

COURSE CHANGE FORM

Changes due November 15, 2006

Yes, the Department of Art and Architecture has also approved the proposed changes in prerequisites for cross-listed classes.

Submitting department/program: Design Arts

Contact person with e-mail/phone: Anna Chupa, anc304@lehigh.edu, 610 758-3718

1. Courses added:

DES 40 and DES 80 HU designation

The Product Design and Computer Imaging courses, like other studio courses offered in Architecture have reduced contact hours to allow for introduction of design concepts. The HU designation exists for similar studio courses designed to give students an introduction to an emphasis area.

2. Courses dropped:

3. Changes in course descriptions, titles, or numbers:

DES 40: Product Design I (3)

Introduction to the field of Industrial Design. Through research, analysis, drawing and prototyping, students will acquire an understanding of the various aesthetic, technological, and business issues a designer must consider when creating a product. Prerequisite: ART/DES 3 or ART 11, and ART/DES 4, and DES 5 or department permission. (HU)

ART/DES 53 Graphic Design I (3)

Design principles are explored with emphasis on visual communication. Students learn basic concepts for design and typography including the vocabulary and historical precedence of graphic design and computer graphics. Introduction to professional-level formal exercises contributes to the development of visual thinking and original ideas. Prerequisite: ART/DES 3, ART 11 or 35, and DES 5 or department permission. (HU)

DES 80 Computer Imaging I (3)

Introduction to 3-D computer modeling, animation, and rendering, commonly used in the entertainment industry. Students create and edit an original 3-D animated movie. Students will also learn about 2-D and 3-D visualization techniques, used in the creation of storyboards and the narrative of the movie. Prerequisite: ART/DES 3, ART 11 or 15, and DES 5 or or department permission. (HU)

4. Cross-listings with other programs or departments added or dropped (Have the other

departments been consulted?):

Yes, the Department of Art and Architecture met and approved the proposed changes in prerequisites for cross-listed classes.

5. Rationales for changes:

DES 40 course description change:

The course description places less emphasis on reverse-engineering and allows for more breadth in course content and methodology.

DES 40 and DES 80 HU designation:

The Product Design and Computer Imaging courses, like other studio courses offered in Design Arts, Art and Architecture have sufficient contact hours to allow for introduction of social and historical contexts for the evolution of design concepts. The HU designation exists for similar studio courses designed to give students an introduction to an emphasis area.

DES 40, ART/DES 53 and DES 80: Prerequisites

By making 3 of the 4 media skills (foundation courses) prerequisites for the concentration we can be certain students enter the concentrations with common skill sets. A forced studio sequence with prerequisites will reduce the amount of time spent on teaching basic skills (drawing, shop or digital) in emphasis courses. Some flexibility will be lost, but greater rigor in the concentration will be gained. The number of courses in the major or minor will not change.

A senior enrolled in 200-300 level emphasis, advanced topics, thesis, internship or portfolio classes should not be taking Digital Foundations - a course designed primarily for first-year students. Current wording in the catalog makes it possible for students to take advanced courses concurrently with foundation level courses.

"The student must complete Design Foundations I, Design Foundations II, and Digital Foundation prior to completing the Design Sequence. It is strongly recommended that the three foundation courses be completed prior to beginning the major concentration."

6. Impacts on students already in the program (that could affect their ability to complete the program):

The prerequisites listed are already listed under media skills for the majors. All incoming majors and minors have been strongly advised to take a drawing class for product design, drawing or painting for graphic design, and drawing or figure for computer imaging as the optional media skills course as these are crucial to concept development.

7. **Impacts on students pursuing majors or minors in other programs or departments who are required to take courses in your department** (that could affect their ability to complete those programs. Have the affected departments been consulted?):

Basic computer skills and graphics applications are not taught in DES 40, 53 or 80. The requirement that all design students complete Digital Foundations before the emphasis will have a positive impact, particularly for those students who enter Lehigh with little to no experience with digital media.

Requiring ART/DES 4 for Product Design is a safety issue. Students in ART/DES 4 undergo multiple levels of certification on shop equipment.

Other courses listed as prerequisites (ART/DES 3 and a drawing course) are already required for majors and minors. The change is addressing the problem of students taking advanced level courses (200-300 level) concurrently with foundation-level courses (ART/DES 3 or 4, Des 5) and/or introductory discipline-specific courses (ART 11, 15, 35).

