

BA Film Dig Art

Bachelor of Arts in Film and Digital Arts

Under Review | Fall 2025

Proposal Information

Status

Active

Workflow Status

In Progress

Faculty Senate Approval, Faculty Senate

expand ▲

Waiting for Approval | Faculty Senate Approval

Nancy Middlebrook

Theresa Sherman

Changes

- Requirements
- participants
- Program Description
- Graduation Requirements
- Proposed Effective Term and Year

Show All ▼

Proposal Information

Sponsoring faculty/staff member

James Stone

Sponsoring faculty/staff email

jstone@unm.edu

College

College of Fine Arts

Department

Film & Digital Arts

Campus

Main Campus

Effective Term and Year

Proposed

Proposed Effective Term and Year

Fall 2025

Existing

Proposed Effective Term and Year

Fall 2024

Justification

Proposed

Program Justification

We find that the BA in Film and Digital Arts with no concentration has proved to be too restrictive in its definition of required FDMA electives for the degree. Often students in the degree with no concentration have moved into this option from our Gaming or Animation concentrations, and there are a large number of transfer students who come in with generic FDMA credits. Thus we are making the departmental elective requirements more flexible and less focused on film production to accommodate the electives these two groups of students bring to the degree to move forward to graduation. At the same time, we have had issues with students who wish to elect multiple concentrations. The language currently indicates that they should choose one concentration, and we are making this more explicit - that multiple concentrations are not allowed. There are no changes to the sample degree plan.

Existing

Program Justification

Prior to Kuali, departments were able to update lists of electives during catalog text updates. We were instructed instead to provide a link to electives on the department's website, which we will be able to update as needed. Production, and Film History and Criticism elective lists have been replaced here with a website link. There are no changes to the sample degree plan.

Program Category and Level

Program Category

Program

Program Level

Undergraduate

Degree, Minor, or Certificate Name

Bachelor of Arts in Film and Digital Arts

Degree Type

Bachelor of Arts

Degree/Certificate Level

Undergraduate

Is this program also offered online?

No

Associated Forms

Select any associated course forms that exist

Select any associated program forms that exist

Shared Credit and Dual Degree information

Interdepartmental Program

No

Catalog Information

Proposed

Program Description

Degree 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. Multiple concentrations are not allowed.

Existing

Program Description

Degree 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.

Admissions Requirements

Proposed

Graduation Requirements

All students in the B.A. in Film and Digital Arts program must take the following courses **(49 credits)**:

- **General Education Curriculum (31 credits)**
- **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. **(18 credits)**

All students in the B.A. in Film and Digital Arts program have the option to either select **one** concentration below or complete the degree without a concentration.

Existing

Graduation Requirements

All students in the B.A. in Film and Digital Arts program must take the following courses **(49 credits)**:

- **General Education Curriculum (31 credits)**
- **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. **(18 credits)**

All students in the B.A. in Film and Digital Arts program have the option to either select a concentration below or complete the degree without a concentration.

Professional Credential/Licensure Program Information

License/Certification associated with program

No

Degree Information

Degree Hours

120

Minimum Major Hours

Professional Accrediting Bodies

N/A

Degree Requirements

Requirements

- Complete all of the following

Degree Core:

- Complete all of the following
 - Earn at least 31 credits from the following types of courses:
General Education Curriculum.
 - Earn at least 18 credits from the following types of courses:
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 HNRS2113 may be included.
 - Select Concentration type for requirements. For No Concentration selection, see below.

Film & Digital Arts: No Concentration

- Complete all of the following
 - Complete the following:
 - FDMA1210 - Digital Video Production I (3)
 - Complete at least 1 of the following:
 - FDMA310 - Writing Digital Narrative (3)
 - FDMA324 - Introduction to Screenwriting (3)
 - Complete at least 1 of the following:
 - FDMA375 - Producing for Film and Digital Media (3)
 - FDMA410 - The Business and Law of Film and New Media (3)
 - ~~Film History and Criticism Electives: At least 3 credit hours must be at the 400-level.~~
 - Earn at least 9 credits from the following types of courses:
Film History and Criticism Electives: **At least 3 credit hours must be at the 400-level.**
<https://film.unm.edu/academics/electives/>
 - ~~Production Electives:~~
 - Earn at least 33 credits from the following types of courses:
~~Production~~**Any FDMA Electives** <https://film.unm.edu/academics/electives/>
 - General Electives:
 - Earn at least 20 credits from the following types of courses:
Electives selected from any department including Film and Digital Arts.

Grand Total Credits: 120

Concentrations

Program Concentrations

Code	Title
CON Film Prod	Film Production
CON Anim	Animation
CON Gaming	Gaming
CON Film Hist Crit	Film History and Criticism

Concentration Required

No

Emphases

Emphasis required	Emphasis Hours
No	62

Emphasis Rules

No Rules

No Rules

Sample Degree Plan

Sample Degree Plan Upload

- sample degree_plan.xls

Program Learning Outcomes

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.