion of AME 593 Applied Project with a grade of B or better.

Performance 1.1: At least 80% of students will earn a grade of B or better in AME 593 Applied Project on their first attempt.

Measure 2: Outcome 2 will be measured by post graduation survey of graduates asking about continuing graduate work, publications, media works, and entrepreneurship relating to digital culture.

Performance 2.1: At least 60% of MA in Digital Culture graduates will show evidence of above measures.

6. ACCREDITATION OR LICENSING REQUIREMENTS (if applicable): Provide the names of the external agencies for accreditation, professional licensing, etc. that guide your curriculum for this program, if any. Describe any requirements for accreditation or licensing.

N/A

7. FACULTY, STAFF, AND RESOURCE REQUIREMENTS:

A. Faculty

i. Current Faculty - List the name, rank, highest degree, area of specialization/expertise and estimate of the level of involvement of all current faculty members who will teach in the program.

Faculty	Rank	Highest Degree	Area of Expertise
Byrne, Daragh	Assistant Research Professor	PhD (Computing)	Personal Media Systems + Technology
Coleman, Grisha	Assistant Professor	M.F.A. (Composition and Integrated Media)	Dance, Movement, Computation and Digital Media
Finn, Ed	Assistant Professor	PhD (English and American Literature)	Digital Narratives
Ingalls, Todd	Associate Research Professor	M.M.	Interactive Media/Motion Capture, Digital Sound
Newton, David	Lecturer	M. Arch.	
Olson, Loren	Assistant Clinical Professor	B.S. (Computer Science)	Multimedia Research Technology
Paine, Garth	Associate Professor	PhD (Visual Communications)	Digital Sound and Interactive Media
Sundaram, Hari	Associate Professor	PhD	Media Arts and Computing
Tinapple, David	Assistant Professor	M.F.A.	Interactive Visual Media
Turaga, Pavan	Assistant Professor	PhD (Electrical Engineering)	Human Activity Analysis

ii. New Faculty - Describe the new faculty hiring needed during the next three years to sustain the program. List the anticipated hiring schedule and financial sources for supporting the addition of these faculty members.

As of the spring semester 2013, there are two open searches for tenure/tenure-track faculty members specializing in the areas of Interactive Media and Human Computer Interaction. These two positions are expected to be filled during the current recruiting cycle with an expected start date of fall 2013. The following two additional faculty positions will be sought with the expected start date of fall 2014: a position focusing on smart objects (shared with the Design School (40% Design; 60% Arts, Media + Engineering)), and a position focused on interactive performance (shared with the School of Theatre and Film (50% Theatre and Film; 50% Arts, Media + Engineering)). During the 2013-2014 academic year, teaching needs for the latter two positions will be filled with temporary hires. All four faculty lines will be secured with funds from existing personnel budgets. Please see the attached course rotation document for details on each faculty member's instructional involvement in the program. The normal teaching commitment for all Arts, Media + Engineering faculty is expected to be 2/2 unless a reduced teaching load is negotiated due to special circumstances (e.g. heavy administrative load or high research income) that warrant such an agreement.

iii. Administration of the program - Explain how the program will be administered for the purposes of admissions, advising, course offerings, etc. Discuss the available staff support.

Beginning fiscal year 2015, the growth of the program will require the unit to secure an additional .5 FTE graduate coordinator to assist with all graduate academic functions. Growth of the graduate student population will also necessitate that the program increase the technical staff by .25 FTE which may be accomplished by raising the FTE of the existing Instructional Technology Associate position from .75 FTE to 1.00 FTE.

B. Resource requirements needed to launch and sustain the program: Describe any new resources required for this program's success such as new staff, new facilities, new library resources, new technology resources, etc

Consideration of possible consolidation plans regarding faculty offices and teaching space is underway with the Dean of the Herberger Institute for Design and the Arts. The plans under discussion include graduate student instruction/space, and additional resource requirements based on the assumption that these changes will be supporting ~ 50 Digital Culture MA students over the next 3-4 years:

The School of Arts, Media and Engineering has requested additional teaching space with plans to move all graduate instruction to a single building. The instructional space will accommodate the expected class sizes of 25-30 students. All graduate students will have access to the motion capture systems, audio lab, 3D printing and fabrication, stage space and computer labs.

