PART I – NEW ACADEMIC PROGRAMS AND PROGRAM CHANGES

COLLEGE OF ARTS AND LETTERS

1. Request to change the requirements for the Bachelor of Arts degree in Experience Architecture in the College of Arts and Letters.

   a. Under the heading Requirements for the Bachelor of Arts Degree in Experience Architecture make the following changes:

      (1) In item 1., replace paragraph two with the following:

      The University’s Tier II writing requirement for the Experience Architecture major is met by completing Experience Architecture 333 referenced in item 3. below.

      (2) Replace item 3. with the following:

      The following requirements for the major (53 credits):

      a. All of the following courses (41 credits):

         - AL 250 Career Strategies for Arts and Letters Students 1
         - GD 160 Digital Graphic Design: Tools and Methods 3
         - GD 260 Concepts of Graphic Design 3
         - GD 303 Experimental Design Practices 3
         - GD 468 Interaction Design 3
         - PHL 355 Philosophy of Technology (W) 4
         - WRA 210 Introduction to Web Authoring 3
         - WRA 401 Rhetoric, Leadership, and Innovation 3
         - WRA 410 Advanced Web Authoring 3
         - WRA 415 Digital Rhetoric 3
         - XA 242 Introduction to Experience Architecture 3
         - XA 310 Computational Thinking for the Humanities 3
         - XA 333 Researching Experience Architecture (W) 3
         - XA 466 Experience Architecture Capstone 3

      b. Four of the following courses: (12 credits):

         - GD 467 Motion Design 3
         - STA 380 Electronic Art 3
         - STA 384 Experiments in Digital Video 3
         - STA 385 Interactive Environments and Digital Fabrication 3
         - XA 375 Information Architecture 3
         - XA 482 Experience Architecture Internship 1 to 3
         - WRA 260 Writing, Rhetoric, Cultures, and Community 3
         - WRA 320 Technical Communication (W) 3
         - WRA 420 Content Strategy 3

   Effective Spring 2020.
ELI BROAD COLLEGE OF BUSINESS

1. Request to change the requirements for the Master of Business Administration degree in the Eli Broad College of Business. The University Committee on Graduate Studies (UCGS) will consider this request at their October 14, 2019 meeting.

The concentrations in the Master of Business Administration degree are noted on the student’s academic record when the requirements for the degree have been completed.

a. Under the heading Admission make the following change:

   (1) In paragraph three, item 2., add the following statement:

   Equivalents may be considered with the approval of the Director of Admissions.

b. Under the heading Requirements for the Master of Business Administration Degree make the following changes:

   (1) In item 1., delete the following:

   d. At least two approved areas of interest (6 credits per area of interest); or a second concentration (12 credits) plus an approved area of interest (6 credits).

   e. Courses taken in an area of interest must be independent of the courses used for the concentration; and not more than 3 credits can be taken from any single department to satisfy an area of interest.

   (2) In item 3., Enrichment Experience, delete the following:

   Students with an approved internship may enroll in MBA 893 MBA Internship Experience for 1 credit in addition to the 61 credits that are required for the degree.

Effective Spring 2020.

COLLEGE OF COMMUNICATION ARTS AND SCIENCES

1. Request to change the requirements for the Minor in Game Design and Development in the Department of Media and Information.

a. Under the heading Prerequisites replace the entire entry with the following:

   1. The following course (3 credits):
      CAS  117     Games and Interactivity     3

   2. Two of the following courses (6 credits):
      CSE  232     Introduction to Programming II     4
      CSE  331     Algorithms and Data Structures     3
      CSE  335     Object-oriented Software Design     4
      GD  360     Graphic Design I: Graphic Form     3
      MI  227     Concept Design for Games, Film, and TV     3
      MI  230     Game Design     3
      MI  231     Game and Interactive Media Development     3
      MI  247     Three-Dimensional Graphics and Design     3
      STA  201     Fundamentals of Comic Art and Graphic Novels     3
      STA  380     Electronic Art     3

b. Under the heading Requirements for the Minor in Game Design and Development make the following changes in item 2.:

   Delete the following courses:

