



DEPARTMENT OF
HIGHER EDUCATION &
WORKFORCE DEVELOPMENT

New Program Report

Date Submitted:

03/31/2021

Institution

Missouri Western State University

Site Information

Implementation Date:

8/1/2021 12:00:00 AM

Added Site(s):

Selected Site(s):

Missouri Western State University, 4525 Downs Drive, St. Joseph, MO, 64507

CIP Information

CIP Code:

100304

CIP Description:

A program that prepares individuals to use computer applications and related visual and sound imaging techniques to manipulate images and information originating as film, video, still photographs, digital copy, soundtracks, and physical objects in order to communicate messages simulating real-world content. Includes instruction in specialized camerawork and equipment operation and maintenance, image capture, computer programming, dubbing, CAD applications, and applications to specific commercial, industrial, and entertainment needs.

CIP Program Title:

Animation, Interactive Technology, Video Graphics and Special Effects

Institution Program Title:

Digital Animation

Degree Level/Type

Degree Level:

Bachelor's Degree

Degree Type:

Bachelor of Fine Arts

Options Added:

Collaborative Program:

N

Mode of Delivery

Current Mode of Delivery

Classroom

Student Preparation

Special Admissions Procedure or Student Qualifications required:

None



DEPARTMENT OF
HIGHER EDUCATION &
WORKFORCE DEVELOPMENT

New Program Report

Specific Population Characteristics to be served:

n/a

Faculty Characteristics

Special Requirements for Assignment of Teaching for this Degree/Certificate:
Terminal degree in the discipline, applied experience in the field.

Estimate Percentage of Credit Hours that will be assigned to full time faculty:
90%

Expectations for professional activities, special student contact, teaching/learning innovation:
Institutional and departmental requirements for the successful attainment of promotion and tenure.

Student Enrollment Projections Year One-Five

Year 1	Full Time: 62	Part Time: 0	
Year 2	Full Time: 67	Part Time: 0	
Year 3	Full Time: 75	Part Time: 0	Number of Graduates: 10
Year 4	Full Time: 76	Part Time: 0	
Year 5	Full Time: 80	Part Time: 0	Number of Graduates: 10

Percentage Statement:

n/a

Program Accreditation

Institutional Plans for Accreditation:
None

Program Structure

Total Credits:
120

Residency Requirements:
n/a

General Education Total Credits:
42

Major Requirements Total Credits:
75

Course(s) Added

COURSE NUMBER	CREDITS	COURSE TITLE
ART 110	3	Beginning Drawing I

Free Elective Credits:
3

Internship or other Capstone Experience:
ART 485 Digital Animation Portfolio

Assurances



DEPARTMENT OF
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New Program Report

I certify that the program is clearly within the institution's CBHE-approved mission. The proposed new program must be consistent with the institutional mission, as well as the principal planning priorities of the public institution, as set forth in the public institution's approved plan or plan update.

I certify that the program will be offered within the proposing institution's main campus, CBHE-approved service region or CBHE-approved off-site location.

I certify that the program will not unnecessarily duplicate an existing program within the geographically applicable area.

I certify that the program will build upon existing programs and faculty expertise.

I certify that the program can be launched with minimal expense and falls within the institution's current operating budget.

I certify that the institution has conducted research on the feasibility of the proposal and it is likely the program will be successful. Institutions' decision to implement a program shall be based upon demand and/or need for the program in terms of meeting present and future needs of the locale, state, and nation based upon societal needs, and/or student needs.

Contact Information

First and Last Name: YEN TO

Email: yto@missouriwestern.edu

Phone: 816-271-4548

CURRENT DEGREE

Degree/Program:	B.F.A. - Art
Major:	Digital Animation
Catalog Year:	2020-2021 Expires: 2025-2026

DEGREE REQUIREMENTS

- Earn a minimum of 120 credit hours (100 level and above, maximum of 6 CED credit hours applicable).
- Earn a minimum of 30 credit hours in upper division courses. Lower division transfer courses accepted as meeting upper division departmental course requirements cannot be used to fulfill this requirement.
- Earn 30 of the last 45 credit hours at MWSU in institutional course work (exclusive of credit by examination).
- Participate in required departmental and campus wide assessments.
- Earn a grade of C or higher in all major coursework.
- Earn an overall GPA of at least 2.0 and a major GPA of at least 2.0.
- Fulfill the Missouri Constitution requirement.
- Successfully pass the Missouri Higher Education Civics Achievement exam.