The existing Matthews Center facility will be reconfigured to create dedicated graduate student collaborative work and storage space.

Additional laptops will be added to the school's computing inventory over the next 3-4 years to support 50 MA students.

8. COURSES:

A. Course Prefix(es): Provide the following information for the proposed graduate program.

- i. Will a new course prefix(es) be required for this degree program?
Yes No
- ii. If yes, complete the [Course Prefixes / Subjects Form](#) for each new prefix and submit it as part of this proposal submission.

B. New Courses Required for Proposed Degree Program: Provide course prefix, number, title, and credit hours and description for any new courses required for this degree program.

AME 530 Experiential Media Methodology and Theory I (3)

This course explores the theory, methodology and history behind the design, development and interpretation of experiential media systems. This course is directed towards those interested in researching, designing, prototyping or critiquing experiential media systems that are culturally provocative, socially meaningful and deeply essential.

AME 531 Experiential Media Methodology and Theory II (3)

This course focuses on media arts and sciences, discussing issues surrounding the definition of the field, interdisciplinary/transdisciplinary work and research, media creation practices, methods of criticism and analysis, collaboration, and current trends.

AME 532 Creating by Algorithm (3) (required)

This course offers a study of generative techniques for the creation of digital culture content. The course will explore such topics as algorithm design, genetic algorithms, hidden Markov models, and rule based approaches.

AME 533 Real-time Data Analysis and Pattern Recognition (3) (required)

Explores techniques and theories for analyzing data in real-time, abstracting salient features, and detecting patterns.

**APPENDIX
OPERATIONAL INFORMATION FOR GRADUATE PROGRAMS**

(This information is used to populate the [Graduate Programs Search](#)/catalog website.)

1. Provide a brief (catalog type - no more than 150 words) **program description.**

The MA in Digital Culture is geared towards practitioners of design and the arts who have an interest in software and system development and seek to enhance their practice through expanded engagement with interactive, embodied media design in an interdisciplinary environment.

The degree allows artists and designers to explore new avenues for realtime media creation that seek to go beyond current paradigms. Coursework also explores current practices in various contexts (performance environments, health and wellbeing, social media and communication) as well as engineering based approaches to develop experiential systems with social impact.

2. Campus(es) where program will be offered:

(Please note that Office of the Provost approval is needed for ASU Online campus options.)

ASU Online only (all courses online)

All other campus options (please select all that apply):

Downtown Polytechnic
 Tempe West

Both on-campus **and** ASU Online (*) - (Check applicable campus from options listed.)

(*) Please note: Once students elect a campus option, students will not be able to move back and forth between the on-campus (in-person) or hybrid options and the ASU Online campus option.

3. Admission Requirements:

Degree: Minimum of a bachelor's or master's degree in the Arts, Humanities, Design, Media Studies, Computer Science, Engineering, or a closely related field from a regionally accredited college or university.

GPA: Modify or expand if applicable.

Minimum of a 3.00 cumulative GPA (scale is 4.0=A) in the last 60 hours of the student's first bachelor's degree program. Minimum of 3.00 cumulative GPA (scale is 4.0 = A) in the applicable master's degree.

Portfolio:

A portfolio is required – however submissions will vary depending on the background of each prospective student due to the interdisciplinary nature of the program. A wide variety of disciplines are expected to be interested in the MA in Digital Culture. We will request key works from applicants that illustrate the skills they wish to develop in the MA in Digital Culture program. Examples include: games they have designed and programmed, interactive installations and performances (submitted as video), web sites they have created/programmed, music they have composed digitally, or films they have made.

English Proficiency Requirement for International Applicants: The English proficiency requirements are the same as Graduate Education requirement. (see Graduate Education requirement http://graduate.asu.edu/admissions/international/english_proficiency): **Yes** **No**

If applicable, list any English proficiency requirements that are supplementary to the Graduate Education requirement.

Foreign Language Exam:

Foreign Language Examination(s) required? Yes No

If yes, list all foreign languages required:

Required Admission Examinations: GRE GMAT Millers Analogies None required
(Select all that apply.)

