

BA Film Dig Art

Bachelor of Arts in Film and Digital Arts

Under Review | Fall Medical 2023

Proposal Information

Status Active	Workflow Status In Progress Faculty Senate Approval, Faculty Senate Waiting for Approval Faculty Senate Approval Rick Holmes Nancy Middlebrook	expand ▲
	Changes <ul style="list-style-type: none">Concentration RequiredEmphasis requiredDegree RequirementsEmphasis Rulesparticipants Show All ▼	

Proposal Information

Proposed	Proposed	
Sponsoring faculty member ?	Faculty email	
James Stone	jstone@unm.edu	
Existing	Existing	
Sponsoring faculty member ?	Faculty email	
College	Department	Campus
College of Fine Arts	Film and Digital Arts	Main Campus

Effective Term and Year

Proposed
Proposed Effective Term and Year
Fall Medical 2023
Validation Error: dateStart is not a valid term date. Here are some examples of valid terms: 2023-03-15, 2023-05-27, 2023-08-08, 2023-10-20, 2024-01-01

Existing
Proposed Effective Term and Year
Fall Medical 2006

Justification

Proposed
Program Justification
Currently, the BA in Film and Digital Arts requires choosing a concentration (Animation, Film History and Criticism, Film Production, or Gaming). We would like to add an option for an emphasis with no concentration. Based on student requests and feedback from advisement, this will allow students to construct a more generalized degree similar to what we observe in the Art Studio BA, which does not require a concentration. (There are no changes to existing concentrations.)

Existing
Program Justification

Associated Forms

Select any associated course forms that exist

Select any associated program forms that exist

Program Category and Level

Program Category	Program Level	Degree, Minor, or Certificate Name
Program	Undergraduate	Bachelor of Arts in Film and Digital Arts
Proposed New Graduate Program	Dual Degree No	Proposed New Undergrad Degree/Certificate
No		No
Existing New Graduate Program		Existing New Undergrad Degree/Certificate
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Catalog Information

Proposed

Program Description

Degrees Offered

- **Bachelor of Arts in Film and Digital Arts (B.A.)**

Candidates for the B.A. may choose to complete a general Film and Digital Arts degree or may select one of four Concentrations: Animation; Film History and Criticism; Film Production; Gaming.

- **Bachelor of Fine Arts in Film and Digital Arts (B.F.A.)**

Existing

Program Description

Admissions Requirements

Proposed

Graduation Requirements

Bachelor of Arts in Film and Digital Arts

Requirements

All students in the B.A. in Film and Digital Arts program must take the following courses:

	Credit Hours
1. General Education Curriculum	
Refer to the <i>Undergraduate Program</i> section of this Catalog.	
Subtotal	31
2. Fine Arts Courses	
Courses from at least two other disciplines in the College of Fine Arts (not including courses from the Department of Film and Digital Arts). Up to 6 credit hours from the School of Architecture and Planning and/or HNRS 2113 may be included.	
Subtotal	18
Total	49

In addition, all students in the B.A. in Film and Digital Arts program must either select a concentration below, or complete these requirements:

Film and Digital Arts without Concentration:

	Credit Hours
Required Courses	
FDMA 1210 Digital Video Production I	3
FDMA 310 Writing Digital Narrative	
-or-	3
FDMA 324 Introduction to Screenwriting	
FDMA 375 Producing for Film and Digital Media	
-or-	3
FDMA *410 The Business and Law of Film and New Media	
Subtotal	9
Film History and Criticism Electives	
<i>Choose from:</i> FDMA 2110, 2195, 313/*413, 314/*414, 326/*426, 327/*427, 330, 331/*431, 332/*432, 334/*434, 335/*435, 336/*436, 337/*437, 339, *430, *485, *487, 497, 499. At least 3 credit hours must be at the 400-level.	9
Production Electives	

Choose from: FDMA 1520, 1996, 2280, 2286, 2520, 2525, 2530, 2610, 2714, 2768, 302, 303, 304, 310, 311, 324, 350, 375, 390, 391, *401, *402, *403, *404, *405, *406, *409, *410, *411, 412, *415, 33
*416, *429, *491, 492, 496, 499.

General Electives

Electives selected from any department, including Film and Digital Arts. 20

Subtotal 62

Total 120

Concentration in Animation

		Credit Hours
	Required Courses	
FDMA 1210	Digital Video Production I	3
FDMA 2530	Introduction to 3D Modeling	3
FDMA 2714	Introduction to Animation	3
FDMA 310	Writing Digital Narrative	
-or-		3
FDMA 324	Introduction to Screenwriting	
FDMA *404	Advanced Animation	3
FDMA *405	Advanced Maya Production	3
FDMA *410	The Business and Law of Film and New Media	3
FDMA 454	Capstone I: Senior Animation Projects	4
FDMA 455	Capstone II: Senior Animation Projects	4
ARTS 1510	Introduction to Electronic Arts	3
ARTS 1610	Drawing I	3
	Subtotal	35

Film History and Criticism Electives

Choose from: FDMA 2110, 2195, 313/*413, 314/*414, 326/*426, 327/*427, 330, 331/*431, 332/*432, 334/*434, 335/*435, 336/*436, 337/*437, 339, 400, *430, *485, *487, 497, 499; ARTH 252. 9

At least 3 credit hours must be at the 400-level.

