



Wichita State University
University Curriculum Change Form
(To be used for *curriculum and program changes*)

Department/Subject Fine Arts Program/curriculum) Bachelor of Applied Arts (BAA)

Program Title Media Arts

Check all actions applicable to the proposed change. Use a separate form for each program.

Type(s) of Change(s)

1. Change in requirements for admission to program/major
2. Change in requirements for major/minor
3. NEW program (See www.wichita.edu/curriculumforms for additional instructions and form for new program/major)
4. NEW certificate program (See www.wichita.edu/curriculumforms for additional instructions and form for new certificate program)
5. Other (describe)

Routing Determination

6. This change affects students and/or programs in other colleges.
7. This change/addition involves graduate programs/courses numbered 500 or above.

Please complete the following, where appropriate:

8. These changes are effective: Semester Fall Year 2017

Unless otherwise indicated, the old information will be removed from the next printed catalog.

9. (A) Describe and (B) justify the change and its place in the department's and/or college's overall curriculum plan.

(A) This is a new degree program that addresses the WSU and CFA Strategic Plans related to initiatives focused around applied learning experiences for our students. It is structured as one BAA degree with four tracks: audio production, filmmaking, animation, and game design. The program will engage with businesses and focus on developing students' technological acumen combined with "design thinking skills." These include the capabilities to [a] develop creative solutions, [b] effectively communicate, [c] practice entrepreneurship, and [d] master emerging software/hardware. The development of these capabilities will be grounded in an applied academic curriculum.

(B) This is an interdisciplinary degree program utilizing many existing courses within the College of Fine Arts as well as those in the Elliott School of Communication. A new department in the College of Fine Arts, where the degree will be housed, will be created and titled Media Arts (MART). New courses for this degree will be in Media Arts, a stand-alone department in the College of Fine Arts, not in one of its three Schools.

10. (A) Do the involved courses replace, resemble, overlap, or substitute for courses in other departments and/or colleges?
(B) What is the effect of this action on other departments and/or colleges and their students? (You are responsible for consulting with departments whose programs may be affected by your action.) Letters of support from affected departments/colleges are attached Not Applicable

(A) There may be some resemblance to courses in other departments, specifically in the College of Liberal Arts and Sciences, but the content is unique to this degree.

(B) The College of Liberal Arts and Sciences Dean, Elliott School of Communications Director and faculty, and Film Studies Certificate Coordinator have been included in the planning of this degree and have all given their support to its development. All have indicated that student inquiries in one or more of these BAA degree tracks would provide anecdotal evidence of student interest in the degree. Letters of support from these areas are attached.

11. Aside from reassignment of current faculty and changes in current course rotation, what additional resources and personnel are required? (You are responsible for consulting with coordinator of collection development of the library, director of media resources, and director of computing when additional library holdings, electronic/telecommunications, and computer resources are required.) Letters of support from affected division are attached Not Applicable

Existing faculty will teach, advise, and supervise student work. Funds will be needed to cover the cost of a director for the program. The BAA degree will take advantage of the partnership WSU is entering into with CoCo Properties, LLC. Please

see the attached list of equipment and software that will be included in the lease agreement with CoCo Properties, LLC, for the space that will house this program.

12. Catalog Description to appear in the WSU Catalog. (*Attach all current program requirements and proposed program requirements.*)

The Bachelor of Applied Arts (BAA) curriculum merges Arts, Science, and Technology curricula, creating opportunities for students to gain training in the emerging creative technologies of audio production, filmmaking, animation, and video game design. The program will engage with businesses and focus on developing students' technological acumen combined with "design thinking skills." These include the capabilities to (a) develop creative solutions, (b) effectively communicate, (c) practice entrepreneurship, and (d) master emerging software/hardware. The development of these capabilities will be grounded in an applied academic curriculum. WSU's location in the largest city in Kansas is a vital component to this learning process.

The Media Arts Program is structured as one BAA degree with four tracks: audio production, filmmaking, animation, and game design. The structure is unique as it has four related tracks under one degree classification. The degree consists of 120 credit hours in one of the four tracks. Students are required to take 30 credits of General Education, 21 credits in common core courses, 54 credit hours in a discipline specific track and the remaining 15 hours in electives. Please see attached program requirements for each.

13. Content Coverage and/or Major Topics. Attach a sample and/or other relevant documents as appropriate (new program or certificate proposal, program requirements, etc.).

Please see attached check sheets for each of four tracks in the BAA degree.

Please attach additional documents as necessary.



Wichita State University
University Curriculum Change Form
Routing Sheet

A. Date initiated by faculty September 2016

B. BAA in Media Arts
Program Name

Table with columns: Date, Signature, Approval* (Check as appropriate), Level. Rows C-F include dates, signatures, and approval checkboxes.

Send to VPAA office to assure routing below.

Table with columns: Date, Signature, Approval* (Check as appropriate), Level. Rows G-L include dates, signatures, and approval checkboxes.

M. Copies of signed original (curriculum change form, course outline, and routing sheet) sent by Vice President for Academic Affairs to:
Department Chair Dean

N. Vice President for Academic Affairs sends signed originals to Registrar.
Registrar:

O. Copies of signed originals (curriculum change form, course outline, and routing sheet) for all courses are sent by the Registrar to the Catalog Editor.

*All changes that are not approved are to be returned to the department chair and faculty with comment and with notification to the appropriate college dean(s).
Comments:

Academic Affairs Committee Meeting. January 26th.

Members Present: Jeff Pulaski, chair; Susan Matveyeva; Jean Griffith; Jennifer Stone; Bryan Lehecka; Ramazan Asmatui; Mark Schneegurt; Nibras Karim, SGA Representative.

Guests: Rodney Miller, CFA Dean; Wendy Hanes, CFA Assistant Dean

1. Consider approval of the Bachelor of Applied Arts in Media Arts degree proposed by the College of Fine Arts.

- Dean Miller presented the degree to the committee for consideration.
- Concerns voiced by the committee mainly centered on the cost of implementing the degree. The lease of the Harry Street facilities in addition to new faculty and equipment that would be needed concerned the committee. Ultimately, the committee decided that the cost to deliver the new degree was not the purview of the committee, but instead we should be concerned with the degree and its place in the WSU offering.
- The committee unanimously agreed that the degree sequence was academically sound and that it would be a welcome addition to the offerings at WSU. The SGA representative also voiced support for the degree sequences.
- The committee had a desire to see possibilities for the elective hours to be more defined.
- The committee voted unanimously to approve the degree and recommend it to the full senate.

General Education Meeting Minutes February 13, 2017

Sue Abdinnour

Attendees:

Kathy Delker, Chair

Sue Abdinnour

Rick Armstrong

Mary Kaehn

Rick Muma

Steve Oare

Sally Fiscus

Gina Crabtree

George Dehner

1. Approval of the minutes from 1-23-17 meeting

Moved – George Dehner; Second – Rick Armstrong; Motion approved.

2. Consider approval to advance fall 2016 first-year seminar outcomes to the Senate and request a second year of pilot courses to be offered/developed for fall 2017/spring 2018.

Discussed and agreed to make a recommendation to the faculty senate to request a second year (2017-2018) of offering the first year seminar courses.

Moved – Mary Delker; Second – George Dehner; Motion approved.

3. Consider approval of BAA degree proposal with 30 hour general education requirement

There was a lengthy discussion regarding the BAA degree. The points raised were:

- The BAA is requiring only 30 GE credit hours, rather than 42 and this new 30 hour Gen Ed requirement could be regarded by parts of WSU as a maximum number of GE credit hours required by anticipated future "applied" degree programs.
- Minimum required GE credit hours for HLC is 30, so other programs cannot request less than 30.
- There are 15 hours of electives in the BAA, which the committee felt did not give the students a direction as what to take for these 15 hours. A minor in Business for example may require more than 15 credit hours because of prerequisites.
- The BAA seems to be a new type of degree. It is not an Associate degree, but it is also not a Bachelor's degree that requires the 42 GE credits. Adding the word "Applied" seems to make a difference.
- Rick Muma mentioned that there has been degrees in the past at WSU that required less than 42 credits, and that different colleges at SU have different ways to implement the required 42 GE credits. There is sometimes overlap with other requirements.

- At some point in the discussion, Rick Muma suggested that Wendy, assistant to the dean Rodney Miller is available to answer questions regarding the BAA degree. The committee called Wendy on a speakerphone so all committee members could hear. Wendy also brought in the dean Rodney Miller to join in answering the questions. The key question is why the proposed BAA degree required only 30 hours of GE rather than the typical 42 hours. Rodney's answer was that they looked at the literature (mainly in UK and Canada) and an applied degree required 120 hours and less than 42 hours of required GE credits. They also worked with Butler community college and WATC when putting the degree together. The dean and Wendy also answered the question about the 15 credits of electives. They said the student would have to work with an advisor to get the electives approved.

After the phone call, there was some more discussion. Finally, George Dehner made a motion to approve the BAA degree as is. Sue seconded. The vote was a tie, three for and three against. The committee wants to send the split vote to the faculty senate and ask them to address the two concerns the committee has 1) The BAA is requiring only 30 GE credit hours, rather than 42 and 2) The 15 credits of electives in the BAA does not offer students a direction for what the 15 credits could be, and whether it is possible to have some of them as GE credits that overlap with electives.

4. Consider approval of general education designation for (attachment 6):

- THE MEDITERRANEAN: HISTORY, PEOPLES, AND INTEGRATION (The Italian International Institute)**
- ITALIAN GRAND TOUR: ITALY THROUGH THE EYES OF FAMOUS TRAVELLERS (The Italian International Institute)**

The committee discussed the two courses and agreed unanimously that both courses fit the purpose of General Education, specifically the area of Issues and Perspective.

Moved – Rick Armstrong; Second – Sue Abdinnour; Motion approved.

5. Consider approving adding two communication titles to the “by title” list

The committee discussed the two courses (Interpersonal Communication and Introduction to Film Studies) to receive the “by title” designation.

Moved – Steve Oare; Second – Rick Armstrong; Motion approved.

6. As may arise

Nothing.

Meeting adjourned at 2:00pm.

Wichita State University

Student Government Association

59th Session of the Student Senate

TITLE: R-59-024 Statement of Support for a Bachelor of Applied Arts in Media Arts (BAA)

AUTHOR(S): Tracia Banuelos, Diversity Task Force Chair

SPONSOR(S): Diversity Task Force
The President's Cabinet

DATE: February 1, 2017

WHEREAS Wichita State University strives to serve as the premier innovation campus in the Midwest and as a leader in innovation for the state of Kansas; and

WHEREAS the University has created a deeper awareness of and push towards experiential and applied learning for a stronger method of instruction for all students in all fields; and

WHEREAS the Bachelor of Applied Learning Arts in Media Arts would offer four new and distinctive curriculum tracks: Animation, Game Design, Filmmaking, and Audio Production; and

WHEREAS the College of Fine Arts has taken the steps to initiate this potential new degree program as a way to expand employment opportunities as well as respond to student demand; and

WHEREAS when the College of Fine Arts surveyed their students, based on those who responded, 90% were in favor of the new programs, 92% wanted to learn about the potential programs, 40% of current students would have liked these tracks to be available to them as incoming freshmen; and

WHEREAS this potential new degree already has growing support for its creation and implementation at Wichita State University; and

WHEREAS within Kansas, and the states bordering Kansas, there is no similar and qualitative program to the proposed BAA program; therefore

BE IT RESOLVED that the 59th Session of Student Government Association fully supports the creation of a potential Bachelor of Applied Arts – Media Arts, to be housed within the College of Fine Arts; and

BE IT FURTHER RESOLVED that 59th Session of Student Government Association urges the Kansas Board of Regents to approve this potential new degree program to enhance the level of academics and creativity in the state of Kansas; and

BE IT FURTHER RESOLVED that this Resolution shall be forwarded with respect to Dr. John Bardo, President of the University; Dr. Anthony J. Vizzini, Provost and Senior Vice President; Dr. Teri Hall, Vice President of Student Affairs; Christine Schneikart-Luebbe, Associate Vice President for Student Engagement and Dean of Students; Dr. Marche Fleming-Randle, Assistant to the President for Diversity; Blake Flanders, President and CEO of the Kansas Board of Regents; The Faculty Senate of Wichita State University; The Wichita Eagle, the newspaper serving the Greater-Wichita Metropolitan area; and The Sunflower, the Student Newspaper of Wichita State University.