Letters of Recommendation: Yes No

4. Application Review Terms (if applicable Session): Indicate all terms for which applications for Admissions are accepted and the corresponding application deadline dates, if any:

- Fall (regular) Deadline (month/year): February
- Session B Deadline (month/year):

- Spring (regular) Deadline (month/year):
- Session B Deadline (month/year):

- Summer I Deadline (month/year):

- Summer II Deadline (month/year):

5. Curricular Requirements:

(Please expand tables as needed. Right click in white space of last cell. Select "Insert Rows Below")

5A. Will concentrations be established under this degree program? Yes No

5B. Curricular Structure:

<u>Required Core Courses for the Degree</u>			<u>Credit Hours</u>
(Prefix & Number)	(Course Title)	(New Course?) Yes or No?	<u>12</u>
AME 530	Experiential Media Methodology and Theory I	Yes	3
AME 531	Experiential Media Methodology & Theory II	Yes	3
AME 532	Creating by Algorithm	Yes	3
AME 533	Realtime Data Analysis and Pattern Recognition for Interaction	Yes	3
<u>Required Concentration Courses</u> (if applicable)			<u>Credit Hours</u>
(Prefix & Number)	(Course Title)	(New Course?) Yes or No?	(Insert Section Sub-total)
<u>Elective or Research Courses</u> <i>(as deemed necessary by supervisory committee)</i>			<u>Credit Hours</u>
(Prefix & Number)	(Course Title)	(New Course?) Yes or No?	<u>18</u>
CHOOSE 6 COURSES FROM:			

AME 541	Interactive Forms	No	3
AME 598	Advanced Interactive Sound	No	3
AME 598	Media Installations	No	3
AME 598	Animating Virtual Worlds	No	3
AME 598	Understanding Activity	No	3
AME 598	Programming for Social and Interactive Media	Yes	3
AME 598	Integrated System Development	Yes	3
AME 598	Digital Design for Tangible Devices	Yes	3
AME 598	Movement Sensing and Interaction	Yes	3
AME 598	Performance Systems Design	Yes	3
AME 598	Multimodal Sensing Systems	No	3
AME 598	Integrated Perception and Cognition	No	3
AME 598	Media Synthesis	No	3
AME 598	System Modeling	No	3
THP 555	Media Design Applications	No	3
THP 556	Performance Technology	No	3
MTC 598	Electronic Studio Tech I	No	3
MTC 598	Electronic Studio Tech II	No	3
MUE 598	Digital and Participatory Culture in Music	No	3
ART 539	Intermedia Studio	No	3
ART 543	Intermedia Performance	No	3
PSY 528	Sensation and Perception	No	3
PSY 562	Advanced Human Factors	No	3
<u>Culminating Experience</u> <i>E.g. - Capstone course, applied project, thesis (masters only – 6 credit hours) or dissertation (doctoral only – 12 credit hours) as applicable</i>			<u>Credit Hours</u> 3 hours
AME 593 Applied Project			3
<u>Other Requirements</u> <i>E.g. - Internships, clinical requirements, field studies as applicable</i>			<u>Credit Hours</u> (Insert Section Sub-total)
<u>For doctoral programs</u> – when approved by the student’s supervisory committee, will this program allow 30 credit hours from a previously awarded master’s degree to be used for this program? If applicable, please indicate the 30 credit hour allowance that will be used for this degree program.			
Total required credit hours			33

- List all required core courses and total credit hours for the core (required courses other than internships, thesis, dissertation, capstone course, etc.).
- Omnibus numbered courses cannot be used as core courses.
- Permanent numbers must be requested by submitting a course proposal to Curriculum ChangeMaker for approval. Courses that are new, but do not yet have a new number can be designated with the prefix, level of the course and X’s (e.g. ENG 5XX or ENG 6XX).

6. Comprehensive Exams:

Master's Comprehensive Exam (when applicable), please select the appropriate box.

