

ACADEMIC SENATE PROPOSAL TRACKING SHEET
(Document To Be Originated by the Academic Senate Secretary On Canary Color Paper)

Proposal # 23-7	Title: GDSN 240 to be CAT VII Gen Ed
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(Proposal explanation, submitter and college dean signatures on attached program/degree or course revision form.)

All proposals **MUST** have their originating college faculty body (Arts, Sciences & Education; Health Sciences; Technical Sciences) approval and must be signed by the submitter and the college dean before being submitted to the Academic Senate Secretary.

1. Submit all proposals (using the appropriate Academic Senate program/degree and/or course revision forms or General Education Inclusion form) to the Academic Senate Secretary. **NOTE: Level 1 or Level 2 forms must be submitted concurrent with this proposal where applicable. For Education proposals, PEU approval must be received prior to forwarding the proposal to the Senate.**
2. The Academic Senate Secretary logs and numbers items and forwards them to the appropriate Academic Senate subcommittee(s): General Education (if applicable), or Curriculum. A digital copy of the proposal will be linked on the Academic Senate Proposal page by the Academic Senate Secretary.
3. The Academic Senate subcommittee(s) consider(s) the proposal. If approved, the proposal is returned to the Academic Senate Secretary for forwarding to the next committee. If a committee disapproves the proposal, the committee will provide written rationale to the originator, via the Academic Senate. * The originator may request that the item be forwarded to the next body for consideration. Upon completion of subcommittee action, the proposal will be returned to the Academic Senate Secretary for consideration at the next Academic Senate meeting.
4. The Academic Senate considers the proposal and recommends approval or disapproval. If approved, the proposal is forwarded to the Provost for consideration within 10 working days. If the Academic Senate disapproves the proposal, the Academic Senate will provide written rationale to the originator. * The originator may request that the item be forwarded to the Full Faculty for consideration, utilizing procedures set forth in the Senate Bylaws.
5. Approved proposals will be forwarded to the Provost. The Provost approves or disapproves the proposal. If approved, the proposal is then forwarded to the Chancellor. From this point forward, the Provost's Administrative Assistant will update the Proposal page on the website by contacting the webmaster.
7. The Chancellor approves or disapproves the proposal.
8. If approved, the proposal will then either be implemented or referred to MSU for further action. The tracking page on the Provost site will be updated as required.

Subcommittee and Academic Senate college representatives will notify their respective colleges of the progress of submitted proposals or the proposal may be tracked via the web page -- <http://www.msun.edu/admin/provost/senate/proposals.htm>

Documentation and forms for the curriculum process are also available on the web page: <http://www.msun.edu/admin/provost/forms.htm>

* If a proposal is disapproved, it is returned to the Dean of the submitting college who then notifies the originator.

See back for tracking form

Received by	Date	Action Taken	Signature	Date	Comments/Reason for Disapproval	Sent to	Date	Transmittal E-mail sent
Senate Secretary	10/9/2023	Tracking form initiated	DocuSigned by: Brittany Barden	10/9/2023				
General Education Committee (if applicable)	10/12/2023	<input checked="" type="checkbox"/> Approved <input type="checkbox"/> Disapproved	DocuSigned by: Suren Hart	10/12/2023				
Curriculum Committee (if applicable)		<input type="checkbox"/> Approved <input type="checkbox"/> Disapproved						
Academic Senate	11/18/2023	<input type="checkbox"/> Approved <input type="checkbox"/> Disapproved	DocuSigned by: Valerie Stewart	11/18/2023				
Provost		<input checked="" type="checkbox"/> Approved <input type="checkbox"/> Disapproved	DocuSigned by: Valerie Stewart	11/03/24				
Chancellor		<input checked="" type="checkbox"/> Approved <input type="checkbox"/> Disapproved	DocuSigned by: Angela D. Kengel	11/14/2024				
MSU		<input type="checkbox"/> Approved <input type="checkbox"/> Disapproved						
BOR		<input type="checkbox"/> Approved <input type="checkbox"/> Disapproved						
NWCCU		<input type="checkbox"/> Approved <input type="checkbox"/> Disapproved						
Provost		Advise originating college and Academic Senate of status. Update Web page.						
Registrar		Catalog/Policy Manual Update						