Production Electives

Choose from: FDMA 1520, 1996, 2280, 2286, 2520, 2525, 2610, 2768, 300, 302, 303, 304, 310, 311, 324, 350, 375, 390, 391, *401, *402, *403, *406, *407, *409, *411, 412, *429, *491, 492, 496, 499; ARTS 2523. 9

General Electives

Electives selected from any department, including Film and Digital Arts. 18

Subtotal 36

Total 120

Concentration in Film History and Criticism

		Credit Hours
	Required Courses	
FDMA 2110	Introduction to Film Studies	3
FDMA 2195	Beyond Hollywood	3
FDMA 326	History of Film I	3
FDMA 327	History of Film II	3
FDMA *431	Film Theory	3
	Subtotal	15
	Film History and Criticism Electives	
	<i>Choose from:</i> FDMA 313/*413, 314/*414, 330, 332/*432, 334/*434, 335/*435, 336/*436, 337/*437, 339, 400, *430, *485, *487, 497, 499; ARTH 252.	15
	At least 3 credit hours must be at the 400-level.	
	FDMA Electives	
	Any FDMA courses in Film History and Criticism or Production.	18
	General Electives	
	Electives selected from any department, including Film and Digital Arts.	20
	Subtotal	56
	Total	120

Concentration in Film Production

		Credit Hours
	Required Courses	
FDMA 1210	Digital Video Production I	3
FDMA 2110	Introduction to Film Studies	3
FDMA 2520	Introduction to Cinematography	
-or-		
FDMA 2610	Directing I	3
-or-		
FDMA 303	Moving Image Art	
FDMA 2525	Video Production II	3
FDMA 310	Writing Digital Narrative	
-or-		3
FDMA 350	Advanced Screenwriting	
FDMA 324	Introduction to Screenwriting	3
FDMA 326	History of Film I	3
FDMA 327	History of Film II	3

FDMA 375	Producing for Film and Digital Media	
-or-		3
FDMA *410	The Business and Law of Film and New Media	
FDMA *401	Digital Post Production	3
ARTS 1510	Introduction to Electronic Arts	3
Subtotal		33

Film History and Criticism Electives

Choose from: FDMA 2195, 313/*413, 314/*414, 330, 331/*431, 332/*432, 334/*434, 335/*435, 336/*436, 337/*437, 339, 400, *430, *485, *487, 497, 499; ARTH 252.

9

At least 3 credit hours must be at the 400-level.

Production Electives

Choose from: FDMA 1520, 1996, 2280, 2286, 2520, 2530, 2610, 2714, 2768, 300, 302, 303, 304, 310, 311, 350, 375, 390, 391, *402, *403, *404, *405, *406, *407, *409, *410, *411, 412, *429, *491, 492, 496, 499; ARTS 2523.

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General Electives

Electives selected from any department, including Film and Digital Arts.

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Program Information

Subtotal 38

Total 120

Degree Type

Bachelor of Arts

Concentration in Gaming

Program Type

Undergraduate

CIP Code ⓘ

CIP Title ⓘ

**Credit
Hours**

Required Courses

FDMA 1210	Digital Video Production I	3
FDMA 2768	Introduction to Game Development	3

Professional Credential/Licensure Program Information

Proposed

Licensure Information

Neither

-

FDMA 324 Introduction to Screenwriting

Existing

Licensure Information

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FDMA 452 Capstone I: Senior Gaming Projects 4

FDMA 453 Capstone II: Senior Gaming Projects 4

File Uploads

ARTS 1610 Introduction to Electronic Arts 3

ARTS 1610 Drawing I 3

Proposal File Upload

Executive Summary Upload

Associate Provost Memo

CS 105L Introduction to Computer Programming 3

-or-

CS 152L Computer Programming Fundamentals

Subtotal 35

Degree Information

Film History and Criticism Electives

Proposed	Minimum Major Hours	9
Degree Hours	120	At least 3 credit hours must be at the 400-level.
Existing	Degree Hours	9
		520, 2525, 2530, 2610, 2714, 300, 303, 304, 310, 311, 324, 350, 375, 390, 391, *401, *402, *404, *405, *406, *407, *409, *411, 412, *429, *491, 492,
Proposed	Professional Accrediting Bodies	18
N/A		Electives selected from any department, including Film and Digital Arts.
Existing	Professional Accrediting Bodies	

Degree Requirements

Degree Requirements
Existing
Graduation Requirements

Fetching rules...

Concentrations

Program Concentrations

Code	Title
CON Film Hist Crit	Film History and Criticism
CON Film Prod	Film Production
CON Anim	Animation
CON Gaming	Gaming
Proposed	Concentration Required
No	
Existing	Concentration Required
Yes	

Emphases

Proposed	Proposed
Emphasis required ⓘ	Emphasis Hours
No	62
Existing	Existing
Emphasis required ⓘ	Emphasis Hours
N/A	

Emphasis Rules

- Complete all of the following
- Complete all of the following

Sample Degree Plan

Proposed
Sample Degree Plan Upload
• sample degree_plan.xls
Existing
Sample Degree Plan Upload

Program Learning Outcomes

Proposed

Learning Outcomes

Broad Program Learning Goals for this Degree Program

1. Creativity: Students make creative projects that exhibit originality, innovation, and/or imagination.
2. Collaboration: Students develop effective teamworking skills.
3. Technical Proficiencies: Students learn the technique, craft, and skills of a multitude of moving image media.
4. Writing: Students will improve their critical and creative writing skills.

Existing

Learning Outcomes