APPROVED: 1st day of February, 2017



Joseph Shepard

Student Body President



Taben Azad

Student Body Vice President

President of the Senate



WICHITA STATE
UNIVERSITY
COLLEGE OF FINE ARTS



MEMORANDUM

To: Rick Muma, Associate Provost, Academic Affairs and Research
From: Wendy Hanes, Assistant Dean, College of Fine Arts *Wendy*
Date: January 3, 2017
Subject: New BAA Degree Proposal from College of Fine Arts

Enclosed please find the WSU University Curriculum Change Form and KBOR New Degree Proposal for a Bachelor of Applied Arts (BAA) degree. Support materials include the following:

- Checksheets for each of 4 BAA tracks
- Letters of support
- Equipment and Licenses Map and List
- BAA Four Year Plans
- KBOR New Degree Program Proposal Narrative
- KBOR Program Application
- KBOR Curriculum Outline

Jeff Pulaski, who did a good portion of the work on this degree proposal, suggested that we would be happy to meet with you to explain and discuss the proposal and get your input on how and when to proceed in working with the Registrar to get it in the catalog and schedule of courses.

Please contact me at wendy.hanes@wichita.edu or ext. 6002 with any questions about the proposed degree program.



December 12, 2016

To Whom It May Concern:

I am writing in support of the new Bachelor of Applied Arts degree for the WSU College of Fine Arts.

This degree plan is the answer to efforts our college has discussed and desired for a long time. With today's emphasis on digital effects in audio and video presentations of every type, we have had many inquiries regarding training in these areas. It has been embarrassing for quite a while to try and answer those requests—then watch the students back away. Movies of all types—from blockbuster professional films to home videos have had a major surge of interest—with students looking for interesting careers or amateurs at home looking to edit family vacations.

The late 20th century ushered in a digital age that has exploded with interest from children with video games or preschool lessons on numbers and writing to grandparents video-conferencing with their relatives. And many with these interests are looking for ways to learn more about what is available and how to explore the possibilities.

Virtually every professional must now be computer (Applied Arts) savvy to some degree. Presentations at every level are computer-generated. Company newsletters and web sites are now works of art. For those hired into positions specifically requiring an Applied Arts background, creativity and state-of-the-art training are CV requisites. Sales, advertising, web design, sound design, graphic arts are now integral parts of even the smallest business owner's plan. But the caliber of this degree will fulfill the needs of the even the most demanding filmmaker—or game designer—or recording artist!

Educationally, subjects that have previously used a simple blackboard are now being taught with Distance Learning. Lesson plans and presentations of all varieties are being totally reimaged with new considerations of how today's students learn.

Research in fields from medicine to business to engineering to the fine arts now employ both audio and video capabilities for much finer scrutiny in addition to final presentation. 3-D animation and printing are integral to architectural and engineering programs.

Considering the concepts above and the fact that there are very few universities in the United States with this degree, Wichita State University will become an international leader!

Sincerely,

Russ Widener
Director, School of Music



WICHITA STATE
UNIVERSITY

COLLEGE OF FINE ARTS

School of Performing Arts

December 20, 2016

WSU Faculty Senate,

I am happy to recommend the new Bachelor of Applied Arts proposed by the College of Fine Arts. This degree with tracks in Audio Production, Digital Filmmaking, Game Design and Animation will expand the current offerings in the College of Fine Arts and should attract technically minded college students. Many may not be looking for a traditional music, graphic design or theatre degree and will be excited by the prospect of developing skills in these areas.

In the School of Performing Arts, our theatre students have a strong interest in filmmaking and were excited to create a full-length film last year. With the option to explore digital filmmaking, our students will be able to further their interest in filmmaking and possibly pursue careers in this area. Our design and technical theatre students might also be interested in the Audio Production tract since many of them are assigned to work as Sound Designers in our Theatre and Music Theatre Productions. In addition to enriching the applied learning opportunities for our current students, I believe this degree would have strong recruiting opportunities for the University. At Senior and Junior Days, we often hear prospective students indicating interest in these emerging fields.

There is great potential in this proposal especially since no other university in the area is offering this type of training. I would strongly encourage the Senate to approve this request.

A handwritten signature in blue ink that reads 'Linda Starkey'.

Linda Starkey, Director
School of Performing Arts
Wichita State University
Wichita, Kansas 67260
Linda.starkey@wichita.edu
316-978-3368



WICHITA STATE
UNIVERSITY

FAIRMOUNT COLLEGE OF
LIBERAL ARTS AND SCIENCES

Elliott School of Communication

Rodney E. Miller, Dean
College of Fine Arts
Wichita State University

Dean Miller:

I am writing to strongly support the proposal for a Bachelor of Applied Arts in Media Arts. The opportunity to bring a unique degree (since the BAA is not common in the United States) and an interdisciplinary curriculum to the university will benefit the students in several ways.

First, the interdisciplinary curriculum will benefit not only the students in the new program, but also current students in the Elliott School. Once the degree is available, BAA students will be enrolled in several of our classes along side current Communication students. The history of the Elliott School is one of a program that integrated the traditional departments of Speech and Mass Communication. We integrated our curriculum because of a sincere belief that our students were more prepared to be communication professionals when they learned from faculty (and other students) from both sides of our broad discipline. The proposal for the BAA replicates this same commitment, but with 21st century arts and technologies. Our students will be stronger as they take classes with animation students, who can push them to improve their approach to visual communication, with filmmaking students, who can push them to improve the stories they tell, with audio students, who can push them to improve their understanding of music and sound, and even with gaming students, who can push them to improve their awareness of the many platforms that are used to tell stories. In short, the inclusion of Communication within the new degree program will benefit students in both Communication and Media Arts.

Second, we are excited by the prospect to utilize the newly acquired space, CoCo Studios. While most of our classes likely will remain on the main campus, the ability to schedule and use the new space is a great opportunity for all of our students. The new space has the production facilities that are lacking for our program on the main campus. Students in both COMM and Media Arts will benefit greatly from the new facility.

In conclusion, let me reiterate my strong support for the new degree. Rather than competing with the Elliott School, I believe the new degree program will enhance the experience of our students and faculty. Once the degree is available, I believe it will improve recruiting and retention of students from across the region. We appreciate the opportunity to be involved in such an exciting new degree.

Jeffrey W. Jarman, Ph.D.
Interim Director, Elliott School of Communication
Wichita State University



**WICHITA STATE
UNIVERSITY**

**FAIRMOUNT COLLEGE OF
LIBERAL ARTS AND SCIENCES**

Office of the Dean

Rodney E. Miller, Dean
College of Fine Arts
Wichita State University

Dean Miller:

I enthusiastically endorse the proposed Bachelor of Applied Arts (BAA) in Media Arts. As WSU moves toward serving our students and our state in new and innovative ways, the BAA in Media Arts has an integral role to play in this vision. Specifically, the BAA degree proposal will open a highly beneficial relationship between Fairmount College of Liberal Arts and Sciences (LAS) and the College of Fine Arts (FA) through blending aspects of the curricula in both colleges to the benefit of students and faculty. Dr. Jeffrey Jarman, Acting Director of the Elliott School of Communication, has also written a letter of support that articulates the specific advantages for Fairmount College students. I am wholeheartedly in support of the proposal.

The applied arts degree breaks new ground at WSU and enables all colleges and faculty to look differently at preparing our students for employment in an ever-changing economy. Advanced visual and audio media skills, not to mention the application of skills to 3-D graphics and gaming, speak to student interest as well as the marketplace. In addition, the BAA in Media Arts dovetails with a reinvigoration of the LAS Film Studies Certificate wherein students can take a set of courses to learn criticism and production in the field. The Film Studies Certificate touches nearly every department in LAS and will work well for the BAA students in Fine Arts who wish to study film in other ways.

Across-college collaboration for degrees is not new in higher education or new to WSU, but this Bachelor of Applied Arts addition to the curricular offerings for students enhances their ability to make more marketable choices in their degree options. I am extremely pleased to offer my support to this technically advanced approach to media arts education knowing that the Liberal Arts and Sciences have much to offer and to gain from this collaboration.

Sincerely,

Ron Matson, Dean of Fairmount College of
Liberal Arts and Sciences



February 21, 2017

To Whom It May Concern:

We are writing in support of the new Bachelor of Applied Arts Program, as proposed by the College of Fine Arts.

The University Libraries is already equipped with a substantial number of resources to support program tracks in audio production, filmmaking, game design, and animation. The library provides not only print and online periodical literature and books, but also offers a creation space (C-Space) for students and faculty in Ablah Library. These resources serve not only to enhance intellectual curiosity, independent study, and career exploration for our currently enrolled students, but will serve in recruitment to the BAA program by stimulating interest in these new areas of the media arts.

Journal articles are primarily accessed through online databases. While the Design and Applied Arts Index (DAAI) is a leading database in the area of media arts, databases from other areas of study will also support the program. These databases are primary resources for engineering and communications or are simply cross-disciplinary by nature: Communication & Mass Media Complete; Academic OneFile, Academic Search Complete; ACM Digital Library; Applied Science & Technology Abstracts; Compendex; and IEEE Xplore Digital Library. Should studies in filmmaking be expanded in future, it would be highly recommended to consider acquisition of the Film & Television Literature Index with Full Text database.

Regarding books supporting media arts, the library collection contains a good number of e-books, primarily due to the purchase of large e-book packages, such as ITPro, but also due to student/faculty interest in the areas of communications and engineering. However, to support a complete degree program, it would be highly desirable to commence with additional titles purchased with one-time monies of approximately \$1000.00. The library collection would benefit from the addition of some materials not available in these larger e-book packages, such as publications of the Audio Engineering Society, some software handbooks, titles of practical application, and smaller press publications.

The University Libraries' C-Space adds another dimension of support and is furnished with: a Multi-OS (Operating Systems: Linux, various versions of Windows) Zone; a Media Design Zone with Adobe Creative Cloud and Microsoft Office 2016; an Advanced Development Zone with a CAD workstation and an Android/iOS app development workstation; a green-screen area, a Sound Booth with Mac based work station, Yamaha keyboard, digital drums, microphone,

headphones and Xenyx UFX1204 sound mixer; and 3D printing and scanning. This area is available to all WSU students and faculty and would provide an additional study location for students in this new program.

The University Libraries is excited to lend its support to this new degree program and to the students who will be studying these new areas of the media arts.

Sincerely,

Rachel Crane
Music/Fine & Performing Arts and Languages Librarian

Cathy Moore-Jansen
Coordinator of Collection Development
Interim Associate Dean for Public Services

Bachelor of Applied Arts – Wichita State University

<u>Criteria</u>	<u>Program Summary</u>
1. Program Identification	TBD
2. Academic Unit	College of Fine Arts
3. Program Description	<p>The Bachelor of Applied Arts (BAA) is a vocational-oriented undergraduate bachelor’s degree. While similar to the traditional BA or BS degrees, it is designated specifically as an ‘applied’ degree that is not research-oriented or entirely academic in nature. Instead, it is designed to prepare students to perform duties associated with a particular career path or position. The BAA is rarely awarded in the United States and is much more common in Commonwealth Nations, such as New Zealand, Australia and Canada. In these countries, particularly Canada, it is slotted into fields that are both technical and creative in nature.</p> <p>The Bachelor of Applied Arts degree will attract creative student entrepreneurs preparing for a career in one of four emerging fields – audio production, filmmaking, game design, and animation. The degree will be one Bachelor of Applied Arts degree with a common core and an individual sequence of courses specific to each of the four disciplines listed above.</p> <p>This will be a collaborative degree that, while housed in the College of Fine Arts, will incorporate curriculum, facilities, personnel, and equipment from The Elliott School of Communication, Wichita Area Technical College, and CoCo Properties LLC, a private professional production studio external to WSU (henceforth referred to as CoCo Studios).</p>
4. Demand/Need for the Program	<p>Preliminary demand for this program is strong. Anecdotally, there have been consistent and persistent inquiries from potential WSU students for a number of years, and those inquiries are growing. A survey of students in the College of Fine Arts revealed an overwhelming interest in the program with over 90% in favor of them being added to the curriculum, 70% indicating an interest in taking a course in one or more of them, and over 55% interested in pursuing a certificate in one of them. Perhaps even more telling,</p>

when asked if, as an entering freshman, they would have been interested in majoring in one of these four sequences had they been in place, more than 40% responded affirmatively in each case.

