Date Submitted: 03/22/19 1:47 pm

Viewing: **INTDIGITAL-BA : Interactive Digital Studies Major**

Last approved: 07/30/18 8:31 am

Last edit: 10/22/19 2:43 pm

Changes proposed by: terlip

In Workflow

1. **Communication Studies Dept Head**
2. **CHAS Senate Chair**
3. **CHAS Dean**
4. **UCC**
5. **Faculty Senate**
6. **Provost**
7. **Registrar**

History

1. Jul 12, 2014 by uhley
2. Nov 30, 2015 by uhley
3. Jan 24, 2016 by Diane Wallace (diane.wallace)
4. Jan 24, 2016 by Diane Wallace (diane.wallace)
5. Jan 25, 2016 by Diane Wallace (diane.wallace)
6. Feb 4, 2016 by Diane Wallace (diane.wallace)
7. Feb 2, 2017 by uhley
8. Jul 30, 2018 by Diane Wallace (diane.wallace)

Catalog Pages Using this Program	Department of Communication Studies

Basic Information

Program Type	Major
Major	INTDIGITAL
Degree Code	BA
Start Term	Summer 2020
Primary College	College of Humanities, Arts and Science
Secondary College(s)	
Primary Department	Communication Studies
Secondary Department(s)	
Title	Interactive Digital Studies Major

Abbreviation	IDS

Program Requirements and Description

Required

Communication:

COMM 2555 (48C:025)	Interactive Digital Communication	3
COMM 4544/5544 (48C:120g)	Digital Culture and Communication	3
COMM COR 1010 (48J:002)	Mass Communication and Society	3
~~Computer Science:~~		
~~CS 1120 (810:056)~~	~~Media Computation~~	~~3~~

University, Interdisciplinary:

COMM 3555	**Interactive Digital Communication II**	**3**
UNIV 4555	Interactive Digital Studies Practicum	3
Electives - select two bundles (emphases) from the following:		30-39
Total Hours		45-54

EMPHASES

1. Digital Visualization (15 hours)

COMM 4556/5556	Interactive Digital Visualization	3
COMM 3557	Advanced Digital Visualization: (Topic)	3
COMM DM 1611	Digital Media Literacies	3
COMM DM 3659	Editing and Design	3
COMM DM 4655	Photojournalism	3
or COMM 4213/5213	Visual Rhetoric	
Total Hours		15

2. Digital Computation (17 hours)

Computer Science:

CS 1510 (810:051)	Introduction to Computing	4
CS 1520 (810:052)	Data Structures	4
CS 2530 (810:053)	Intermediate Computing	3
CS 3110	Web Application Development	3
CS 3120/5120 (810:112g)	User Interface Design	3
Total Hours		17

3. Digital Learning (15 hours)

Instructional Technology:

INSTTECH 1031 (240:031)	Educational Technology and Design	3
INSTTECH 4131/5131 (240:131g)	Exploring Issues and Trends in Instructional Technology	3
INSTTECH 4138/5138 (240:138g)	Understanding Visual Literacy	3
INSTTECH 4139/5139 (240:139g)	Planning and Producing Instructional Media	3
INSTTECH 4153/5153 (240:153g)	Using Digital and Social Media in Education	3

Total Hours		15

4. Digital Writing (18 (15 hours)

English:

ENGLISH 2770 (620:077)	**Introduction to Professional Writing**	**3**
ENGLISH 4785/5785 (620:177g)	Applied Writing: Projects, Grants and Careers	3
ENGLISH 4025/5025 (620:163g)	Theory and Practice of Writing	3
or ENGLISH 4040/5040 (620:164g)	Digital Writing: Theory and Practice	
Select 3 from the following courses (9 units total)		9
ENGLISH 4672/5672 (620:170g)	Electronic Literature	
ENGLISH 4160/5160	Issues in Digital Humanities	
ENGLISH 4765/5765 (620:102g)	Applied Writing: Workplace Communication	
ENGLISH 4775/5775 (620:105g)	Applied Writing: Specialized Documents	
Total Hours		18

5. Digital Music (15 hours)

Music Theory (required):

MUS THEO 1150 (580:015)	Aural Training I	1
MUS THEO 1300 (580:030)	Composition Class (Electronic composition section)	2
MUS THEO 3220/5220 (580:122g)	Music and Technology	4
MUS THEO 3230/5230 (580:123g)	Music Technology, Advanced	4
Music Theory (select two of the following):		4
MUS THEO 1100 (580:010)	Introduction to Music Theory	
MUS THEO 1110 (580:011)	Theory I	
MUS THEO 1120 (580:012)	Theory II	

Theory class placement is determined by a diagnostic examination.