   CSE  410     Operating Systems     3
   CSE  420     Computer Architecture     3
<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>CSE 473</td>
<td>Fundamentals of 3D Game Development</td>
<td>3</td>
</tr>
<tr>
<td>CSE 484</td>
<td>Information Retrieval</td>
<td>3</td>
</tr>
<tr>
<td>MI 346</td>
<td>Game Design</td>
<td>3</td>
</tr>
<tr>
<td>MI 360</td>
<td>Media and Information Management</td>
<td>3</td>
</tr>
<tr>
<td>MI 401</td>
<td>Topics in Media Information and Society (W)</td>
<td>3</td>
</tr>
<tr>
<td>MI 450</td>
<td>Creating Human-Centered Technology (W)</td>
<td>3</td>
</tr>
<tr>
<td>MI 472</td>
<td>Digital Business and Commerce</td>
<td>3</td>
</tr>
<tr>
<td>STA 360</td>
<td>Graphic Design I: Graphic Form</td>
<td>3</td>
</tr>
<tr>
<td>STA 450</td>
<td>Senior Project in Advanced Sculpture</td>
<td>3</td>
</tr>
<tr>
<td>STA 460</td>
<td>Graphic Design II: Visual Communication</td>
<td>4</td>
</tr>
<tr>
<td>STA 462</td>
<td>Three-Dimensional Design</td>
<td>4</td>
</tr>
<tr>
<td>STA 467</td>
<td>Time and Motion Design</td>
<td>4</td>
</tr>
<tr>
<td>STA 468</td>
<td>Interactive Web Design</td>
<td>4</td>
</tr>
<tr>
<td>STA 480</td>
<td>Advanced Electronic Arts and Intermedia</td>
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</tr>
</tbody>
</table>

Add the following courses:

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>CSE 476</td>
<td>Mobile Application Development</td>
<td>3</td>
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<tr>
<td>CSE 477</td>
<td>Web Application Architecture and Development</td>
<td>3</td>
</tr>
<tr>
<td>GD 460</td>
<td>Graphic Design II: Visual Communication</td>
<td>3</td>
</tr>
<tr>
<td>GD 462</td>
<td>Spatial Design</td>
<td>3</td>
</tr>
<tr>
<td>GD 468</td>
<td>Interaction Design</td>
<td>3</td>
</tr>
<tr>
<td>MI 327</td>
<td>Advanced Concept Design for Fames, Film, and TV</td>
<td>3</td>
</tr>
<tr>
<td>MI 337</td>
<td>Compositing and Special Effects</td>
<td>3</td>
</tr>
<tr>
<td>MI 431</td>
<td>Advanced Game Development</td>
<td>3</td>
</tr>
<tr>
<td>STA 301</td>
<td>Advanced Comic Art and Graphic Novels</td>
<td>3</td>
</tr>
</tbody>
</table>

Effective Spring 2020.
PART II - NEW COURSES AND CHANGES

COLLEGE OF ARTS AND LETTERS

AL 242
Introduction to Experience Architecture
Fall of every year. Spring of every year. 3(3-0) P: Completion of Tier I Writing Requirement RB: Understanding of how to use a personal computer, web browsers, and mobile devices. R: Approval of college.
Basic principles of user-centered design as applied to user experience. Usability, information architecture, interaction design, and service design practices, tools, conventions, and professional community.
Effective Fall 2013 Effective Summer 2020

XA 242
Introduction to Experience Architecture
Fall of every year. Spring of every year. 3(3-0) P: Completion of Tier I Writing Requirement RB: Understanding of how to use a personal computer, web browsers, and mobile devices. R: Approval of college.
Basic principles of user-centered design as applied to user experience. Usability, information architecture, interaction design, and service design practices, tools, conventions, and professional community.
Effective Fall 2013 Effective Summer 2020

XA 310
Computational Thinking for the Humanities
Fall of every year. Spring of every year. 3(3-0) P: (XA 242 and WRA 210) and completion of Tier I writing requirement R: Open to undergraduate students. Approval of college.
NEW This course develops critical and ethical engagement with computational thinking. Uses problem solving processes that include pattern recognition, data representation, and algorithms. This process is used to explore relationships between computation and user experience, rhetoric, and design.
Effective Summer 2020

AL 333
Researching Experience Architecture (W)
Fall of every year. Spring of every year. 3(3-0) P: (AL 242) and completion of Tier I writing requirement P: (XA 242) and completion of Tier I writing requirement RB: Understanding of how to use a personal computer, web browsers, and mobile devices. R: Approval of college.
Researching for product, services, and processes as applied to user experience. Contextual inquiry, field studies, card sorting, participatory design, interviewing, focus groups, and usability testing. Field trip required.
Effective Fall 2013 Effective Summer 2020

XA 333
Researching Experience Architecture (W)
Fall of every year. Spring of every year. 3(3-0) P: (AL 242) and completion of Tier I writing requirement P: (XA 242) and completion of Tier I writing requirement RB: Understanding of how to use a personal computer, web browsers, and mobile devices. R: Approval of college.
Researching for product, services, and processes as applied to user experience. Contextual inquiry, field studies, card sorting, participatory design, interviewing, focus groups, and usability testing. Field trip required.
Effective Fall 2013 Effective Summer 2020