CoCo Studios, a private professional production facility in Wichita, has partnered with Bethany College for four years to provide degree tracts similar to those we will offer. WSU is assuming the partnership with CoCo Studios and, based on the need/demand from that program there is more than sufficient demand.

According to the U.S. Bureau of Labor Statistics, overall employment for broadcast and sound engineering technicians and radio operators was expected to increase by 7% annually. In 2015, the BLS reported that sound engineering technicians earned a median annual salary of \$41,780. Demand for Video Game Designers is expected to go up, with an expected 7,940 new jobs filled by 2018. This represents an annual increase of 11.59 % over the next few years.

There are multiple career options to choose from in the field of filmmaking and video production. Three common career options are studio camera operator, cinematographer and videographer.

There are a number of careers within the filmmaking industry that this degree can prepare a student for. There are people who work behind the scenes in the film industry and this diploma will prepare students for work in that area. The potential careers for a student with a Digital Filmmaking and Multimedia Diploma are as follows: film director, film lighting engineer, sound engineer, video or film editor and film lab technician.

The video game industry is a multi-billion-dollar industry, and most video game designers will usually make a decent amount of money. The median annual salary for a video game designer according the U.S. Bureau of Labor Statistics is \$58,510; \$28.13/hr.

Game designer salary can be anywhere between \$45,000 to \$120,000 and beyond. This huge variance is accounted for by a number of factors, including seniority and studio size.

Regional demand for digital media jobs within the I-35 corridor between Omaha and Dallas is significant. Currently, more than six hundred positions are being advertised in the six major cities along this route.

<p>5. Comparative /Locational Advantage</p>	<p>As previously stated, the Bachelor of Applied Arts degree is extremely rare in the United States. Among the six state universities, none offers a comparable degree. WSU is uniquely qualified to offer students access to new faculty collaborative ventures, public-private partnerships, and the facilities of both CoCo Studios off campus and the future IdeasLab on campus. WSU serves a large portion of professional students and supports a high-achieving student population collaborating across the liberal arts, fine arts and professional disciplines through its field majors and Honors College. These groups would further benefit from the opportunity of further study in these four emerging technological disciplines. WSU offers the additional advantage of its location in Kansas' largest city, near employers.</p>
<p>6. Curriculum</p>	<p>The BAA consists of 120 credit hours. Students are required to take 30 credits of General Education, 21 credits in common core courses, 54 credit hours in a discipline specific tract and the remaining 15 hours in electives. The first two years may culminate in the acquisition of an Associate of Applied Arts degree, pending future approval, which is in keeping with the national norms for a Bachelor of Applied Arts. Existing courses comprise most of the degree requirements.</p>
<p>7. Faculty Profile</p>	<p>Faculty in existing departments and colleges across the university will teach, coordinate the BAA curriculum and work with students to create independent plans of study. Additional faculty from the professional fields will teach technology specific curriculum as needed.</p>
<p>8. Student Profile</p>	<p>The Bachelor of Applied Arts degree will attract creative students preparing for a career in one of four emerging fields – audio engineering, filmmaking, game design, and animation. Students will have an affinity for both technical as well as creative endeavors. They will be eager to apply their skills to technical tasks which are neither research-oriented nor entirely academic in nature. Successful students will also develop skill sets that help them become entrepreneurs in their field as well.</p>
<p>9. Academic Support</p>	<p>The BAA degree will be facilitated by a director. The program will require faculty advisors within departments and colleges across several schools and colleges. The academic support model at WSU is extensive and includes support from the Counseling and Testing Center, Disability Support Services, One Stop Student Services, University Libraries, Career Services, the Office of Cooperative Education and Work-Based Learning, and other offices.</p>

<p>10. Facilities and Equipment</p>	<p>WSU is partnering with CoCo Studios and utilizing their facilities and equipment. The new GoCreate MakerSpace, future IdeasLab, and Elliott School studios on the main campus will provide facilities and equipment for students and faculty on campus. No additional space or equipment will be needed beyond the leasing agreement with CoCo Studios.</p>
<p>11. Program Review, Assessment, Accreditation</p>	<p>The program will be reviewed according to Kansas Board of Regents' program review requirements. Assessment of student learning outcomes will be measured along such measures as graduation rates, graduate exit surveys, participation in program forums, experience-learning based evaluations, knowledge-skills assessments, and capstone evaluations. Specialized accreditation is not available for this degree.</p>
<p>12. Costs, Financing</p>	<p>Existing faculty will teach, advise, and supervise student work. Funds will be needed to cover the cost of a director for the program. The funding will come from an internal reallocation from the office of the Provost and Senior Vice President for Academic Affairs. There will be an annual program fee for the final two years of the degree sequence to provide funding for the maintenance and replacement of materials and equipment in what is, admittedly, a technology-based degree.</p>

Kansas Board of Regents New Degree Program Proposal Narrative

Bachelor of Applied Arts in Media Arts

Program Justification.

The mission of Wichita State University is to “be an essential educational, cultural and economic driver for Kansas and the greater public good.” To support this mission, WSU has goals to be a nationally recognized institution driving technology, design, and manufacturing. The complexity of today’s technology requires innovators from multiple disciplines to come together as a team and translate ideas into something transforming through non-traditional means. The Bachelor of Applied Arts (BAA) curriculum will merge Arts, Science, and Technology curricula, creating opportunities for students to gain training in the emerging creative technologies of audio production, filmmaking, animation, and game design. The program will engage with businesses and focus on developing students’ technological acumen combined with “design thinking skills.” These include the capabilities to (a) develop creative solutions, (b) effectively communicate, (c) practice entrepreneurship, and (d) master emerging software/hardware. The development of these capabilities will be grounded in an applied academic curriculum. WSU’s location in the largest city in Kansas is a vital component to this learning process.

The Media Arts Program will be structured as one BAA degree with four tracks: audio production, filmmaking, animation, and game design. The structure will be unique as it has four related tracks under one degree classification.

Similar programs in other institutions in the Regents system and related programs in the same institution

Within Wichita State University, there is no overall program similar to the proposed BAA program. Currently, students interested in these four technologies matriculate within an existing undergraduate program in the college of engineering or fine arts or liberal arts and sciences and work informally with faculty members. The program that is closest to the proposed BAA program is the Emphasis Areas in the undergraduate program of the Elliott School, but these focus on journalism/broadcasting. The BAA program will be designed to allow, and promote, students to take courses and work formally with faculty members who are professionals in their course of study.

Within the other Regents universities, there is no program that is similar to the proposed BAA program.

Similar programs in the region

Within Kansas and the states bordering Kansas, no universities offer degree programs that are similar to the proposed BAA program.

Colorado University has a College of Arts and Media and the four degrees are offered, but not as a BAA degree.

The Art Institute of Colorado has the four degrees, but not as a BAA. The University of Colorado at Colorado Springs has a film degree, but not offered as a BAA.

Iowa State University has a minor in Music Technology.

Bethany College offers BA degrees in Filmmaking, Animation, and Video Game Design.

The University of Nebraska Lincoln offers a BFA in Film and New Media.

The University of Kansas offers a BFA in Illustration and Animation, but it only has two courses in animation. KU also offers a BA and BGS in Film Studies.

University of Central Missouri has a degree in recording arts technology.

Butler County Community College offers an Associate in Applied Science in Interactive, Digital and 3D Production as well as certificate programs.

Johnson County Community College offers an Associate in Applied Science in Game Development and one in Web Development and Digital Media as well as certificate programs. Kansas City Community College has an Applied Science Associate in audio engineering.

Hutchinson Community College offers an Associate in Applied Science in Visual Media Design. All of these AAS degrees could possibly articulate with the BAA at WSU for those students wishing to complete a bachelor degree.

Location of the program at Wichita State University

A 2014 study of job demand for graduates with “creative technology” found that most of the jobs for which “creative technology” was a qualification were located in urban areas.

The BAA will take advantage of the partnership WSU is entering into with CoCo Properties LLC. Because of its urban setting in the largest city in Kansas, WSU is uniquely qualified to offer students access to new faculty collaborative ventures, public-private partnerships, and the facilities of both CoCo Properties LLC off campus and future Ideas Lab on campus. WSU serves a large portion of professional students and supports a high-achieving student population collaborating across the liberal arts, fine arts and professional disciplines through its field majors and Honors College. These groups would benefit from the opportunity of further study in these four emerging technological disciplines.

Because Wichita is the largest urban area in Kansas, it makes sense for the BAA program to be located at Wichita State University. As proposed, the BAA program would be an interdisciplinary degree that takes advantage of the curricula and faculty expertise that already exist within WSU colleges. Therefore, cooperation with other Regent universities to develop a cooperative or joint program is not needed.

Ranking of the program in WSU's list of priorities

Driven by its new mission, to be an essential educational, cultural and economic driver for Kansas and the greater public good, WSU has prioritized initiatives focused around applied learning. Transforming the university into an innovation focused campus is one example of how this is taking root. Announced in 2014, the concept of an innovation university offers opportunities to serve the public good by allowing essential educational opportunities through partnership with the community, business and faculty. This, in turn, provides students with applied learning opportunities. As determined by each college's strategic plan, the proposed BAA program aligns with the stated mission and the concept of an innovation university – i.e., the degree program will be collaborative, cross-disciplinary, engage with businesses, and focus on the merger of technology and creativity.

Student demand for the program and characteristics of the students who will participate in the program

To determine the demand for a BAA program, students in the College of Fine Arts were surveyed. The survey briefly described the four proposed programs in the degree. Of those responding, the support and interest for these programs was overwhelming. Over 90% were in favor of these programs being added to the curriculum – 91% said they would be a welcome addition to the college programs and 92% wanted to learn more about the degrees. When asked questions about specific sequences, there was also significant support. Approximately 70% indicated an interest in taking a course in Audio Production and/or Filmmaking, with interest in the other two only slightly lower— Animation at 63% and Video Game Design at 58%.

Perhaps even more telling, when asked if, as an entering freshman, they would have been interested in majoring in one of these four sequences had they been in place, more than 40% responded affirmatively in each case (Filmmaking – 47%, Animation – 43%, Video Game Design – 45%, and Audio Production - 41%). When asked if they might be interested in pursuing a certificate, again the responses were overwhelmingly positive - Filmmaking – 57%, Audio Production – 55%, Animation – 44%, and Video Game Design – 44%).

Numbers do not always give a complete picture. To illustrate the enthusiasm of support from our students we have also included the comments from the survey, which we feel are very revealing about the timeliness of these programs:

- I do believe that this would be an exciting addition to the school of ADCI. I am very supportive of expanding more "Creative Industries" degrees that do not conform to the standard Art & Design. Although I have long been set on being a Studio Art major in

Painting, I do believe there would be good interest from current and incoming students who thrive on unconventional digital work. Currently working as a student assistant for The School of ADCI, I feel as though offering these courses would be appealing to incoming students and students who are unsure of where their line of digital work may fit into our current degrees.