Music elective		**1**
Total hours		15

Additionally, it is recommended that students taking this bundle elect to take MUSIC 1100 (520:010) as part of their LAC courses.

6. Digital Imaging (15 hours)

Graphic Technologies:

TECH 1055 (330:055)	Graphic Communications Foundations	3
TECH 2070 (330:070)	Digital Pre-Media	3
TECH 3169 (330:169)	Digital Imaging	3
TECH 4158/5158 (330:158g)	Graphic Communications Technical Visualization [*]	3
or TECH 4161/5161 (330:161g)	Digital Graphic Communications	
TECH 4184/5184	Digital Imaging II	3
Total Hours		15

* TECH 4158/5158 (330:158g) has prerequisites TECH 2119; TECH 2070 (330:070); junior standing.

7. Digital Advertising (15 hours)

Economics:

ECON 1031 (920:024)	Introduction to Economics	3
or ECON 1041 (920:053)	Principles of Macroeconomics	

Marketing:

MKTG 2110 (130:101)	Principles of Marketing	3
MKTG 3143 (130:150)	Advertising and Promotion	3
MKTG 3146 (130:160)	Digital Advertising	3
~~MKTG 3153 (130:153)~~	~~Personal Selling~~	~~3~~
~~or MKTG 3583/5583 (130:170g)~~	~~Entrepreneurship~~	
~~or MKTG 4150~~	~~Advertising Campaign Development~~	
MKTG 3148	**Digital Customer Experience**	**3**
Total Hours		15

8. Digital History (15 hours)

Communication:

COMM 4412/5412	Performing History	3
COMM 4556/5556	Interactive Digital Visualization	3

History:

HIST 1010 (960:010)	Introduction to the Study of History	3
HIST 4010/5010 (960:106g)	Introduction to Public History	3
HIST 4020/5020 (960:125g)	Introduction to Museum Studies	3
Total Hours		15

9. Web Development (21 hours)

Communication:

COMM 3557	**Advanced Digital Visualization: (Topic)**	**3**

Computer Science:

CS 1100 (810:017)	**Web Development: Client-Side Coding**	**3**
CS 2100	**Web Development: Server-side Coding**	**3**
CS 3120/5120 (810:112g)	**User Interface Design**	**3**

Economics:

ECON 1031 (920:024)	**Introduction to Economics**	**3**
or ECON 1041 (920:053)	**Principles of Macroeconomics**	

Marketing:

MKTG 2110 (130:101)	**Principles of Marketing**	**3**
MKTG 3148	**Digital Customer Experience**	**3**
Total Hours		21

Program Details

If the program is long or contains many courses that must be taken sequentially, explain how the program may be completed within the allowable number of semesters. (Standard programs allow 8 semesters plus a summer session.)

NA

Provide an estimate of the expected enrollment in the proposal program.

We project that our enrollment in the Interactive Digital Studies program, currently at approximately 100 majors, will

increase to 120-30. Depending on whether students choose Web Development as a part of their IDS major or IDS minor, we project to have 10-15 a year in 2 years would be taking the Web Development bundle. ~~all IDS majors can enroll in this program~~

Identify how the proposed program will be staffed to serve the expected student enrollment.

We are proposing to replace CS 1200 Media Computation with COMM 3555 Interactive Digital Communication II. Communication Studies has faculty to cover this new class. The IDS program has a new Term faculty member who started this Fall 2018, and we will be hiring a new tenure track Interactive Digital Studies faculty member in Fall 2019. These two IDS faculty members will be able to cover COMM 3555. This class, like CS 1200, would be taught Fall and Spring. By switching the IDS core foundation course from CS 1200 Media Computation (taught in Computer Science) to COMM 3555 Interactive Digital Communication II (taught in Communication Studies), we will be freeing up a faculty member in the Computer Science Department to teach two key classes (CS 1100 and CS 2100) in the proposed Web Development Bundle. _____ All the classes identified in the Web Development Bundle already exist except for COMM 3148 Digital Customer Experience, which has been successfully taught for four years as an experimental course (MKTG 3159), and is being proposed as a new, permanent course (MKTG 3148) in this upcoming curriculum cycle. The course will be taught by an existing Marketing faculty member. _____ Removing MKTG 3153 Personal Selling from the Digital Advertising Bundle and replacing it with MKTG 3148 Digital Customer Experience, we don't anticipate numbers being affected as MKTG is a required class for the "Sales Management" area of emphasis, which has strong numbers already. _____ Adding COMM 4213/5213 Visual Rhetoric as an option to the Visualization Bundle will ensure that this class, which can easily be taught be three faculty members (Fabos, R. McGeough, and Palczewski), would have high enrollment the next time it is offered. ~~current faculty~~

Identify any other existing program with similar purposes, course requirements, and/or titles.