AL 366
Managing Experience Architecture Projects
Spring of every year. 3(3-0) P: (XA 242) and completion of Tier I writing requirement RB: Understanding of how to use a personal computer, web browsers, and mobile devices. R: Approval of college.
Managing user experience projects. Project management, staffing projects, scheduling projects, managing process, writing specifications, sales, budgeting.
Effective Fall 2013 Effective Summer 2020

XA 366
Managing Experience Architecture Projects
Spring of every year. 3(3-0) P: (XA 242) and completion of Tier I writing requirement RB: Understanding of how to use a personal computer, web browsers, and mobile devices. R: Approval of college.
Managing user experience projects. Project management, staffing projects, scheduling projects, managing process, writing specifications, sales, budgeting.
Effective Fall 2013 Effective Summer 2020

AL 375
Information Architecture
Fall of every year. 3(3-0) P: (AL 242) and completion of Tier I writing requirement P: (XA 242) and completion of Tier I writing requirement R: Open to undergraduate students in the Experience Architecture Major or approval of college.
Theory and practice for architecting information, including understanding and developing taxonomies, folkonomies, site structures, tagging systems, and guided navigation for user experience.
Effective Spring 2016 Effective Summer 2020

XA 375
Information Architecture
Fall of every year. 3(3-0) P: (AL 242) and completion of Tier I writing requirement P: (XA 242) and completion of Tier I writing requirement R: Open to undergraduate students in the Experience Architecture Major or approval of college.
Theory and practice for architecting information, including understanding and developing taxonomies, folkonomies, site structures, tagging systems, and guided navigation for user experience.
Effective Spring 2016 Effective Summer 2020

AL 444
Prototyping Experience Architecture
Fall of every year. Spring of every year. 3(3-0) P: (XA 242) and completion of Tier I writing requirement RB: Understanding of how to use a personal computer, web browsers, and mobile devices. R: Approval of college.
Process models used in the planning and designing of interactive experiences. Organization of information, user interactions, visual design attributes, prototyping methods, and interface design.
Effective Fall 2013 Effective Summer 2020

XA 444
Prototyping Experience Architecture
Fall of every year. Spring of every year. 3(3-0) P: (XA 242) and completion of Tier I writing requirement RB: Understanding of how to use a personal computer, web browsers, and mobile devices. R: Approval of college.
Process models used in the planning and designing of interactive experiences. Organization of information, user interactions, visual design attributes, prototyping methods, and interface design.
Effective Fall 2013 Effective Summer 2020
**AL 466**  
**XA 466** Experience Architecture Capstone  
Spring of every year. 3 to 6 credits. P: AL 242 P: (XA 242) and completion of Tier I writing requirement RB: Understanding of how to use a personal computer, web browsers, and mobile devices. R: Open to juniors or seniors or approval of college.  
Integrate knowledge and skills acquired from previous courses. Conceptualization, planning, implementation, and assessment of a project, service, system or an idea in a collaborative setting.  
Effective Fall 2013 Effective Summer 2020

**AL 482**  
**XA 482** Experience Architecture Internship  
Fall of every year. Spring of every year. Summer of every year. 1 to 3 credits. P: (XA 242) and completion of Tier I writing requirement RB: Understanding of how to use a personal computer, web browsers, and mobile devices. R: Open to juniors or seniors or approval of college. R: Open to juniors or seniors or sophomores or approval of college.  
Field experience in a professional environment that supports, user experience, interaction design, design research, usability, information architecture, project management, interface development, and/or web development. Work under the supervision of a professional.  
Effective Fall 2013 Effective Summer 2020

**ENG 482** Seminar in Feminist Literary and Cultural Theory  
Spring of every year. 3(3-0) Interdepartmental with Women's Studies. A student may earn a maximum of 6 credits in all enrollments for this course. P: (ENG 280 or ENG 353 or ENG 448 or WS 202) and completion of Tier I writing requirement R: Open to juniors or seniors in the Department of English or in the Women, Gender and Social Justice Specialization.  
REINSTATEMENT Advanced analysis in feminist literary, critical, and cultural theory and its implications for reading and studying literature.  
Effective Spring 2020

**WRA 872**  
Methods of Research in Rhetoric and Writing  
Fall of every year. Spring of every year. Summer of every year. 1 to 3 credits. A student may earn a maximum of 9 credits in all enrollments for this course. R: Open to graduate students in the Department of Writing, Rhetoric and American Cultures.  
REINSTATEMENT Specific methods modules. Practices, concepts and procedures for designing, evaluating, and conducting research in Rhetoric & Writing using specifically designated methods  
SA: AL 872, ENG 872  
Effective Fall 2020