- Keep up the good work! I really appreciate all of you and what you do for all us art students. Peace!
- The audio and digital filmmaking degrees are exactly what I've been looking for paired with other visual arts.
- Video games are becoming a very important topic in today's society and if this was made when I was a freshman I would have 100% majored in video game design.
- Though I personally have little interest in these, I know many students that would have loved the chance at a degree in Video Game Design. One friend eventually left WSU to pursue this degree elsewhere. There needs to be more opportunities in these fields of study. Many students would be interested and really want the opportunity to gain this degree.
- It would be good if we actually knew what these degrees meant. It would increase interest and help student be more certain of their interest.
- I don't personally want to take any of these courses, but I know MANY people who definitely would attend WSU for these programs. Don't contact me trying to get me to change my major!
- I know many people looking for an (sic) University to major in audio recording.
- I personally don't have degree interests in these fields, but taking classes about them would be pretty cool. I know plenty of people that would be interested in these fields, and would likely go to WSU if proper resources were available to students. Right now, I don't think we have the necessary equipment to properly teach degrees in 3-D Animation or Video Game Design. Especially in McKnight. Other than that, I do believe these programs would cause WSU enrollment to flourish even more than it has already. Engineering students would likely be interested in these classes as well. There is some bleed-through of these degrees and Computer Science/etc.
- This is a great idea for the School of Arts. I highly recommend that WSU has these choices for future and current students. This place should become the Hollywood of the Midwest.
- I'm not personally very interested in these programs, but speaking to other students prior to this they have expressed wanting similar programs to those presented. I feel like it would attract more students here if these programs were offered.
- I'd love to see these programs added to WSU. I have several friends and family interested in degrees in these areas, but they have had to look out of state due to a lack of options. I'd much rather watch them succeed with me at WSU.
- I would really like to see more classes for illustrators. Right now, there aren't many that are focused on the design or layout approach. Once in a while there is a class that teaches design and fine art together (which is kind of what illustration is) but the majority of classes are divided pretty strongly.
- Even though I personally would not major in any of these degrees, I know many people that would love to. And even though this isn't related directly towards these degrees, I know there is lots of interest in having an art therapy Master's program here to build off of the community art degree.

- Wichita is more than just Airplanes and farming. We have many people who are aspiring to become game designers, and audio producers etc. We are limiting these students and we need to give them an opportunity to be able to follow their dream without having to take the financial burden of going to an out of state university. I would strongly consider doing any of these degrees when they become available and I am already in crippling debt from the amount of time I have spent at Wichita State. GET THESE MAJORS!!! We have been giving so much to the engineering and computer science degrees, the entire west side of campus and the soon innovation campus is for those students. Don't forget about us over on the east side. I feel that we are easily forgotten because of what major we choose. Fix this.
- About time these become options!
- Oh God, please! I'd sell body parts and vital organs for the ability to pursue animation and video production! MAKE THIS HAPPEN, I BEG OF YOU!!!
- I think that this is 100% a great idea and I really think it'd be an amazing addition!!
- By offering these programs, local students will have affordable resources to explore mediums that we see everyday (sic). Thank you for these considerations, I will be seeking to minor in one of these programs if this proposal follows through!
- I am not personally very interested in any of these programs, but I can think of several people that I know who would be interested, especially in video game design!
- As a student that wants to persue (sic) a career in the entertainment industry, specifically in animation and editing, adding these degrees to Wichita state would save me the need to go to another college to persue (sic) my degree in detail. This would be a great addition to the school.

The BAA program will draw from several pools of potential students. The first pool includes individuals who already have an idea of the career path they wish to pursue and who want to learn specific technical and creative tools to help them develop their marketable skills. The second pool includes individuals who might have a base of knowledge in a field and who want to develop those technical skills further. These pools will include recent high school graduates, transfer students from a community college, and potential non-traditional students who are wanting a change in their professional career path. This last pool will include individuals who will have industry-based knowledge, and they will be driven by a desire to expand their knowledge within a particular professional paradigm.

An example of a student who might benefit from the BAA program is a high school student who has a background in musical performance, and who wants to develop the technical skills to expand his/her music background into a possible career in audio recording. Another example would be a student with an interest and expertise in graphic design who would like to expand his/her technical skills for a career in animation. A third example might be a student with a background in theatrical lighting design who wants to combine his/her technological skills into film editing to develop new forms of aesthetic expression in the video genre.

Procedures and criteria for admission into the proposed program

The proposed BAA admission process will follow the WSU undergraduate graduate process. Kansas residents (under 21 years of age) graduating in 2015 or later must:

1. Achieve an ACT composite score of 21 or above OR a minimum combined SAT-I score of 980, OR
2. Rank in the top one-third of their high school's graduating class, AND
3. Complete the Kansas Qualified Admissions Pre-College Curriculum with at least a 2.00 grade point average (GPA) on a 4.00 scale. Out-of-state residents must earn a 2.50 or higher GPA on a 4.00 scale.

Students graduating from a non-accredited high school or who were homeschooled, must: Complete coursework equivalent to the Kansas Qualified Admissions Pre-College Curriculum with a 2.00 GPA and achieve an ACT score of 21 or above or a combined SAT score of at least 980. If enrolled in college courses while in high school, a 2.00 GPA or higher must be achieved.

Applicants who obtained a GED must:

For GED tests from 2002-2013: Have a minimum score of 510 on each sub test and an overall score of 2550 to be admitted.

For GED tests from 2014 and on: Have a minimum score of 150 on each sub test and an overall score of 680 to be admitted.

Demand for graduates of the program

According to the U.S. Bureau of Labor Statistics, overall employment for broadcast and sound engineering technicians and radio operators was expected to increase by 7% annually over the period from 2014-2024¹. The statistics for this career will fall between a multimedia artist and sound engineering technician—or between a 6%² and 9%³ job growth rate through the year 2022. As the motion picture and video industries and the marketing and advertising industries grow, the demand for quality sound designers will also grow. They are an essential part of creating a high-quality video or game, and job prospects and opportunities are fair.

The annual median salary for a sound designer will fall somewhere between that of a multimedia artist and a sound engineering technician – or between \$41,200 and \$61,370. However, this is simply the middle line; multimedia artists in the top 10% earned more than \$113,000 in 2012. Many things will affect the salary of a sound designer, including the professional's location, their education and amount of experience they have and more. Employment of film and video editors and camera operators is projected to grow 11 percent from 2014 to 2024, faster than the average for all occupations. Production companies and video freelancers are working with new content delivery methods, such as mobile devices or through online TV, which may lead to more work for editors and camera operators⁴.

Demand for Video Game Designers is expected to go up, with an expected 7,940 new jobs filled by 2018. This represents an annual increase of 11.59 percent over the next few years.

¹ <http://www.bls.gov/ooh/media-and-communication/broadcast-and-sound-engineering-technicians.htm>

² <http://www.bls.gov/ooh/arts-and-design/multimedia-artists-and-animators.htm#tab-6>

³ <http://www.bls.gov/ooh/media-and-communication/broadcast-and-sound-engineering-technicians.htm#tab-6>

⁴ <http://www.bls.gov/ooh/media-and-communication/film-and-video-editors-and-camera-operators.htm>

3D animation is one of the fastest growing careers. Since most animated scenes are now created with this type of technology, the demand for this type of technical knowledge is increasing. The average salary for 3D animators reflects this. According to the U.S. Bureau of Labor Statistics, 3D animators made roughly a median salary of \$58,510 annually⁵. Some more successful (top 90+ percentile⁶) 3D animators have the capacity to make over \$100,000 each year depending on industry working in and state living within.

Program academic objectives

The learning objectives of the proposed BAA program include developing students' capabilities to:

- Develop creative technical skills and solutions
- Develop technical and creative projects
- Effectively communicate solutions and to potential clients
- Practice entrepreneurship

After completing the program, students should have developed a:

- Portfolio of creative projects
- Willingness and ability to experiment with their ideas
- Network of individuals and businesses with whom they can continue to collaborate
- Desire to continue to design solutions to problems they identify

Program curriculum

The proposed BAA program would consist of 120 credit hours including the following:

Media Arts Core Courses (21 credit hours):

These courses would be required of all students in the four tracks and would span the entire length of the program, creating a large cohort of students studying different aspects of Media Arts, but working together on projects.

- *Intro to Media Arts*
This introductory course will discuss the fields of animation, film, sound and game design, their intersections and their differences, including their history, development current status.
- *Audio Recording*
This course will discuss sound and its importance to all aspects of storytelling. Content will focus on capturing sound in a variety of environments and the basics of audio editing. This is a fundamental skill for all tracks of the degree.

⁵ <http://www.bls.gov/ooh/arts-and-design/multimedia-artists-and-animators.htm#tab-5>

⁶ <http://www.bls.gov/oes/current/oes271014.htm>

- *Basic Digital Editing*
This course will discuss the basics of capturing and editing video. Emphasis will be placed on creating a series of short films.
- *History of Motion, Sound and Gaming*
This course will discuss the history and intersection of film, animation and gaming. Students will evaluate select films and entertainment franchises and their impact on society.
- *Professional Practices*
This series of courses will discuss professional issues within the entertainment industry. Topics will include legal issues, copyright, grant writing, fundraising and production issues.
- *Media Arts Practicum*
This series of courses will involve creation of group projects. All levels of students in the program will work together in small groups.

General Education Courses (30 credit hours):

The Higher Learning Commission's criteria and requirements for affiliation reflect a set of guiding values. HLC articulates these guiding values so as to offer a better understanding of the intentions that underlie them. Under "Assumed Practices," Section B (Teaching and Learning: Quality, Resources, and Support), subheading 1.H expectations for accredited institutions regarding their General Education programs are as follows:

The institution maintains a minimum requirement for general education for all of its undergraduate programs whether through a traditional practice of distributed curricula (15 semester credits for AAS degrees, 24 for AS or AA degrees, and 30 for bachelor's degrees) or through integrated, embedded, interdisciplinary, or other accepted models that demonstrate a minimum requirement equivalent to the distributed model. Any variation is explained and justified.

Because of the unique nature of the Bachelor of Applied Arts, with its emphasis on applied skills centered around creativity combined with technology, General Education requirements have been set at the HLC expectation of 30 credit hours and are as follows:

Tier 1. Foundation Courses:

- English 100 or English 101; English 102
- Math 111 or Math 131
- Communication 111

Tier 2. Introductory Courses in the Disciplines:

- Humanities, one course
- Social/Behavioral Sciences, one course
- Natural Sciences/Mathematics, one course
- One additional introductory course from any of the three categories

Tier 3. Advanced Issues and Perspectives courses and Further Study in the Disciplines: Complete one Further Studies Course and one Issues and Perspectives course. Further Study courses are more focused studies in the various disciplines outside students' majors that allow them to follow up on interests developed in the introductory courses. Issues and Perspectives courses address broad issues and often use a multidisciplinary or interdisciplinary approach.

Program faculty

Core Faculty

Ed Baker, MFA, Associate Professor of Theater (tenured)
David Neville, BFA, Associate Professor of Theater (tenured)
Jeff Pulaski, MFA, Associate Professor of Graphic Design (tenured)
Aleksander Sternfeld-Dunn, DMA, Associate Professor of Music (tenured)
Bret Jones, PhD, Professor of Theatre (tenured)
Claudia Pederson, PhD, Assistant Professor of Art History
John Jones, MFA, Director of the Media Resource Center
Amy DeVault, MA, Assistant Professor of Digital Media
Mark Foley, DMA, Professor of Music and Director of Jazz Studies
Kevin Hager, MA, Associate Professor of Communication

All core faculty members listed above currently teach 1-3 courses per semester and advise students. Because the courses for the proposed BAA program largely consist of existing courses that these WSU faculty members already teach, the additional advising and teaching work the faculty members would bear as a result of the introduction of the program would be minimal.

The College of Fine Arts is entering into a partnership with CoCo Properties LLC, a private professional production facility in Wichita, located at 3805 East Harry Street, which has been offering accredited discipline specific curriculum through their relationship with Bethany College. Faculty teaching at the Harry street facility have been vetted and approved through Bethany and all are well respected professionals in their respective professional areas. We anticipate working with many of these faculty with this program.