We do not offer any Web Development programs at UNI. The Computer Science Department, in which this Bundle is mostly based, has three existing courses related to web development. There is one class taught in the Graphic Technology program related to Web Development (TECH 3144 Web Publishing), but this class offers only very foundational application skills and no direct coding strategies. ~~IDS minor~~

Identify the impact on majors, minors, certificates, courses, and/or prerequisites within or outside of the department.

A new bundle in Web Development would release some of the increasing pressure on two other bundles within the Interactive Digital Studies Program: Digital Visualization and Digital Computation. It will also provide a steady stream to some Computer Science courses, which in the past have had trouble making. ~~The program impacts the affiliated Interactive Digital Studies programs:Communication Studies, Computer Science, Curriculum & Instruction (Instructional Technology), History, Languages and Literatures, Marketing, Music, Technology (Graphic Technologies).~~

Provide justification for the program, including the relationship the proposed program has to other planning processes (i.e. Academic Program Review, Student Outcomes Assessment, strategic planning, and licensure or accreditation or re-accredditation requirements). Explain how you know this new major/minor/emphasis/certificate is needed, based on those planning processes.

Objectives The Interactive Digital Studies (IDS) major ~~main point~~ **is based** ~~to add more depth~~ **in** ~~computer code to~~ **the Department of Communication Studies.** ~~curriculum.~~ **The major begins with four foundation classes (three currently taught in Communication Studies and one in Computer Science) and the IDS Practicum (taught interdepartmentally). The major also involves the selection of two "bundles", which are located in eight different departments across the University. There are currently 8 Bundles in the IDS program to choose from: Digital Visualization, Digital Computation, Digital Learning, Digital Writing, Digital Advertising, Digital Music, Digital Imaging, and Digital History. IDS bundles are typically groupings of 5-courses that fall under a particular discipline such as Computer Science or Music. A student chooses two of the 8 bundles for their major. For this curriculum cycle, we are proposing to: A. Add COMM 4213/5213 Visual Rhetoric as another course option to the Digital Visualization bundle alongside COMM DM 1611 Digital Media Literacies. B. Add a new 5-course bundle in Web Development, based on four existing courses in Computer Science and Communication Studies, and one new course proposed in Marketing. C. Replace CS 1200 (Media Computation) with a new Course COMM 3555 (Interactive Digital Communication II). Add COMM 4213/5213 Visual Rhetoric We are also proposing a minor addition to the Visualization bundle. Currently, the bundle includes five courses, and we propose adding another option for course #4: COMM DM 1611 Digital Media Literacies: the option of taking COMM 4213/5213**