NOTE: The secretary of the Academic Senate will update the Academic Senate Proposal web page from initial receipt until the proposal reaches the Provost. The Provost's Administrative Assistant will ensure that the current status of each proposal is maintained on the Academic Senate Proposal web page from that point forward.

Academic Senate Form 1 (Revised 4/4/2023)

Request for Inclusion in the General Education Core

Add to Category	Gen Ed Category	Area Description	Credits Required
	Category I	Communication	6
	Category II	Mathematics	3
	Category III	Natural Sciences with lab	6
	Category IV	Social Sciences/History	6
	Category V	Cultural Diversity	3
	Category VI	Fine Arts/Humanities	6
x	Category VII	Technology	3

Course submitted for consideration:

College	Subject	Number	Title	Credits
CASE	GDSN	240	Electronic Design I	3

Catalog Description:

This course covers the methods, strategies, and software applications utilized for the design of digital media. Topics covered include design and marketing for social media, design and implementation of email marketing strategies, motion design, and video editing for promotional purposes. This course will also cover the most current software used in the digital design world. Students will participate in critique, the objective analysis of artwork. This course is a prerequisite to GDSN 450.

Provide a detailed explanation; show evidence, and rationale meeting 80% of the objectives as directly related to the appropriate category I through IX for the proposed course inclusion.

<ol style="list-style-type: none"> 1. Explain the impact of technology on society and how society impacts technology. 2. Understand technology's role in problem solving and communication. 3. Discuss the ethical, legal, and social concerns stemming from advances in technology. 4. Demonstrate an ability to use technology within a discipline 5. Demonstrate an introductory level of technology literacy 	<p>1. In GDSN 240, students and discuss how social media and design can be used to influence the expression of cultural values, drive consumption patterns (e.g., through branding, and other forms of visual advertising); and shape political culture (e.g., through visual media propaganda). As is addressed in #3 below, GDSN 240 students also learn how society is impacting the future of technology by creating laws that govern the use of new visual and social media technologies.</p> <p>2. Graphic design techniques and technologies exist primarily to solve visual communication problems. In GDSN 240, students use technology to create visual communication pieces, and they evaluate each other's pieces to identify whether or not the assigned design problem has been adequately solved. Students use technology in the form of software used for branding, layout, video editing, photo editing, digital illustration, email marketing, animated logo design and animated web ad design to solve visual communication problems.</p> <p>3. In GDSN 240, students engage in discussion about privacy, copyright and plagiarism concerns that stem from recent technological developments. These include: Social Media's role in the 2016 US election, the January 6th U.S. Capitol attack, plagiarism concerns around the use of artificial intelligence and the personal privacy and disinformation issues that have emerged due to advancements in facial recognition technologies and "deepfake" editing).</p>
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	<p>4. One of the key course objectives of this class is to use software to create visual designs, layouts, and animations. Students become proficient in the use of these technologies, which are used ubiquitously within the Graphic Design discipline.</p> <p>5. In GDSN 240, students learn how to use a Macintosh computer and navigate its operating system. They learn how to use Canva (branding and layout design), Adobe Rush (video editing), Adobe Photoshop (photo editing), Adobe Illustrator (digital illustration), Lens Studio (Snapchat filter design), Constant Contact (email marketing) and BannerBoo (animated web ad design). Finally, they learn how to create different types of media files and how to save, compress, and export different file types from different software programs. They learn how to name/rename and organize files according to design industry standards.</p>
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Print Name	Print Name	
Submitter	Chair/Dean:	Date:
Signature	Signature (indicates "college" level approval)	