Audio Recording and Production:

David Meuhl
Shawn Rhodes
Lance Ponder

3D Animation:

Colby Turybury
Ryan Todd

Visual Effects:

Sarah Mathia

Michael Raphaelovich
Timothy Babb

Game Design:
Michael Bagley
Kerrigan Guthrie

Filmmaking:
Shane Wallace

Academic support services for this program

Advisors will be assigned to BAA students when they are admitted to the program. Students and faculty advisors will be matched based upon the student's tract. The advisor assigned to a student at the time of admission will assist the student in completing initial tasks such as class selection, registration, and orientation. After a student has completed 1-2 semesters, the student may change advisor(s) based on his or her academic interest. With the guidance of the advisor(s) the student will identify specific interests and objectives such as:

- selecting a final project option
- developing a major project
- creating a plan of study

The WSU libraries possess resources that would support BAA students with a variety of interests. These include:

- subject matter librarians
- a welcoming environment for study
- print and audio works
- an interlibrary loan agreement with public and private university and non-university libraries
- numerous online databases – both general and specialized, including the Design and Applied Arts Index (DAAI). DAAI is the leading source for abstracts and the indexing of periodical literature.

The WSU Information Technology Services department possesses resources that would support BAA students with a variety of interests. These include:

- telecommunications services
- several computer labs
- networking and data center operations
- web development and data warehousing services

Library materials and other forms of academic support are required beyond normal additions

The Library has many support services already in place to serve this degree and student population (see letter of support earlier in this document). They would like a modest \$1,000 to jump start acquisition of titles on filmmaking.

New or enhanced forms of academic support

NONE

Support staff

The BAA will be housed in the Fine Arts division which will be housed initially in the Dean's Office of the College of Fine Arts and supported by the administrative staff currently available in that office. The College of Fine Arts will provide an administrative position to coordinate the overall program. Funding will be needed to cover an academic advisor and desk staff for the new facility.

Facilities and Equipment

BAA students. These include:

- an Ideas Lab that is planned for the College of Fine Arts
- an Innovation Center to be located in the Barton School of Business's new home building
- the GoCreate Maker Space in the new Experimental Engineering Building

The primary facility, however, for these program will be CoCO Properties LLC, a private professional production facility in Wichita, located at 3805 East Harry Street. CoCO Properties LLC consists of over 35,000 square feet of facilities and equipment. This includes but is not limited to:

- computer labs (4)
- audio lab
- video lab
- motion capture studio
- green screen area
- recording studios (2)
- art studio
- clay studio
- design studio
- classrooms (2)
- conference room
- additional space for offices, hallways, and circulation

The leasing agreement gives WSU access to all facilities.

No new facilities will be needed in addition to the existing and planned facilities listed. The equipment utilized in the BAA program will also include equipment that already is being utilized in other programs, and equipment that will be acquired for the new, planned facilities, particularly the Ideas Lab.

No new equipment will be needed in addition to the existing and planned equipment listed. The equipment is of good quality and will be sufficient for the inauguration of the BAA

program. Upgrades of both hardware and software, a necessary protocol with any technology driven program, will be financed through the program fee.

Program Review, Assessment and Accreditation

A clear process will be in place and will remain in place that evaluates student learning and program outcomes on several levels. The table below outlines the preliminary assessment plan for the Bachelor of Applied Arts degree program. Teaching faculty, the program director, and the Office of Academic Affairs will assess the educational soundness of the program.

Accreditation is not currently available for this degree.

Evaluation Areas/Measures	Minimum Frequencies					Responsibility
	Each Course	Every Year	Every 1-3 Years	Every 3-5+ Years	Ongoing	
Course evaluations (e.g. SPTE or IDEA)	X					Director/Faculty
Learning objective assessment	X					“
Curriculum/graduate exit surveys			X			“
Mission statement review			X			“
External advisory input					X	“
Admittance numbers		X				“
Admission policies review		X				“
Application materials review			X			“
Core competency evaluation			X			“
Thesis/capstone evaluation			X			“
Graduation number and rate			X			“
Curricular review of diversity			X			“
Student participation in on-campus business plan competitions			X			“
Internal program review			X			“

**CURRICULUM OUTLINE
NEW DEGREE PROPOSALS
Kansas Board of Regents**

- I. Identify the new degree:** Bachelor of Applied Arts in Media Arts–Animation Track
II. Provide courses required for each student in the major:

	<i>Course Name & Number</i>	<i>Cr. Hrs.</i>
Core Courses	ENG 101 College English I	3
	ENG 102 College English II	3
	MATH 111 College Algebra	3
	COMM 111 Public Speaking	3
	Gen Ed Humanities course	3
	Gen Ed Social/Behavioral Sciences course	3
	Gen Ed Natural Sciences/Mathematics course	3
	Gen Ed additional Introductory course	3
	Gen Ed Further Studies course	3
	Gen Ed Advanced Issues & Perspectives course	3
	MART 101 Intro to Media Arts	3
	MART 102 Hist. of Motion, Sound & Gaming	3
	COMM 306 Basic Digital Editing	3
	COMM 406 Audio Recording	3
	MART 390 Professional Practices (3x, 1 cr.)	3
	MART 299 Media Arts Practicum I	1
	MART 399 Media Arts Practicum II	1
	MART 499 Media Arts Practicum III	1
	ARTF 136 Foundation 2D Design	3
	ARTF 145 Foundation Drawing	3
	ARTS 240 Figure Drawing	3
	MART 220 Computer Modeling	3
	ARTH 125 Art History, Bodies or Play	3
	ARTH 1xx Art History elective	3
	MART 222 Digital Animation I	3
	MART 322 Digital Animation II	3
	MART 422 Digital Animation III	3
	ARTH 3xx Art History elective	3
	THEA 390 Acting for the Camera	3
	MART 352 Clay Modeling	3
	MART 350 Story Boarding	3
	THEA 516 Scriptwriting I	3
	MART 357 Rigging	3
ARTG 490 Titles and Motion Graphics	3	
MART 424 Compositing and VFX	3	
COMM 604 Video Storytelling	3	
Electives	Electives chosen with an advisor	15
Research	_____	_____
Practica	_____	_____
	<i>Total</i>	<i>120</i>

CURRICULUM OUTLINE
NEW DEGREE PROPOSALS
Kansas Board of Regents

- I. Identify the new degree:** Bachelor of Applied Arts in Media Arts–Game Design Trk
II. Provide courses required for each student in the major:

	<i>Course Name & Number</i>	<i>Cr. Hrs.</i>
Core Courses	ENG 101 College English I	3
	ENG 102 College English II	3
	MATH 111 College Algebra	3
	COMM 111 Public Speaking	3
	Gen Ed Humanities course	3
	Gen Ed Social/Behavioral Sciences course	3
	Gen Ed Natural Sciences/Mathematics course	3
	Gen Ed additional Introductory course	3
	Gen Ed Further Studies course	3
	Gen Ed Advanced Issues & Perspectives course	3
	MART 101 Intro to Media Arts	3
	MART 102 Hist. of Motion, Sound & Gaming	3
	COMM 306 Basic Digital Editing	3
	COMM 406 Audio Recording	3
	MART 390 Professional Practices (3x, 1 cr.)	3
	MART 299 Media Arts Practicum I	1
	MART 399 Media Arts Practicum II	1
	MART 499 Media Arts Practicum III	1
	ARTF 136 Foundation 2D Design	3
	ARTF 145 Foundation Drawing	3
	ARTS 240 Figure Drawing	3
	MART 220 Computer Modeling	3
	ARTH 125 Art History, Bodies or Play	3
	ARTH 1xx Art History elective	3
	MART 222 Digital Animation I	3
	MART 322 Digital Animation II	3
	MART 260 Game Design Concepts	3
	ARTH 3xx Art History elective	3
	MART 352 Clay Modeling	3
	MART 350 Story Boarding	3
	MART 365 Prop and Character Design	3
	THEA 516 Scriptwriting I	3
	MART 357 Rigging	3
	MART 232 Intro to Game Design	3
MART 332 Intermediate Game Design	3	
MART 432 Advanced Game Design	3	
Electives	Electives chosen with an advisor	15
Research	_____	_____
Practica	_____	_____
	<i>Total</i>	<i>120</i>

**CURRICULUM OUTLINE
NEW DEGREE PROPOSALS
Kansas Board of Regents**

- I. Identify the new degree:** Bachelor of Applied Arts in Media Arts–Filmmaking Track
II. Provide courses required for each student in the major:

	<i>Course Name & Number</i>	<i>Cr. Hrs.</i>
Core Courses	ENG 101 College English I	3
	ENG 102 College English II	3
	MATH 111 College Algebra	3
	COMM 111 Public Speaking	3
	Gen Ed Humanities course	3
	Gen Ed Social/Behavioral Sciences course	3
	Gen Ed Natural Sciences/Mathematics course	3
	Gen Ed additional Introductory course	3
	Gen Ed Further Studies course	3
	Gen Ed Advanced Issues & Perspectives course	3
	MART 101 Intro to Media Arts	3
	MART 102 Hist. of Motion, Sound & Gaming	3
	COMM 306 Basic Digital Editing	3
	COMM 406 Audio Recording	3
	MART 390 Professional Practices (3x, 1 cr.)	3
	MART 299 Media Arts Practicum I	1
	MART 399 Media Arts Practicum II	1
	MART 499 Media Arts Practicum III	1
	THEA xxx Theatre Tech (3 choices)	3
	THEA 228 Script Analysis	3
	COMM 512 Principles of Video	3
	ARTF 145 Foundation Drawing	3
	THEA 390 Acting for the Camera	3
	COMM 506 Sound for Film	3
	MART 325 Editing for Film	3
	COMM 321 Critical Studies in Film	3
	MART 359 Cinematography	3
	MART 353 Video Storytelling	3
	THEA 345 Stage Lighting 1	3
	MART 350 Story Boarding	3
	MART 351 Principles of Video Production	3
	THEA 516 Scriptwriting 1	3
	THEA 517 Scriptwriting 2	3
MART 424 Compositing and VFX	3	
ENGL 307 Narrative in Literature and Film	3	
XXXX xxx Additional Film Studies Course	3	
Electives	Electives chosen with an advisor	15
Research	_____	_____
Practica	_____	_____
	<i>Total</i>	<i>120</i>

**CURRICULUM OUTLINE
NEW DEGREE PROPOSALS
Kansas Board of Regents**

- I. Identify the new degree:** Bachelor of Applied Arts in Media Arts–Audio Production
II. Provide courses required for each student in the major:

Core Courses	<i>Course Name & Number</i>	<i>Cr. Hrs.</i>
	ENG 101 College English I	3
	ENG 102 College English II	3
	MATH 111 College Algebra	3
	COMM 111 Public Speaking	3
	Gen Ed Humanities course	3
	Gen Ed Social/Behavioral Sciences course	3
	Gen Ed Natural Sciences/Mathematics course	3
	Gen Ed additional Introductory course	3
	Gen Ed Further Studies course	3
	Gen Ed Advanced Issues & Perspectives course	3
	MART 101 Intro to Media Arts	3
	MART 102 Hist. of Motion, Sound & Gaming	3
	COMM 306 Basic Digital Editing	3
	COMM 406 Audio Recording	3
	MART 390 Professional Practices (3x, 1 cr.)	3
	MART 299 Media Arts Practicum I	1
	MART 399 Media Arts Practicum II	1
	MART 499 Media Arts Practicum III	1
	MUSC 127 Theory 1	2
	MUSC 128 Theory 2	2
	MUSC 240 Jazz Theory 3	2
	MUSC 242 Jazz Theory 4	2
	MUSC 129 Aural Skills 1	2
	MUSC 130 Aural Skills 2	2
	MUSC 241 Jazz Aural Skills 3	2
	MUSC 243 Jazz Aural Skills 4	2
	MUSP xxx Ensemble (4x, 1 cr.)	4
	MUSA 232 Lessons (4x, 2 cr.)	8
	MUSC 259 Introduction to Music Comp	1
	MART 110 Intro to Music Tech & Industry	2
	MART 111 Intro to Music Business	1
	MUSC 113 Music Literature	3
	MUSC 531 Intro to Elec. Music (MAX/MSP)	2
	MUSC 641 Orchestration	2
	MART 540 Adv. Editing and Mastering	3
	MART 570 Electronic Music Production	2
	MART 571 Live Sound Design	3
	COMM 506 Sound for Film	3
	MART 575 Seminar in Music Technology	3
	MART 481 Internship	1
Electives	Electives chosen with an advisor	15
Research	_____	_____
Practica	_____	_____
	<i>Total</i>	<i>120</i>