Visual Rhetoric. 1. COMM DM 4715 Photojournalism (Variable) (3 hrs) 2. COMM DM 3756 Editing and Design (Fall and Spring) (3 hrs) 3. COMM 4556/5556 Interactive Digital Visualization (Spring) (3 hrs) 4. COMM DM 1611 Digital Media Literacies (Fall) OR COMM 4213/5213 Visual Rhetoric (Spring) (3 hrs) 5. COMM 3557 Advanced Digital Visualization (Fall) (3 hrs) We would like to add an additional alternative class to the COMM DM 1611 Digital Media Literacies class. The Visualization bundle is very popular, and this popularity is putting pressure on COMM DM 1611, which is also a requirement for the Digital Journalism major and an elective for the Communication and Digital Media majors. Our rationale is to give students the option of taking another very applicable, theory-driven visual communication alternative, and to ease the high numbers of students trying to take the COMM DM 1611 class (a requirement for the Visualization bundle). We have begun to teach this course on overload. We propose allowing students an option of taking either COMM DM 1611 Digital Media Literacies or COMM 4213/5213 Visual Rhetoric. The class is already offered in our Department, and we have three faculty members (Fabos, R. McGeough, and Palczewski) who could teach it. Add a New 5-Course Bundle In Web Development The Interactive Digital Studies program needs a coherent bundle in web development. A few talented students have developed web development skills independently, and have been critical collaborative players in IDS-related classes (particularly the Practicum). We have a Computation bundle, which helps students gain critical programming skills that are very helpful towards "back end" web development. However, over the past few years UNI students have expressed much interest in obtaining specific web development knowledge and skills for "front end" web development. This is evidenced by the following: 1. The IDS program conducted a survey in Spring 2016 and another Fall 2018 survey. In response to a question in the 2016 survey about what other topics/areas of study the respondent thought should be offered in IDS, many of the respondents requested more (advanced) web development and closely related technologies. In response to the 2018 survey, 84.5% of the students surveyed (n= 41) said that a Web Development Bundle is a needed addition to the program; 65.9% said they would take it or consider taking it, and a number of students said they would stay another year just to take that bundle. Here are some remarks: "I wish this would've been done earlier. I majored in IDS with the intentions of learning web development, but have had to go through bundles that I thought were close enough to it in hopes that I would learn what I needed." "I'm a senior now and if they have the bundle by next year I will want to tack on extra schooling so I'm up to date with what I went to school for." "I would very much like to have this bundle added since Web Development is something I really want to get into. Web Application is no longer a class in the CS department which is my major and really makes me sad so if this bundle was added and I hope it would be added next semester for me to be able to do I would be really excited. If it isn't added until next year I would really like to know since I'm graduating in May and that would cause me to want to stay an extra year to do that bundle specifically. I would like to be kept updated if possible and would be fine with being a test dummy for the bundle if needed." 2. The COMM 2555 course routinely conducts an anonymous survey at the beginning of each semester. Based on ~~These changes are all in keeping with SOA for~~ the results ~~program (including a 2014-2015 student survey), a review~~ of these surveys, many of ~~enrollments in~~ the students (including both IDS ~~various bundles,~~ and communication majors) indicate that they are interested in learning how to code and how to build web sites. ~~our recent 2014 Academic Program Review.~~ 3. In Fall 2017, the CS 1100 course was announced 6 weeks before classes started. Despite such a late announcement, 30 students representing 24 majors and minors enrolled in this course. The course is an elective and is not required by any program; based on the results of an anonymous survey administered during the first week of class, most of the students were taking this course based on genuine interest, and their goal was to obtain web development skills. 4. Our IDS Advisory Board recommended that the most critical area we need to focus on is app and front-end Web development. It's been a weakness in the IDS program since its launch in 2012. Working with the Department of Computer Science and the Department of Marketing in the last year, we are now able to create a comprehensive bundle Web Development with existing courses. What use is this knowledge? To be sure, nowadays almost anyone can create a website with WordPress, Squarespace or any other content management system. However, such tools, while useful, limit us in what we can do. Yes, they can be customized in many ways. However, without the knowledge of how a web page works, one cannot easily change it to fit their needs; without the knowledge of styling, one cannot modify the visual appearance and interactivity; and without understanding the basics of programming, one cannot make use of thousands of freely available open source programs that would add valuable content and functionality to any website. Most importantly, a deep knowledge of web development is an open door: with this foundation, a student will be able to learn other technologies, use other people's code, and share their own. 5. The web development bundle is designed to provide a solid foundation in the essential skills expected from today's web development professional. The bundle does not aim to prepare a narrow specialist knowledgeable in one aspect of web development. Instead, the bundle aims to prepare a full-stack professional – a term used in the industry to describe a person with expertise covering some of the most important segments of the web development process. Students who take the bundle will obtain knowledge of client-side and server-side programming, basic database design and operation, HTML markup and CSS styling, principles of web design, and the more general principles of visual communication and digital visualization, as well as principles of developing web strategy through the lens of digital marketing that include personal development, journey mapping and wireframing. Proposed Web Development Bundle: A 5-course Web