(Written comprehensive exam is required)

- Oral comprehensive exam is required – in addition to written exam
- No oral comprehensive exam required - only written exam is required

7. **Allow 400-level courses:** Yes No (No more than 6-credit hours of 400-level coursework can be included on a graduate student plan of study.)
8. **Committee:** Required Number of Thesis or Dissertation Committee Members (must be at least 3 including chair or co-chairs): There is no thesis or dissertation for this degree.
9. **Keywords** (List all keywords that could be used to search for this program. Keywords should be specific to the proposed program.)

Digital Culture, Experiential Media, Interactive Media, Interactive Performance, Embodied Media, Digital Media.

10. Area(s) of Interest

A. Select one (1) primary Area of Interest from the list below that applies to this program.

- Architecture, Construction & Design
- Artistic Expression & Performance
- Biological Sciences, Health & Wellness
- Business, Management & Economics
- Communication & Media
- Computing & Mathematics
- Education & Teaching
- Engineering & Technology
- Environmental Issues & Physical Sci
- Interdisciplinary Studies
- Languages & Cultures
- Law & Justice
- Social Science, Policies & Issues

B. Select any additional Areas of Interest that apply to this program from the list below.

- Architecture, Construction & Design
- Artistic Expression & Performance
- Biological Sciences, Health & Wellness
- Business, Management & Economics
- Communication & Media
- Computing & Mathematics
- Education & Teaching
- Engineering & Technology
- Environmental Issues & Physical Sci
- Interdisciplinary Studies
- Languages & Cultures
- Law & Justice
- Social Science, Policies & Issue

Herberger Institute for Design and the Arts

Proposal Official Submission

From: Heather Landes
Sent: Thursday, August 29, 2013 1:54 PM
To: curriculumplanning@asu.edu
Subject: MA in Digital Culture

Good Afternoon,

Interim Dean Underhill has requested that I send along the completed proposal for the MA in Digital Culture.

Attached please find his support memo, the completed proposal (this was reviewed by the Graduate College in March 2013), and the impact statements.

Please let me know if you need any additional information.

Sincerely,

Heather Landes
Associate Dean
Interim Director, School of Music

herbergerinstitute.asu.eduDixie Gammage Hall, Rm. 132
PO Box 872102
Tempe, AZ 85287-2102

p: 480.965.0050
f: 480.727.6529



Memorandum

Date: August 27, 2013

To: Elizabeth D. Phillips, Executive Vice President and Provost of the University

From: Michael Underhill, Interim Dean of the Herberger Institute for Design and the Arts

A handwritten signature in black ink, appearing to read "mu", located to the right of the "From:" line.

Re: MA in Digital Culture Proposal

I have reviewed the attached proposal requesting the establishment of an MA in Digital Culture in the School of Arts, Media and Engineering in the Herberger Institute for Design and the Arts.

This degree will provide artists and designers an opportunity to enhance their practice through expanded engagement with interactive, embodied media design in an interdisciplinary environment. It also provides a graduate degree option to complement our undergraduate BA in Digital Culture.

The Herberger Institute Graduate Curriculum Committee reviewed the proposal and it has their unanimous support. The proposal was reviewed by the Graduate College in March, and we have made all adjustments they requested.

My signature on the attached proposal indicates my support and approval for the establishment of this new degree.

To: Heather Landes, Assoc. Dean, Herberger Institute for Design and the Arts
From: Adriene Jenik, Director, School of Art
Re: Masters in Digital Culture program review and approval

March 13, 2013

The curricular review process in the School of Art, which includes review by the Director and the Graduate Studio Committee, has read and reviewed the proposal submitted for a new Master of Arts degree program in Digital Culture.

The School of Art approves the establishment of this degree. Please let me know if there are any further questions.