MAJOR REQUIREMENTS		(78 Credits)	
		Credit	Grade
*ART 110	Beginning Drawing I	3	
*ART 120	Two-Dimensional Design	3	
*ART 130	Introduction to Tools and Techniques	2	
*ART 160	Beginning Drawing II	3	
*ART 170	Three-Dimensional Design	3	
*ART 205	Survey of Art History I	3	
*ART 210	Animation Fundamentals	3	
*ART 220	Design Software Applications	3	
*ART 250	Modern Graphics *	3	
*ART 255	Survey of Art History II	3	
*ART 310	Intermediate Drawing	3	
*ART 321	Digital 3D Lighting *	3	
*ART 325	Digital 3D Lighting *	3	
*ART 328	Introduction to Game Design	3	
*ART 315	Illustration I	OR	
*ART 333	Typography	OR	
*THR 223	Acting I	3	
*ART 349	Interactive Design I	3	
*ART 453	Digital Animation *	3	
*ART 459	Character Animation *	OR	
*ART 465	Digital Animation Production *	3	
*ART 468	Digital Animation Portfolio	3	
*ART 194	Senior Seminar and Exhibit	1	
PLUS 9 additional credits of advanced study in major			
		3	
		3	
		3	
PLUS 6 additional credits in guided art elective			
		3	
		3	
PLUS 6 additional credits in Art History			
		3	
		3	

* Prerequisite
* Advanced study courses

TR beside grade denotes that transfer work fulfills course requirements.

A grade of C or higher must be earned in all classes required of the major.

This form is not official until signed by the Registrar.

DEGREE FALL 2021

Degree/Program:	B.F.A. - Art
Major:	Digital Animation
Catalog Year:	2021-2022 Expires: 2026-2027

DEGREE REQUIREMENTS

- Earn a minimum of 120 credit hours (100 level and above, maximum of 6 CED credit hours applicable).
- Earn a minimum of 30 credit hours in upper division courses. Lower division transfer courses accepted as meeting upper division departmental course requirements cannot be used to fulfill this requirement.
- Earn 30 of the last 45 credit hours at MWSU in institutional course work (exclusive of credit by examination).
- Participate in required departmental and campus wide assessments.
- Earn a grade of C or higher in all major coursework.
- Earn an overall GPA of at least 2.0 and a major GPA of at least 2.0.
- Fulfill the Missouri Constitution requirement.
- Successfully pass the Missouri Higher Education Civics Achievement exam.

MAJOR REQUIREMENTS		(75 Credits)	
		Credit	Grade
*ART 110	Beginning Drawing I	3	
*ART 120	Two-Dimensional Design	3	
*ART 130	Design Software Applications	3	
*ART 160	Beginning Drawing II	3	
*ART 170	Three-Dimensional Design	3	
*ART 190	Design Software Applications	3	
*ART 205	Survey of Art History I	3	
*ART 210	Animation Fundamentals	3	
*ART 220	Design Software Applications	3	
*ART 255	Survey of Art History II	3	
*ART 221	Digital 3D Lighting *	3	
*ART 325	Digital 3D Lighting *	3	
*ART 315	Illustration	3	
*ART 328	Introduction to Game Design	3	
*ART 333	Digital Animation *	3	
*ART 359	Character Animation *	3	
*ART 465	Digital Animation Portfolio	3	
PLUS 12 additional credits of advanced study in major			
	*ART 355, ART 356, ART 358, ART 466, ART 468, Advanced Study courses *	3	
		3	
		3	
		3	
PLUS 6 additional credits in guided electives			
	*ART 329, ART 331, ART 332, ART 331, ART 331, ART 332, ART 472, ART 472, ART 472, ART 472, CN 251, CN 252, CN 302, CN 334, CN 336, CN 337, CSC 134.	3	
		3	
PLUS 6 additional credits in Art History			
	*ART 311, ART 312, ART 411, ART 472.	3	
		3	
		3	
TOTAL		75	

* Prerequisite
* Advanced study courses

TR beside grade denotes that transfer work fulfills course requirements.

A grade of C or higher must be earned in all classes required of the major.

This form is not official until signed by the Registrar.

Change the Prefix

Add

Move

Remove



- PUBLIC
- INDEPENDENT

NEW PROGRAM PROPOSAL FOR ROUTINE REVIEW

When finished, please save and email to: he.academicprogramactions@dhe.mo.gov

Sponsoring Institution:

Program Title: Digital Animation

Degree/Certificate:

If other, please list:

Options:

Delivery Site: classroom

CIP Classification: 100304

Implementation Date: fall 2021

Is this a new off-site location? Yes No

If yes, is the new location within your institution's current CBHE-approved service region?