Development Bundle would consist of the following courses: CS 1100 Web Development: Client-Side Coding -- 3 hrs. The course is an introduction to the coding side of web development: students learn how to build web pages without relying on user-friendly tools that can do it it for them. The course covers some of the fundamental technical aspects of how the Internet and the World Wide Web function, HTML and CSS (the markup and styling languages of the Web), advanced CSS layout techniques, introductory programming in JavaScript, as well as the use of popular JavaScript libraries, such as jQuery and jQuery UI. The course has no prerequisites. CS 2100 Web Development: Server-Side Coding -- 3 hrs. The course builds upon the material of CS 2100 and is covers a variety of topics related to developing interactive websites on the server end. Specifics topics include server-side programming in a language like PHP, database concepts such as elementary data modeling and basic SQL, the use of a language like JavaScript to bridge server-side with client-side development, as well as fundamentals of website security. Prerequisite: CS 1100. CS 3120/5120 User Interface Design -- 3 hrs. This course Examines the theory, design, programming, and evaluation of interactive application interfaces. Topics include human capabilities and limitations, the interface design and engineering process, prototyping and interface construction, interface evaluation, and possibly topics such as data visualization and the World Wide Web. Prerequisite: junior standing. department approval. COMM 3557 Advanced Digital Visualization – 3hrs. Intensive work in specialized digital visualization concepts and practices. No single topic may be repeated although the course may be repeated for maximum of 6 hours, with only 3 hours applied to the Interactive Digital Studies major or minor. Prerequisite(s): COMM 2555 (48C:025), junior standing or consent of instructor. Prerequisites: COMM 2555; Prerequisite) COMM 3555 (a new course we are also proposing in this curriculum cycle to replace CS 1200—Media Computation in the IDS core courses), junior standing. MKTG 3159 Digital Customer Experience – 3hrs. This course addresses customer experience (CX) and user experience (UX) development related to the creation of consumer-focused digital experiences (websites, mobile apps, etc). Strategy, planning, and documentation (persona development, journey mapping, wireframing) are emphasized. The course takes a customer-centered approach to the development of digital experiences through the lens of digital marketing (product development, promotional channel development). It is not a design or programming course – it addresses the process of researching customer needs, defining customer experience strategy, defining user personas, documenting the customer journey, capturing requirements through use case scenarios, developing content strategies, concept mapping user experiences, wireframing information architecture, visual design of user interface and creating articulate documentation. Prerequisites: MKTG 2100; ECON 1031; ECON 1041; or instructor approval; junior standing. Replace CS 1200 (Media Computation) with a new Course COMM 3555 (Interactive Digital Communication II). We currently have a required course in the IDS major (one of the four foundation courses) that offers students a more concentrated look at code. That course is CS 1200, Media Computation, and it offers students an introduction to computation, algorithmic thinking, data transformation and processing, and programming in the context of digital media such as images, sound, and text. We have become more and more aware that this course is not properly serving our students, who need skills that directly pertain to web and app development and does not offer the hands on digital skills that directly build on the skills learned in the first foundation course, COMM 2555 Interactive Digital Communication. We also strongly believe that all four foundation classes in the IDS major should belong in the Department Communication Studies, allowing us to better determine who is teaching the course, to ensure that the course is taught according to IDS program standards and requirements, and to coordinate how often the course should be offered so that our IDS majors and minors can graduate in time. COMM 1200 Media Computation is a course that introduces non-CS students to the Computer Science major, and is not adequately serving the interests and goals of our Interactive Digital Studies students. We have the faculty resources to teach this new course in Communication Studies, and we will be strategically freeing up a faculty member in the Computer Science Department to teach two key classes (CS 1100 and CS 2100) in the proposed Web Development Bundle. Our proposed description for the COMM 3555 Interactive Digital Communication II class "Building on Interactive Digital Communication, this class offers students a more comprehensive understanding of web frameworks, content management systems, code (HTML, CSS, and beginning Javascript) and digital skillsets. This course would be a required course in the Interactive Digital Studies program, for both majors and minors. " ~~The main point is to add more depth in computer code to the curriculum.~~

Describe how this new program will affect the usage of computer resources and facilities.

This is a bundle reliant on computers, but the text-edit programs used in the Web Development bundle exist on every laptop or are free applications downloadable from the web. Also, most students in the Web Development bundle will have their own computers. ~~No increase from current ussage, but we will still need to use computer labs in the ITTC building.~~

Summarize the needs for additional Library resources and services that the proposed new program will require.

No additional library resources and services required.

Program Budgetary Requirements

Will this proposed program increase the total budgetary requirements of the department?	No

Explain:

Changes in the Department: We have a new term faculty member dedicated to teaching Interactive Digital Studies classes—particularly COMM 2555; this person would also be able to teach COMM 3555 and COMM 3557, as well as the UNIV 4555 Practicum course. We are hiring a new tenure track faculty member for Fall 2019, who will be teaching these same classes. ~~No impact, this course already exits and is being taught on a regular basis in the Computer Science Department.Making it a required course for this major is not expected to unduly increase the numbers of students in the course.CS 1120 is one of several possible options in several majors most notably secondary math teaching but an alternative course has been developed for them.Computer Science and Communication Studies have agreed to share the responsibility for staffing this course.~~