The increase in media skills is balanced by a decrease in concentration courses required in the minor. The total number of credits required to complete the minor and major will not increase.

Art & Architecture, Marketing, Mechanical Engineering departments have been consulted regarding the changes and have given approval.

8. **Impacts on faculty resources in your program** (including class sizes, ability to offer certain courses or their frequency, additional faculty or TA staffing needs, etc.):

The prerequisite courses are already required, therefore, there is no change in the faculty resources.

9. **Impacts on faculty resources in other programs or departments** (including enrollments, cross-listings, etc. Have the other departments been consulted?):

The department of Art and Architecture met on October 25, 2006 and approved the proposal for increasing the number of prerequisite courses.

The plan for prerequisite courses was prepared jointly with Anthony Viscardi (dept. chair Art & Architecture). The department met on October 25, 2006 and approved the proposal. One additional section of ART 11 per year has been offered to accommodate increased demand. The increase in ART sections is already in place and is covered by existing full-time faculty.

10. **Impacts on other university resources** (staff, facilities, library and computing resources, etc. Have the affected units been consulted?):

NA - the prerequisites are existing courses.

CAS PROGRAM CHANGE FORM

Changes due November 15, 2006

Submitting department/program: Design Arts

Contact person with e-mail/phone: Anna Chupa, anc304@lehigh.edu, 610 758-3718

1. **Description of proposed program change** (categories warranting submission of this form include new or dropped majors or minors, new or dropped tracks or options within a major, or changes in requirements for completion of a major or minor):

Old catalog statement:

Choose one from the following:

ENGL/THTR 60: Dramatic Action

DES 60: Design Process

Choose one from the following:

ART/DES68 Color Theory

DES 164 Ergonomics

Proposed:

Choose two from the following in consultation with the major advisor:

ARCH 209: Architecture and Ideas

ARCH 342: Theory of Architecture

ARCH 361: Evolution of High-rise Building Construction

ARCH 363: Evolution of Long-span Bridge Building

DES 60: Design Process

DES 164: Ergonomics

DES 68: Color Theory

ENGL/THTR 60: Dramatic Action

2. **Rationale:**

Design Process was not offered in AY 2006-2007 and will not be offered in the near future due to faculty shortages. This is primarily a housekeeping change and offers more flexibility for students.

3. **Impacts on students already in the program** (that could affect their ability to complete the program):

This actually makes it easier to complete the program on time.

4. **Impacts on students pursuing majors or minors in other programs or departments** who are required to take courses in your department (that could affect their ability to complete

those programs. Have the affected departments been consulted?):

None anticipated.

5. **Impacts on faculty resources in your program** (including class sizes, ability to offer certain courses, additional faculty or TA staffing needs, etc.):

The main effect on class sizes has been the rapid increase of majors and minors.

6. **Impacts on faculty resources in other programs or departments** (including enrollments, cross-listings, etc. Have the other departments been consulted?):

The other departments have been consulted. The department of Art and Architecture met on October 25, 2006 and approved all submitted course and curriculum changes. The Architectural Theory and History courses have a higher cap than studio courses so the existing class size and frequency of course offerings will accommodate design students. Funding for adjunct coverage for one additional section of Color Theory per year (a total of 2 sections per year) has been approved by the Dean when enrollment figures indicate the need for 2 sections.

7. **Impacts on other university resources** (staff, facilities, library and computing resources, etc. Have the affected units been consulted?):

As more sections of Color Theory and Ergonomics are offered, there is increasing demand on the space in Wilbur Powerhouse. So far, we have been able to schedule all of the sections needed.

ART/DES 55 Graphic Design I (3)

Design principles are explored with students in visual communication. Students learn basic concepts for design and typography including the vocabulary and historical precedents of graphic design and computer graphics. Introduction to professional-level formal exercises contributes to the development of visual thinking and original ideas. Prerequisite: ART/DES 5, ART 11 or 35, and DES 5 or department permission. (HU)

DES 50 Computer Imaging I (3)

Introduction to 3-D computer modeling, animation, and rendering, commonly used in the entertainment industry. Students create and edit an original 3-D animated movie. Students will also learn about 2-D and 3-D visualization techniques, used in the creation of storyboards and the narrating of the movie. Prerequisite: ART/DES 5, ART 11 or 15, and DES 5 or department permission. (HU)

4. Cross-listings with other programs or departments added or dropped (show the other