PROPOSAL FOR BAA IN MEDIA ART

Bachelor of Applied Arts in Media Arts Check Sheet

2017-2018 Catalog

Animation track (120 Credits required)

Rev 2/20/17

Name _____

ID _____

General Education Requirements (30 credits)

Tier 1 Foundation Courses

ENG 101	College English I	3
ENG 102	College English II	3
MATH 111	College Algebra	3
COMM 111	Public Speaking	3

Tier 2 Introductory Courses

Humanities, choose 1 course	3
Social & Behavioral Sciences, choose 1 course	3
Math & Natural Science, choose 1 course	3
One additional Introductory course	3

Tier 3 Advanced Courses

Further Studies course*	3	Advanced Issues & Perspectives course	3
-------------------------	---	---------------------------------------	---

* Must be in the same discipline as a course from Tier 2

Media Arts Core (21 Credits)

MART 101	Intro to Media Arts	3	MART 390	Professional Practices (3x, 1 cr.)	3
MART 102	Hist. of Motion, Sound & Gaming	3	MART 299	Media Arts Practicum I	1
COMM 306	Basic Digital Editing	3	MART 399	Media Arts Practicum II	2
COMM 406	Audio Recording	3	MART 499	Media Arts Practicum III	3

Animation Core (54 Credits)

ARTF 136	Foundation 2D Design	3	ARTH 3xx	Art History elective	3
ARTF 145	Foundation Drawing	3	THEA 390	Acting for the Camera	3
ARTS 240	Figure Drawing	3	MART 352	Clay Modeling	3
MART 220	Computer Modeling	3	MART 350	Story Boarding	3
ARTH 125_	Art History, Bodies or Play	3	THEA 516	Scriptwriting I	3
ARTH 1xx	Art History elective	3	MART 357	Rigging	3
MART 222	Digital Animation I	3	ARTG 490	Motion Graphics	3
MART 322	Digital Animation II	3	MART 424	Compositing and VFX	3
MART 422	Digital Animation III	3	COMM 604	Video Storytelling	3

Electives (15 Credits) Electives chosen with the approval of an advisor, could include a minor.

PROPOSAL FOR BAA IN MEDIA ART

Bachelor of Applied Arts in Media Arts Check Sheet

2017-2018 Catalog

Game Design track (120 Credits required)

Rev 2/20/17

Name _____

ID _____

General Education Requirements (30 credits)

Tier 1 Foundation Courses

ENG 101	College English I	3
ENG 102	College English II	3
MATH 111	College Algebra	3
COMM 111	Public Speaking	3

Tier 2 Introductory Courses

Humanities, choose 1 course	3
Social & Behavioral Sciences, choose 1 course	3
Math & Natural Science, choose 1 course	3
One additional Introductory course	3

Tier 3 Advanced Courses

Further Studies course*	3	Advanced Issues & Perspectives course	3
-------------------------	---	---------------------------------------	---

* Must be in the same discipline as a course from Tier 2

Media Arts Core (21 Credits)

MART 101	Intro to Media Arts	3	MART 390	Professional Practices (3x, 1 cr.)	3
MART 102	Hist. of Motion, Sound & Gaming	3	MART 299	Media Arts Practicum I	1
COMM 306	Basic Digital Editing	3	MART 399	Media Arts Practicum II	2
COMM 406	Audio Recording	3	MART 499	Media Arts Practicum III	3

Game Design Core (54 Credits)

ARTF 136	Foundation 2D Design	3	ARTH 3xx	Art History elective	3
ARTF 145	Foundation Drawing	3	MART 352	Clay Modeling	3
ARTS 240	Figure Drawing	3	MART 350	Story Boarding	3
MART 220	Computer Modeling	3	MART 365	Prop and Character Design	3
ARTH 125_	Art History, Bodies or Play	3	THEA 516	Scriptwriting I	3
ARTH 1xx	Art History elective	3	MART 357	Rigging	3
MART 222	Digital Animation I	3	MART 232	Intro to Game Design	3
MART 322	Digital Animation II	3	MART 332	Intermediate Game Design	3
MART 260	Game Design Concepts	3	MART 432	Advanced Game Design	3

Electives (15 Credits) Electives chosen with the approval of an advisor, could include a minor.

PROPOSAL FOR BAA IN MEDIA ART

Bachelor of Applied Arts in Media Arts Check Sheet

2017-2018 Catalog

Filmmaking track (120 Credits required)

Rev 2/20/17

Name _____

ID _____

General Education Requirements (30 credits)

Tier 1 Foundation Courses

ENG 101	College English I	3
ENG 102	College English II	3
MATH 111	College Algebra	3
COMM 111	Public Speaking	3

Tier 2 Introductory Courses

Humanities, choose 1 course	3
Social & Behavioral Sciences, choose 1 course	3
Math & Natural Science, choose 1 course	3
One additional Introductory course	3

Tier 3 Advanced Courses

Further Studies course*	3	Advanced Issues & Perspectives course	3
-------------------------	---	---------------------------------------	---

* Must be in the same discipline as a course from Tier 2

Media Arts Core (21 Credits)

MART 101	Intro to Media Arts	3	MART 390	Professional Practices (3x, 1 cr.)	3
MART 102	Hist. of Motion, Sound & Gaming	3	MART 299	Media Arts Practicum I	1
COMM 306	Basic Digital Editing	3	MART 399	Media Arts Practicum II	2
COMM 406	Audio Recording	3	MART 499	Media Arts Practicum III	3

Filmmaking Core (54 Credits)

THEA xxx	Theatre Tech (3 choices)	3	MART 353	Video Storytelling	3
THEA 228	Script Analysis	3	THEA 345	Stage Lighting 1	3
COMM 512	Principles of Video	3	MART 350	Story Boarding	3
ARTF 145	Foundation Drawing	3	MART 351	Principles of Video Production	3
THEA 390	Acting for the Camera	3	THEA 516	Scriptwriting 1	3
COMM 506	Sound for Film	3	THEA 517	Scriptwriting 2	3
MART 325	Editing for Film	3	MART 424	Compositing and VFX	3
COMM 321	Critical Studies in Film	3	ENGL 307	Narrative in Literature and Film	3
MART 359	Cinematography	3	XXXX xxx	Film Studies Course	3

Electives (15 Credits) Electives chosen with the approval of an advisor, could include a minor.

PROPOSAL FOR BAA IN MEDIA ART

Bachelor of Applied Arts in Media Arts Check Sheet

2017-2018 Catalog

Audio Production track (120 Credits required)

Rev 2/20/17

Name _____

ID _____

General Education Requirements (30 credits)

Tier 1 Foundation Courses

ENG 101	College English I	3
ENG 102	College English II	3
MATH 111	College Algebra	3
COMM 111	Public Speaking	3

Tier 2 Introductory Courses

Humanities, choose 1 course	3
Social & Behavioral Sciences, choose 1 course	3
Math & Natural Science, choose 1 course	3
One additional Introductory course	3

Tier 3 Advanced Courses

Further Studies course*	3
-------------------------	---

Advanced Issues & Perspectives course	3
---------------------------------------	---

* Must be in the same discipline as a course from Tier 2

Media Arts Core (21 Credits)

MART 101	Intro to Media Arts	3
MART 102	Hist. of Motion, Sound & Gaming	3
COMM 306	Basic Digital Editing	3
COMM 406	Audio Recording	3

MART 390	Professional Practices (3x, 1 cr.)	3
MART 299	Media Arts Practicum I	1
MART 399	Media Arts Practicum II	2
MART 499	Media Arts Practicum III	3

Audio Production Core (54 Credits)

MUSC 127	Theory 1	2
MUSC 128	Theory 2	2
MUSC 240	Jazz Theory 3	2
MUSC 242	Jazz Theory 4	2
MUSC 129	Aural Skills 1	2
MUSC 130	Aural Skills 2	2
MUSC 241	Jazz Aural Skills 3	2
MUSC 243	Jazz Aural Skills 4	2
MUSP xxx	Ensemble (4x, 1 cr.)	4
MUSA 232	Lessons (4x, 2 cr.)	8
MUSC 259	Introduction to Music Comp	1

MART 110	Intro to Music Tech & Industry	2
MART 111	Intro to Music Business	1
MUSC 113	Music Literature	3
MUSC 531	Intro to Elec. Music (MAX/MSP)	2
MUSC 641	Orchestration	2
MART 540	Adv. Editing and Mastering	3
MART 570	Electronic Music Production	2
MART 571	Live Sound Design	3
COMM 506	Sound for Film	3
MART 575	Seminar in Music Technology	3
MART 481	Internship	1

Electives (15 Credits) Electives chosen with the approval of an advisor, could include a minor.

IMPLEMENTATION YEAR
Fiscal Summary for Proposed Academic Programs

Institution: Wichita State University Proposed Program: Bachelor of Applied Arts

Part I. Anticipated Enrollment	Implementation Year		Year 2		Year 3	
	Full-Time	Part-Time	Full-Time	Part-Time	Full-Time	Part-Time
A. Full-time, Part-time Headcount:	25 @24SCH	10 @12SCH	45 @24SCH	20 @12 SCH	60 @24 SCH	30 @12SCH
B. Total SCH taken by all students in program	600 SCH + 120 SCH = 720 total SCH		1,080 SCH + 240 SCH = 1,320 total SCH		1,440 SCH + 360 SCH = 1,800 total SCH	
Part II. Program Cost Projection						
A. In implementation year one, list all identifiable General Use costs to the academic unit(s) and how they will be funded. In subsequent years, please include only the additional amount budgeted.						
	Implementation Year	Year 2		Year 3		
<u>Equipment</u>	Approx. \$25,000 ¹	Approx. \$25,000		Approx. \$25,000		
<u>Base Budget Salaries</u>	\$114,820 ²	\$114,820		\$114,820		
OOE	\$16,700 ³	\$16,700		\$16,700		
Total	\$156,520	\$156,520		\$156,520		

*Includes fringe benefits

Explain:

¹ Wichita State University has entered into an agreement with CoCo Properties LLC to lease facilities (35,000 sq.ft.) and equipment at an annual fee of \$274,040 – of which, facility leasing is approx. \$3.50/per sq. ft. (\$122,500) with the remainder to cover utilities and leasing of all equipment (\$151,540). Utilities for 35,000 sq. ft. is estimated at over \$125,000 annually. Estimate on annual equipment leasing is, therefore, approx. \$25,000.

² Salaries include: Full-time Administrator @ \$50,000 (Benefits @ 25% - \$12,500), plus 12 sections annually for instructors @ \$48,000 (Benefits @ 9% - \$4,320).

³ OOE includes: Instructional Materials, Miscellaneous Supplies, Office Supplies, Software, and Advertising.