Adriene Jenik

Memorandum

Date:

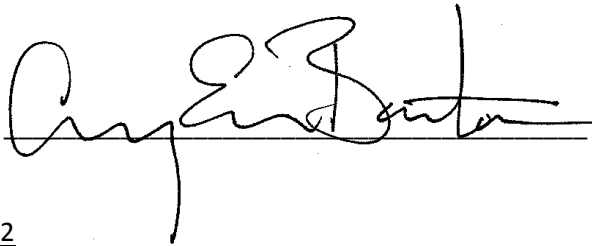
To: Associate Professor Garth Paine, Interim Director AME

From: Craig Barton, Director, The Design School

Re: Proposal for Masters of Arts, Digital Culture

I have reviewed the proposal for the establishment of a Masters of Arts, Digital Culture. I am confident that the proposed degree program will provide opportunities for enhanced engagement between The Design School and the School of Arts, Media and Engineering. I will continue discussions about the proposed new faculty position focusing on smart objects, shared with the Design School (33.3% Design; 66.7% Arts, Media + Engineering). For AY 13-14, The Design School will support (at the percentages noted above) a one-year contract (with an option for a one-year renewal) for a faculty member to deliver coursework as agreed upon by both program directors.

Signature of Reviewer

A handwritten signature in black ink, appearing to read 'Craig Barton', written over a horizontal line.

Date: 19 February 2012



Memorandum

Date: February 11, 2013

To: Associate Professor Garth Paine, Interim Director AME

From: Jody Rockmaker, Associate Director, School of Music

Re: Proposal for Masters of Arts, Digital Culture

The School of Music graduate curriculum committee has reviewed and approved the proposal for the establishment of a Masters of Arts, Digital Culture. My signature below indicates my support for this proposal.

The faculty suggested adding the following courses to the list of "Elective or Research Courses": MTC 598, Electronic Music I & II (the second course offers instruction in basic Max/MSP programming); MUE 598, Digital and Participatory Culture in Music.

A handwritten signature in orange ink that reads "Jody Rockmaker".

2/11/13

Signature of Reviewer _____ Date: _____



Memorandum

Date: February 7th, 2013

To: Associate Professor Garth Paine, Interim Director AME

From: Jacob Pinholster, Director and Associate Professor, School of Theatre and Film

Re: Proposal for Masters of Arts, Digital Culture

The School of Theatre and Film graduate curriculum committees has reviewed and approved the proposal for the establishment of a Masters of Arts, Digital Culture. My signature below indicates my support for this proposal and my agreement to create a position focused on interactive performance (shared with the School of Theatre and Film (50% Theatre and Film; 50% Arts, Media + Engineering) as outlined in the document.

No corrections or requested revisions are needed.

Signature of Reviewer  Date: 2/7/13

Jacob Pinholster, Associate Professor and Director
School of Theatre and Film



Memorandum

Date: February 7th, 2013

To: Associate Professor Garth Paine, Interim Director AME

From: Jacob Pinholster, Interim Director, School of Dance

Re: Proposal for Masters of Arts, Digital Culture

The School of Dance graduate curriculum committees has reviewed and approved the proposal for the establishment of a Masters of Arts, Digital Culture. My signature below indicates my support for this proposal.

No corrections or requested revisions are needed.

Signature of Reviewer

A handwritten signature in black ink, appearing to be "Jacob Pinholster", written over a horizontal line.

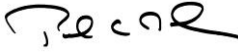
Date:

2/7/13

Jacob Pinholster, Interim Director
School of Dance

Date: July 29, 2013

To: Michael Underhill
Interim Dean and Director for the Herberger Institute for Design and the Arts
Acting Director AME

From: Paul C. Johnson 
Dean, Ira A. Fulton Schools of Engineering (Engineering)

Re: Proposal for the Masters of Arts, Digital Culture

As requested, I have reviewed your proposal for a Masters of Arts in Digital Culture. I also solicited feedback from Stephen Phillips and Ronald Askin - the directors overseeing Engineering's most closely related academic programs.

We support the proposed MA in Digital Culture. We feel that it complements graduate offerings in the Ira A. Fulton Schools of Engineering and are encouraged to see the involvement of our shared faculty.

College of Technology and Innovation Support

From: Scott Danielson
Sent: Monday, August 26, 2013 8:36 PM
To: Heather Landes
Subject: RE: MA in Digital Culture proposal

You are welcome. Good luck with the proposal.

From: Heather Landes
Sent: Monday, August 26, 2013 8:25 PM
To: Scott Danielson
Cc: Mitzi Montoya; Douglas Green; Russell Branaghan
Subject: RE: MA in Digital Culture proposal

Dear Scott,

Thank you! This is great. I'll ask the School of Arts, Media and Engineering to add these classes to the MA Digital Culture proposal and submit it to the Provost's Office for review along with this email documenting your courses and support.