**If no, public institutions should consult the comprehensive review process*

Is this a collaborative program? Yes No

**If yes, please complete the collaborative programs form on last page.*

Please list similar or comparable programs at Missouri public institutions of higher education.

**For public institutions only*

Missouri State University Bachelor of Science in Electronic Arts

CERTIFICATIONS:

- The program is within the institution's CBHE approved mission. *(public only)*
- The program will be offered within the institution's CBHE approved service region. *(public only)*
- The program builds upon existing programs and faculty expertise
- The program does not unnecessarily duplicate an existing program in the geographically-applicable area.
- The program can be launched with minimal expense and falls within the institution's current operating budget. *(public only)*

AUTHORIZATION

Name/Title of Institutional Officer	Signature	Date

PROGRAM CHARACTERISTICS AND PERFORMANCE GOALS

Although all of the following guidelines may not be applicable to the proposed program, please carefully consider the elements in each area and respond as completely as possible in the format below.

Quantification of performance goals should be included wherever possible.

1. Student Preparation

- Any special admissions procedures or student qualifications required for this program which exceed regular university admissions, standards, e.g., ACT score, completion of core curriculum, portfolio, personal interview, etc. Please note if no special preparation will be required.
na
- Characteristics of a specific population to be served, if applicable.
na

2. Faculty Characteristics

- Any special requirements (degree status, training, etc.) for assignment of teaching for this degree/certificate. Terminal degree in discipline, applied experience in field
- Estimated percentage of credit hours that will be assigned to full time faculty. Please use the term "full time faculty" (and not FTE) in your descriptions here.
90%
- Expectations for professional activities, special student contact, teaching/learning innovation. Institutional requirements for tenure and promotion

3. Enrollment Projections

- Student FTE majoring in program by the end of five years.
80
- Percent of full time and part time enrollment by the end of five years.
90% full-time, 10% part-time

STUDENT ENROLLMENT PROJECTIONS

YEAR	1	2	3	4	5
Full Time	62	67	75	76	80
Part Time					
Total	62	67	75	76	80

4. Student and Program Outcomes

- Number of graduates per annum at three and five years after implementation.
10
- Special skills specific to the program.
Animation graduates will be able to implement the fundamental design, narrative, and animation skills and demonstrate proficiency in at least one area. Students study character design, storyboarding, traditional 2D Animation, and 3D Animation. Students gain valuable experience with leading animation industry software in every animation course, including Animate, After Effects, Maya, Photoshop, Illustrator, and Unity or

Unreal engine. Professional skills, such as using fine art and design principles in creative problem-solving, learning and apply professional terminology, creating a demo reel or portfolio, are unique to this degree.

- Proportion of students who will achieve licensing, certification, or registration.
na
- Performance on national and/or local assessments, e.g., percent of students scoring above the 50th percentile on normed tests; percent of students achieving minimal cut-scores on criterion-referenced tests. Include expected results on assessments of general education and on exit assessments in a particular discipline as well as the name of any nationally recognized assessments used.
85% passing Portfolio/Major Review
- Placement rates in related fields, in other fields, unemployed.
40-70%
- Transfer rates, continuous study.
na

5. Program Accreditation

- Institutional plans for accreditation, if applicable, including accrediting agency and timeline. If there are no plans to seek specialized accreditation, please provide rationale.
na

6. Program Structure

- A. Total credits required for graduation: 120
- B. Residency requirements, if any:
na
- C. General education: Total credits:
42

Courses (specific courses OR distribution area and credits)

Course Number	Credits	Course Title
	12-14	CATEGORY ONE: BASIC SKILLS
	8-10	CATEGORY TWO: NATURAL SCIENCES
	9	CATEGORY THREE: SOCIAL SCIENCES
	9	CATEGORY FOUR: HUMANITIES
	4	CATEGORY FIVE: PHYSICAL HEALTH

- D. Major requirements: Total credits: 75

Course Number	Credits	Course Title
ART 110	3	Beginning Drawing I
ART 120	3	Two-Dimensional Design
ART 129	3	Design Software Applications
ART 160	3	Beginning Drawing II
ART 170	3	Three-Dimensional Design
ART 190	3	Digital 3D Fundamentals
ART 205	3	Survey of Art History I
ART 210	3	Animation Fundamentals
ART 250	3	Motion Graphics
ART 255	3	Survey of Art History II