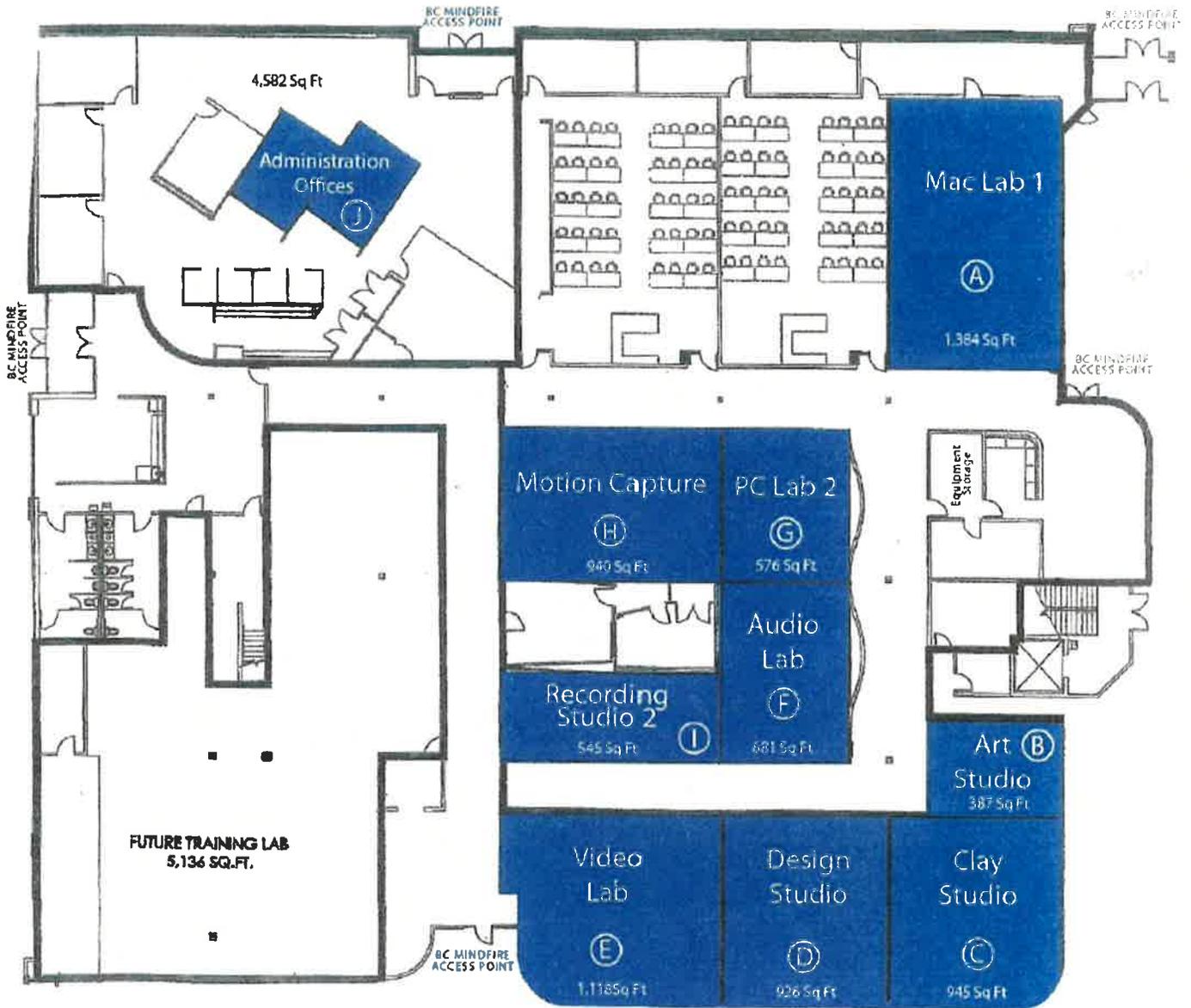
Revised: September, 2003

Approved: _____

Equipment and Licenses



Equipment Map



COCO Equipment Description

MAC LAB 1		
Qty	Hardware ID	Hardware Type
11	IMAC COMPUTERS	iMAC
1	PRINTER	Ricoh 201 SPF
1	APPLE TV	Apple TV
2	SHARP TV	Sharp TV
22	SPEAKERS	MR5
11	WACOM TABLET	Wacom Bamboo
11	HEADPHONES	Marley

AUDIO CLASSROOM		
QTY	Hardware ID	Hardware Type
7	IMAC COMPUTERS	IMAC
1	APPLE TV	Apple TV
1	SHARP TV	Sharp TV
1	APPLE AP	Apple Express
2	ACOUSTIC STAND	Acoustic Stand
4	MBOX MINI	Mbox Mini
1	DENON RECEIVER	AVR-E200
1	CISCO PHONE	Cisco 7960
2	SPEAKERS MR5	MR5
1	SOUND BOARD	Mackie 802-VLZ3
7	HEADPHONES	Marley
1	MICROPHONE	MIC/Stand/Filter

Recording Studio 2 Equipment Description

RECORDING STUDIO 2		
QTY	Hardware ID	Hardware Type
1	MAC PRO COMPUTER	Mac Pro
2	APPLE DISPLAY	LED Cinema Display 27 INCH
1	SOUND BOARD	C24
1	TASCAM	DV-RA1000HD
2	AVID 1	Loop master HD I/O
2	SPEAKER YAMAHA DESKTOP	Yamaha HS80M
2	SPEAKER FOCAL FLOOR	Focal 3 way
2	SPEAKER FOCAL STAND	Focal
2	SAMSUNG TV	Samsung TV
1	MIC/STAND/FILTER	Neumann
4	STANDS	Misc stands total
1	GUITAR STAND	Guitar stand
3	ACOUSTIC STAND	Acoustic Stand
1	KEYBOARD	Yamaha motif xf6
1	MICROPHONE	Shure w/ Heil stand

PC Lab 2 Equipment Description

PC LAB 2		
QTY	Hardware ID	Hardware Type
11	HP COMPUTERS	HPZ400
11	MONITORS	Samsung 27 inch
1	PROJECTOR	Eiki LC-XB200
1	PROJECTOR SCREEN	Projector Screen
2	SPEAKERS	2M-Audio
11	WACOM TABLETS	Wacom Intuos

Motion Capture Equipment Description

MOTION CAPTURE		
QTY	Hardware ID	Hardware Type
1	HP COMPUTER	HPZ400
1	MONITOR	Samsung 27 inch
1	PROJECTOR SCREEN	Projector Screen
1	PROJECTOR	Eiki LC-XB200
18	OPTI TRACK	Cameras
4	OPTI TRACK USB Hubs	Hubs
1	OPTI TRACK SUIT MED	Track Suit Med
1	OPTI TRACK SUIT LARGE	Track Suit Large

Clay Room Equipment Description

CLAY ROOM		
QTY	Hardware ID	Hardware Type
1	SAMSUNG TV	Samsung TV
1	APPLE TV	Apple TV

Administration Offices Equipment Description

ADMIN OFFICES		
QTY	Hardware ID	Hardware Type
1	Macbook Pro	Macbook Pro 15 inch Retina

EQUIPMENT CLOSET

EQUIPMENT CLOSET	
QTY	Hardware ID
4	Canon EOS Rebel T5i SLR
4	59-inch Travel Tripods
4	Tascam DR-60D 4-Channel Linear PCM Recorder
2	Besoor LED-500K Lighting Kit
1	Polson Wireless System
2	Rode Videomic On-Camera Mic
5	HOSA Microphone Cable - 15'
1	Mbox Mini
1	Tascam DR-68D 6-Channel Linear PCM Recorder
1	Fostex Portable Mixer
2	Senhieser Wireless Microphone Kits
2	Audio Technica 1800 Series Portable Kit
1	Canon Lens 7200
1	Canon Lens
1	Canon Lens
1	Canon Lens
1	Canon Lens
1	Sony XDCam Kit
	Bogen Fluid Head / Aluminium Tripod
	Bogen Fluid Head / Aluminium Tripod
	Vinten Fluid Head / Carbon Fiber Tripod
1	Canon C300 Camera Kit
1	SteadyCam Kit
2	Senhieser Boom Microphone and Pole
11	Boom Microphone Stands
1	HD Monitor kit
11	Sure SM59
6	Zoom H1 Audio Recorder
2	Zoom H4N1 Audio Recorder
1	Neuman Microphone
	Sure SM59
1	Arri Portal /light kit (Silver Case) 1 LED 3 Inoandescent
	ARRI Porable LED Light Kit (small black case) 2 LED Lights

Rooms Without Equipment

VIDEO LAB

DESIGN STUDIO

ART STUDIO

Remaining Equipment Description

MAC LAB 2		
QTY	Hardware ID	Hardware Type
7	IMAC COMPUTERS	iMAC
1	PRINTER	Ricoh 201 SPF
1	APPLE TV	Apple TV
2	SHARP TV	Sharp TV
7	WACOM TABLETS	Wacom Bamboo
4	HEADPHONES	Marley

RECORDING STUDIO 1		
QTY	Hardware ID	Hardware Type
1	MAC PRO	Mac Pro
2	APPLE DISPLAY	LED Cinema Display
1	SOUND BOARD	C24
1	AVID MASTER HD	Loop master HD I/O
3	ACOUSTIC STAND	Acoustic Stand
2	SPEAKER YAMAHA	Yamaha HS80M
2	SPEAKER FOCAL	Focal

PC LAB 1		
QTY	Hardware ID	Hardware Type
5	HP COMPUTERS	HPZ400
5	SAMSUNG MONITORS	Samsung 27 inch
1	PRINTER RICOH	Ricoh 201 SPF
1	PRINTER XEROX	Xerox Phaser 3250
1	PROJECTOR	LC -WB100
1	PROJECTOR SCREEN	Projector Screen
1	RECEIVER	Pioneer SX-316
5	WACOM TABLETS	Wacom Intuos

STORAGE		
QTY	Hardware ID	Hardware Type
4	HP COMPUTERS	HPZ400
4	SAMSUNG MONITORS	Samsung

Admin Office		
QTY	Hardware ID	Hardware Type
4	HP COMPUTERS	HPZ400
4	SAMSUNG MONITORS	Samsung
6	LAPTOP MACBOOK PRO W/RETINA	Macbook Pro 15 inch Retina
1	LAPTOP MACBOOK PRO	Macbook 15 inch
2	MAC PRO 12 CORE	Mac Pro 12 Core
1	MAC PRO 8 CORE	Mac Pro 8 Core
2	IMAC	iMac 27 inch
2	APPLE DISPLAY 24 INCH	Apple Cinema Display 24 inch
2	APPLE DISPLAY 27 INCH	Apple Cinema Display 27 inch
1	SOUND SYSTEM 2.1 KLIPSCH	2.1 KLIPSCH Sound System
2	SPEAKERS MAUDIO	MAUDIO BX5A
4	SPEAKERS MR5	MR5
1	SHARP TV	Sharp TV
1	RECEIVER	Denon AVR-E200
1	WII U	Wii u
1	XBOX ONE	Xbox One
1	PRINTER RICOH 3351	Printer Ricoh Aficio 3351
1	PRINTER RICOH 201 SPF	Printer Ricoh 201 SPF
9	PHONES CISCO	Cisco 7960
1	FAX MACHINE	Brother intellifax 2900

Software Licenses

Adobe CS6 Licenses

_ Full License

- 30 Adobe Master Collection CS6
- Purchased for Apple computers /Laptops
- Current Computer Count 40

_ Upgrade License

- 15 Adobe Master Collection CS6
- Purchased for HP computers
- Current Computer Count: 25

Maya Licenses

- Autodesk Entertainment Creation Suite Ultimate
- 25 Maya Licenses for the HP computers
- 1 Maya License for Colby's Mac Pro

Pixologic Licenses

- Zbrush Software
- 25 HP computer licenses
- 12 Apple computer licenses
- 1 Apple Computer License only for Colby

Unreal Engine Licenses

- ⌘ Unreal Engine Software
- 1 HP computer license
- unlimited use on all computers per Epic Games Academic License agreement.