New Major - Basic Information

Institution

CIP Discipline Specialty Title

CIP Code

Level

Title of Proposed Program

Degree Abbreviation

Approximate date to establish degree:	Months	Years

Contact person: (name, telephone, and email)

College that will administer new program:

New Major - Additional Information

1) Describe the proposed new degree program

a. A brief description of the program and a statement of academic objectives. If it is currently being offered as a track, provide justification for a standalone program.

b. A statement of academic objectives.

c. What the need for the program is and how the need for the program was determined.

d. The relationship of the proposed new program to the institutional mission and how the program fits into the institution's and college's strategic plan.

e. The relationship of the proposed new program to other existing programs at the institution; describe how the proposed program will enhance other programs at the university. Will the proposed program duplicate existing programs at the university?

f. The relationship of the proposed new program to existing programs at the other colleges and universities in Iowa, including how the proposed program is different or has a different emphasis than the existing programs.

g. Special features or conditions that make the institution a desirable, unique, or appropriate place to initiate such a degree program.

h. Are the university's personnel facilities and equipment adequate to establish and maintain a high quality program?

i. How does student demand for the proposed program justify its development?

2) Describe the state and/or national workforce need and/or demand for graduates of the proposed program currently and in the foreseeable future (provide documentation about the current sources of data used to estimate need and demand).

3)Are there other public and private institutions of higher education in Iowa currently operating programs similar to the proposed new degree program?

4) Estimate the number of majors and non-majors students that are projected to be enrolled in the program during the first 7 years of the program.

a. Undergraduate

Undergraduate	Yr 1	Yr 2	Yr 3	Yr 4	Yr 5	Yr 6	Yr 7
Majors							
Minors							

b. Graduate

Graduate	Yr 1	Yr 2	Yr 3	Yr 4	Yr 5	Yr 6	Yr 7
Majors							
Minors							

c. What are the anticipated sources of these students?

5) If there are plans to offer the program away from the campus, briefly describe these plans, including potential sites and possible methods of delivery instruction. Will off campus delivery instruction require additional HLC accreditation?

6) Has the proposed program been reviewed and approved by the appropriate campus committees and authorities?

7) List date the program proposal was submitted to the Iowa Coordinating Council for Post High School Education (ICCPHSE) and results of the listserv review.

8) Will the proposed program apply for accreditation? When?

9) Will articulation agreements be developed for the proposed program? With whom?

10) Will there be opportunities for student internships?

11) Describe the faculty, facilities, and equipment that will be required for the proposed program.

12) From where will the financial resources for the proposed program come?

   Source   Amount

12) Estimate the total costs/new total costs (incremental increases in expenditure) that will be necessary for the next seven years as a result of the program.

	Total Costs	Total New Costs
Year 1		
Year 2		
Year 3		
Year 4		
Year 5		
Year 6		
Year 7		

Which other instructional departments in the university are affected by this proposal?	**Computer Science** ~~Communication Studies~~ **Art** **Curriculum & Instruction** **History** **Marketing** **Music** **Languages & Literatures** **Technology**
Attach Consultations from departments indicated above and any additional supporting Documents(ex. consultations, email communication)	Consult Curr & Instruction 2020-21 IDS major-minor changes returned.pdf MKTG consult IDS Major & Minor Emphasis.docx CS consult IDS Major & Minor Emphasis.docx Consult Technology 2020-21 IDS major-minor changes returned.pdf Consult History 2020-21 IDS major-minor changes returned.docx IDS_-_restatement_of_major_form.docx Consult Modern Lang & Lit 2020-21 IDS major-minor changes returned.pdf
Justification for request. Be specific.	**A new bundle in Web Development would release some of the increasing pressure on two other bundles within the Interactive Digital Studies Program: Digital Visualization and Digital Computation. It will also provide a steady stream to some Computer Science courses, which in the past have had trouble making.** ~~The main point is to add more depth in computer code to the curriculum.~~

Course reviewer comments	**wallaced (09/20/19 1:23 pm):** hrs for MKTG 3148 **wallaced (10/07/19 4:16 pm):** - **wallaced (10/08/19 8:04 am):** - **wallaced (10/08/19 8:13 am):** Removed MUS THEO 1150 from required and added 1 hour Music elective **wallaced (10/08/19 10:24 am):** - **wallaced (10/22/19 1:42 pm):** added hidden prerequisites per UCC meeting **wallaced (10/22/19 1:59 pm):** - **wallaced (10/22/19 2:26 pm):** hidden prerequisites **wallaced (10/22/19 2:29 pm):** - **wallaced (10/22/19 2:43 pm):** -

Key: 111