I appreciate your work on this!

Thank you again,
Heather

Heather Landes
Associate Dean
Interim Director, School of Music

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p: 480.965.0050
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From: Scott Danielson
Sent: Monday, August 26, 2013 7:12 PM
To: Heather Landes
Cc: Mitzi Montoya; Douglas Green; Russell Branaghan
Subject: RE: MA in Digital Culture proposal

Heather,

After the meeting this morning, we suggest the inclusion of the following courses into the elective list. These courses would broaden the ability of the students to gain a multidisciplinary view of some of the content areas within the proposal. They are similar to some of the proposed AME courses as well.

PSY 528 Sensation and Perception (also offered at Tempe by CLAS)
PSY 562 Advanced Human Factors

While CTI is involved in media creation, virtual environments (as in gaming), etc., it turns out that those courses have not migrated to the graduate level. However, we expect that those areas will see graduate courses in due time. Perhaps then we can contribute more to the options for the students in this new degree program.

Other than the suggestions above, we have no objection to the proposal as portrayed in the version you provided this morning.

Thank you for your patience. I apologize for the delays and hope we can be more responsive in the future.

Scott

Scott Danielson, Ph.D., P.E.
Associate Dean for Academic Programs
College of Technology and Innovation
Arizona State University
480-727-1185

Heather Landes
Associate Dean and Interim Director, School of Music
Herberger Inst Design & Arts
Arizona State University
Mail Code: 2102

Dear Dean Landes:

The Interdisciplinary Arts and Performance program in the School of Humanities, Arts, and Cultural Studies has been asked to offer an opinion about AME's proposed MA in Digital Culture. We have reviewed the material and are writing to offer our endorsement of the program along with some brief suggestions.

The MA in Digital Culture is an appropriate degree program that could serve as a precursor to the Media Arts and Science Ph.D that is offered by AME. As a potentially logical and advantageous progression into the Media, Arts, and Science Ph.D program, which emphasizes transdisciplinary graduate research, we would suggest the Masters in Digital Culture also emphasize transdisciplinary research. We have noticed that the main purpose of the masters program is for practitioners in design and the arts who have an interest in software and system development along with an emphasis in realtime media creation. In a later section, the proposal mentions the key words one would use to search for this program: Digital Culture, Experiential Media, Interactive Media, Interactive Performance, Embodied Media, Digital Media. Though the proposal states it is to happen in an interdisciplinary environment, it seems more to be transdisciplinary. We suggest the proposal drop the use of 'interdisciplinary.' One final suggestion for the program would be to balance the practice of software and system development with rigorous critical and theoretical writing. Because a written thesis is not required for the completion of this degree program, we suggest that the core courses and/or the AME 593 Applied Project prepare students to complete the program with clear writing samples competitive for admission into a terminal degree program.

Sincerely,



Dan Bivona
Interim Director
School of Humanities, Arts, and Cultural Studies
Arizona State University

School of Humanities, Arts & Cultural Studies

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Memorandum

Date: April 2, 2013

To: Associate Professor Garth Paine, Interim Director AME

From: Kenro Kusumi, Associate Dean of Graduate Programs,
College of Liberal Arts & Sciences

Re: Proposal for Masters of Arts, Digital Culture

Cc: Robert E. Page, Vice-Provost and Dean, College of Liberal Arts & Sciences

As a step in the procedures governing curricular actions, I have reviewed the Masters of Arts, Digital Culture proposal provided. In addition, my questions about the program were addressed in our meeting at the Brickyard on April 1, 2013. The proposed MA in Digital Culture complements the graduate offerings in the College of Liberal Arts & Sciences.

On behalf of the College of Liberal Arts & Sciences, I have reviewed the proposal for the establishment of a Masters of Arts, Digital Culture. My signature below indicates my support for this proposal.

Signature of Reviewer:



Date: 3/2/13

Kenro Kusumi, Ph.D
Associate Dean of Graduate Programs
College of Liberal Arts & Sciences