Sketchup Pro Licenses

- ⌘ Sketchup Pro 8 Software
- 1 License (Jesse)

Protools Licenses

⌘ Protools Software

- 27 iMac Computers - Installed

- Dongles 11

(You can install Protools on every machine. License is based on number of dongles)

⌘ Izotope Audio Software

- 2 Licenses for Recording studios

Cinema 4D Licenses

⌘ Cinema 4D Software

- 25 Licenses for iMac Computers

- Grey Scale Gorilla

- Texture and Shaders tool used in C4D

- 10 Licenses

Audio Classroom Software Detail

AUDIO CLASSROOM										
Hardware ID	Hardware Type	CS6 Master	Maya Creatice Suite	Zbrush	Unreal Engine	Protools /Sibelius 7/ Composer	Izotope	Cinema 4D	Grey Scale	Gorilla
MLINST	iMAC	activated				activated				
ML101	iMAC	activated				activated				
ML102	iMAC	activated				activated				
ML103	iMAC	activated				activated				
ML104	iMAC	activated				activated				
ML105	iMAC	activated				activated				
ML106	iMAC	activated				activated				

Recording Studio Equipment Detail

RECORDING STUDIO 2					
Hardware ID	Hardware Type	Processor	Memory	Screen	Graphics
MAC PRO	Mac Pro (1)	Intel Xeon 12 Core	12 GB		ATI Radeon HD 5770
APPLE DISPLAY	LED Cinema Display (2)			27 inch	
SOUND BOARD	C24 (1)				
TASCAM	DV-RA1000HD (1)				
AVID	Loop master HD I/O (2)				
SPEAKER	Yamaha HS80M (2)				
SPEAKER	Focal 3 way -on floor (2)				
SPEAKER	Focal (2)				
SAMSUNG TV	Samsung TV (2)				
MIC/STAND/FILTER	Neumann (1)				
STANDS	Misc stands total (4)				
GUITAR STAND	Guitar stand (1)				
ACOUSTIC STAND	Acoustic Stand (3)				
KEYBOARD	Yamaha motif x16 (1)				
MICROPHONE	Shure w/ Heil stand (1)				

Recording Studio Software Detail

RECORDING STUDIO 2										
Hardware ID	Hardware Type	CS6 Master	Maya Creatice Suite	Zbrush	Unreal Engine	Protools /Sibelius 7/ Composer	Izotope	Cinema 4D	Grey Scale	Gorilla
MAC PRO	Mac Pro (1)	activated				activated	activated			

PC Lab 2 Equipment Detail

PCLAB2							
Hardware ID	Hardware Type	Processor	Memory	Screen	Graphics	Speakers	Wacom Tablets
PCLAB2INST	HPZ400	Intel xeon	14 GB	27 inch	Nvidia Quadro FX 580	2M-audio (2)	wacom intuos
PCLAB2 1	HPZ400	Intel xeon	14 GB	27 inch	Nvidia Quadro FX 580		wacom intuos
PCLAB2 2	HPZ400	Intel xeon	14 GB	27 inch	Nvidia Quadro FX 580		wacom intuos
PCLAB2 3	HPZ400	Intel xeon	14 GB	27 inch	Nvidia Quadro FX 580		wacom intuos
PCLAB2 4	HPZ400	Intel xeon	14 GB	27 inch	Nvidia Quadro FX 580		wacom intuos
PCLAB2 5	HPZ400	Intel xeon	14 GB	27 inch	Nvidia Quadro FX 580		wacom intuos
PCLAB2 6	HPZ400	Intel xeon	14 GB	27 inch	Nvidia Quadro FX 580		wacom intuos
PCLAB2 7	HPZ400	Intel xeon	14 GB	27 inch	Nvidia Quadro FX 580		wacom intuos
PCLAB2 8	HPZ400	Intel xeon	14 GB	27 inch	Nvidia Quadro FX 580		wacom intuos
PCLAB2 9	HPZ400	Intel xeon	14 GB	27 inch	Nvidia Quadro FX 580		wacom intuos
PCLAB2 10	HPZ400	Intel xeon	14 GB	27 inch	Nvidia Quadro FX 580		wacom intuos
SAMSUNG MONITORS	Samsung (11)						
PROJECTOR	Eiki LC-XB200 (1)						
PROJECTOR SCREEN	Projector Screen (1)						

PCLAB2									
Hardware ID	Hardware Type	CS6	Maya Creatice Suite	Zbrush	Unreal Engine	Protools	Izotope	Cinema 4D	Grey Scale Gorilla
PCLAB2INST	HPZ400	activated	activated	activated	activated				
PCLAB2 1	HPZ400	activated	activated	activated	activated				
PCLAB2 2	HPZ400	activated	activated	activated	activated				
PCLAB2 3	HPZ400	activated	activated	activated	activated				
PCLAB2 4	HPZ400	activated	activated	activated	activated				
PCLAB2 5	HPZ400	activated	activated	activated	activated				
PCLAB2 6	HPZ400	activated	activated	activated	activated				
PCLAB2 7	HPZ400	activated	activated	activated	activated				
PCLAB2 8	HPZ400	activated	activated	activated	activated				
PCLAB2 9	HPZ400	activated	activated	activated	activated				
PCLAB2 10	HPZ400	activated	activated	activated	activated				

Motion Capture Equipment Detail

MOTION CAPTURE					
Hardware ID	Hardware Type	Processor	Memory	Screen	Graphics
MC1	HPZ400 (1)	Intel xeon	14 GB	27 inch	Nvidia Quadro FX 580
PROJECTOR	Eiki LC-XB200 (1)				
PROJECTOR SCREEN	Projector Screen (1)				
OPTI TRACK	Cameras (18)				
OPTI TRACK USB Hubs	Hubs (4)				
OPTI TRACK SUIT MED	Track suit (1)				
OPTI TRACK SUIT LARGE	Track suit (1)				

Motion Capture Software Detail

MOTION CAPTURE									
Hardware ID	Hardware Type	CS6 Master	Maya Creatice Suite	Zbrush	Unreal Engine	Protools /Sibelius 7/ Composer	Izotope	Cinema 4D	Grey Scale Gorilla
MC1	HPZ400 (1)		activated		activated				

Admin Office Equipment Detail

MOTION CAPTURE					
Hardware ID	Hardware Type	Processor	Memory	Screen	Graphics
MC1	HPZ400 (1)	Intel xeon	14 GB	27 inch	Nvidia Quadro FX 580
PROJECTOR	Eiki LC-XB200 (1)				
PROJECTOR SCREEN	Projector Screen (1)				
OPTI TRACK	Cameras (18)				
OPTI TRACK USB Hubs	Hubs (4)				
OPTI TRACK SUIT MED	Track suit (1)				
OPTI TRACK SUIT LARGE	Track suit (1)				

Admin Office Software Detail

ADMIN OFFICE									
Hardware ID	Hardware Type	CS6 Master	Maya Creatice Suite	Zbrush	Unreal Engine	Protools /Sibelius 7/ Composer	Izotope	Cinema 4D	Grey Scale Gorilla
LAPTOP	MacBook Pro (1)	activated							

Mac Lab 2 Equipment Detail

MAC LAB 2							
Hardware ID	Hardware Type	Processor	Memory	Screen	Graphics	Wacom Tablets	Head Phones
ML101	iMAC	Intel Core i5	8GB	27 inch	AMD Radeon HD 6970 M	Wacom Bamboo	Marley
ML102	iMAC	Intel Core i5	8GB	27 inch	AMD Radeon HD 6970 M	Wacom Bamboo	Marley
ML103	iMAC	Intel Core i5	8GB	27 inch	AMD Radeon HD 6970 M	Wacom Bamboo	Marley
ML104	iMAC	Intel Core i5	8GB	27 inch	AMD Radeon HD 6970 M	Wacom Bamboo	Marley
ML105	iMAC	Intel Core i5	8GB	27 inch	AMD Radeon HD 6970 M	Wacom Bamboo	
ML106	iMAC	Intel Core i5	8GB	27 inch	AMD Radeon HD 6970 M	Wacom Bamboo	
ML107	iMAC	Intel Core i5	8GB	27 inch	AMD Radeon HD 6970 M	Wacom Bamboo	
PRINTER	Ricoh 201 SPF (1)						
APPLE TV	Apple TV (1)						
SHARP TV	Sharp TV (2)						

Recording Studio 1 Equipment Detail

Mindfire Hardware					
RECORDING STUDIO 1					
Hardware ID	Hardware Type	Processor	Memory	Screen	Graphics
MAC PRO	Mac Pro	Intel Xeon - 8 Core	8 GB		ATI Radeon HD 5770
APPLE DISPLAY	LED Cinema Display (2)			27 inch	
SOUND BOARD	C24 (1)				
AVID MASTER HD	Loop master HD I/O (1)				
ACOUSTIC STAND	Acoustic Stand (3)				
SPEAKER YAMAHA	Yamaha HS80M (2)				
SPEAKER FOCAL	Focal (2)				

Storage Equipment Detail

STORAGE						
Hardware ID	Hardware Type	Processor	Memory	Screen	Graphics	Wacom Tablets
HP COMPUTER	HPZ400	Intel xeon	12 GB		Nvidia Quadro FX 580	wacom intuos
HP COMPUTER	HPZ400	Intel xeon	12 GB		Nvidia Quadro FX 580	wacom intuos
HP COMPUTER	HPZ400	Intel xeon	12 GB		Nvidia Quadro FX 580	wacom intuos
HP COMPUTER	HPZ400	Intel xeon	12 GB		Nvidia Quadro FX 580	wacom intuos
SAMSUNG MONITOR	Samsung monitor			27 inch		
SAMSUNG MONITOR	Samsung monitor			27 inch		
SAMSUNG MONITOR	Samsung monitor			27 inch		
SAMSUNG MONITOR	Samsung monitor			27 inch		

Administration Offices Equipment Detail

ADMINISTRATION OFFICE						
Hardware ID	Hardware Type	Processor	Memory	Screen	Graphics	Wacom Tablets
HP COMPUTER CONF	HPZ400	Intel xeon	12 GB		Nvidia Quadro FX 580	wacom intuos
HP COMPUTER FD	HPZ400	Intel xeon	12 GB		Nvidia Quadro FX 580	wacom intuos
HP COMPUTER MARQUIS	HPZ400	Intel xeon	12 GB		Nvidia Quadro FX 580	wacom intuos
HP COMPUTER MARK	HPZ400	Intel xeon	12 GB		Nvidia Quadro FX 580	wacom intuos
MAC PRO COMPUTER (JESSE)	Mac Pro	Intel xeon 12 Core	32 GB		ATI Radion HD 5770	wacom intuos
MAC PRO COMPUTER (COLBY)	Mac Pro	Intel xeon 12 Core	16 GB		ATI Radion HD 5770	
MAC PRO COMPUTER (SARA)	Mac Pro	intel xeon 8 Core	16 GB	27 inch	Nvidia Quadro FX 4800	
IMAC COMPUTER (JASON)	iMac	Intel Core i7	16 GB	27 inch	AMD Radion HD 6970M	wacom intuos
IMAC COMPUTER (RICKY)	iMac	Intel Core i3	8 GB	27 inch	ATI Radion HD 5750	
LAPTOP MACBOOK (JESSE)	MacBook Pro 15 inch Retina	Intel Core i7	8 GB	15 inch		
LAPTOP MACBOOK (COLBY)	MacBook Pro 15 inch Retina	Intel Core i7	8 GB	15 Inch		
LAPTOP MACBOOK (JASON)	MacBook Pro 15 inch Retina	Intel Core i7	8 GB	15 inch		
LAPTOP MACBOOK (MARQUIS)	MacBook Pro 15 inch Retina	Intel Core i7	8 GB	15 inch		
LAPTOP MACBOOK (RYAN)	MacBook Pro 15 inch Retina	Intel Core i7	8 GB	15 inch		
LAPTOP MACBOOK (KERRIE)	MacBook Pro 15 inch Retina	Intel Core i7	8 GB	15 inch		
LAPTOP MACBOOK (KERRIE)	MacBook 15 inch	Intel Core i7	8 GB	15 inch		
SAMSUNG MONITOR	Samsung monitor 27(4)			27 inch		
APPLE DISPLAY	Apple Cinema Display 24 (2)			24 inch		
APPLE DISPLAY	Apple Cinema Display 27 (2)			27 inch		
SOUND SYSTEM	Sound system 2.1 Klipsch (1)					
SPEAKERS	Maudio BX5A (2)					
SPEAKERS	MR5 (4)					
SHARP TV	Sharp TV					
RECEIVER	Denon AVR -E200					
PRINTERS	Ricoh Aficio 3351					
PRINTERS	Ricoh Aficio 201					
WII U	WII U					
XBOX ONE	XBOX ONE					
PHONES	Phones Cisco 7960					
FAX	Fax Brother Intellifax 2900					

Notes

Computer Count

- 27 iMacs
- 5 Mac Pro
- 8 Laptops
- 25 HP Computers

Software Notes

- Zbrush: 12 Apple Licenses
- If COCO computers receive 11 leaves 1
- Zbrush: 25 HP Licenses
- If COCO computers receive 11 Leaves 14
- Protocols: 11 Dongles
- If COCO computers receive 8 Leaves 3
- Adobe: 30 Full Licenses
- If COCO computers receive 19 Leaves 11
- Adobe: 15 Upgrade Licenses
- If COCO computers receive 11 Leaves 4
- Cinema 4D: 25 Apple Licenses
- If COCO computers receive 11 Leaves 14
- Maya: 25 HP Licenses
- If COCO computers receive 11 leaves 14