ART 221	3	Digital 3D Modeling
ART 225	3	Digital 3D Lighting
ART 315	3	Illustration
ART 326	3	Introduction to Game Design
ART 353	3	Digital Animation
ART 358	3	Character Animation
ART 485	3	Digital Animation Portfolio
	12	PLUS 12 additional credits of advance study
	6	PLUS 6 additional credits in guided electives
	6	PLUS 6 additional credits in Art History

- E. Free elective credits: 3
(sum of C, D, and E should equal A)
- F. Requirements for thesis, internship or other capstone experience:
ART 485 Digital Animation Portfolio
- G. Any unique features such as interdepartmental cooperation:
Work with Cinema and Computer Science

CURRENT DEGREE

Degree Program: BFA - Art	
Major: Digital Animation	
Catalog Year: 2020-2021	Expires: 2025-2028

DEGREE REQUIREMENTS

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- Earn a minimum of 30 credit hours in upper division courses. Lower division transfer courses accepted for credit may have departmental course requirements that cannot be used to fulfill the requirements.
- Earn 30 of the last 45 credit hours at WASHU in residential course work (maximum of credit by examination)
- Participate in required departmental and campus wide assessments
- Earn a grade of C or higher in all major coursework
- Earn an overall GPA of at least 2.0 and a major GPA of at least 2.0
- Fulfill the Missouri Constitution requirement
- Successfully pass the Missouri Higher Education Career Achievement exam

MAJOR REQUIREMENTS (78 Credits)		
	Credit	Grade
ART 112 Top-Down Drawing I	3	
ART 122 Top-Down Digital Design	3	
ART 130 Introduction to Text and Textiles	3	
ART 136 Beginning Sculpture	3	
ART 171 Introduction to Animation	3	
ART 235 Survey of Art History I	3	
ART 239 American Filmography	3	
ART 259 Design: Electronic Applications	3	
ART 261 Motion Graphics I	3	
ART 264 Survey of Art History II	3	
ART 315 Illustration Studio	3	
ART 326 Game Design I	3	
ART 329 Digital 3D Lighting	3	
ART 353 Introduction to Game Design	3	
ART 358 Character Animation	3	
ART 359 Typography	3	
ART 360 History I	3	
ART 365 Introduction to Design	3	
ART 433 Digital Animation*	3	
ART 479 Character Animation*	3	
ART 485 Digital Animation Portfolio*	3	
ART 494 Senior Seminar and Expo	3	
PLUS 6 additional credits of advance study in art	6	
PLUS 6 additional credits in guided art elective	6	
PLUS 6 additional credits in Art History	6	

DEGREE FALL 2021

Degree Program: BFA - Art	
Major: Digital Animation	
Catalog Year: 2021-2022	Expires: 2025-2028

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ART 122 Top-Down Digital Design	3	
ART 130 Introduction to Text and Textiles	3	
ART 136 Beginning Sculpture	3	
ART 171 Introduction to Animation	3	
ART 235 Survey of Art History I	3	
ART 239 American Filmography	3	
ART 259 Design: Electronic Applications	3	
ART 261 Motion Graphics I	3	
ART 264 Survey of Art History II	3	
ART 315 Illustration Studio	3	
ART 326 Game Design I	3	
ART 329 Digital 3D Lighting*	3	
ART 353 Introduction to Game Design	3	
ART 358 Character Animation*	3	
ART 359 Typography	3	
ART 360 History I	3	
ART 365 Introduction to Design	3	
ART 433 Digital Animation*	3	
ART 479 Character Animation*	3	
ART 485 Digital Animation Portfolio*	3	
ART 494 Senior Seminar and Expo	3	
PLUS 12 additional credits of advance study in art	12	
PLUS 6 additional credits in guided art elective	6	
PLUS 6 additional credits in Art History	6	

Change the Prefix → (pointing to ART 329 in both tables)

Add → (pointing to ART 329 in the 2021 table)

Move → (pointing to ART 329 in the 2021 table)

Remove → (pointing to ART 329 in the 2021 table)

* Admission prerequisite
* Admission elective courses
†8 credit grade equivalent that transfer work L200 course requirements
A grade of C or higher must be received in all classes required of the major.

This form is not official until signed by the Registrar.

7. Need/Demand

Student demand

Market demand

Societal demand

I hereby certify that the institution has conducted research on the feasibility of the proposal and it is likely the program will be successful.

On July 1, 2011, the Coordinating Board for Higher Education began provisionally approving all new programs with a subsequent review and consideration for full approval after five years.