Graduate Council Minutes
Thursday – September 16, 2021
Zoom mtg. ID: 941 0220 5134 - 3:00PM-5:00PM
https://unt.curriculog.com/agenda:465/form

Note: Course changes and additions will not take effect until they are listed in the graduate catalog. Items marked with an asterisk (*) must have approval by the Texas Higher Education Coordinating Board before listing in the graduate catalog. Items marked with a plus (+) must be approved by the Department of Education before being listed in the graduate catalog.

Graduate Council Voting Members: *Selcuk Acar,* *Douglas Brozovic (absent),* ***Kris Chesky****, **Nolan Gaffney****, **Daphne Gerling, Jaymee Haefner***, *John Martin (absent),* ***Gwen Nisbett,*** *Denise Philpot (absent),* ***Lawrence Williams****, *Dale Yeatts (absent),* ***Paul Hudak***

I. ANNOUNCEMENTS

Victor Prybutok:
- Welcomed all Graduate Council members and attendees
- Described his function as Administrative Co-Chair of GC; a non-voting member who serves as this Council's co-chair ex officio
- Introduced Graduate Student Council President Andrea Ortiz as one of the non-voting student representatives
- Asked if anyone would like to volunteer as co-chair for the academic year; there were no volunteers; Kris Chesky was asked if he would like to continue as co-chair for 21-22 academic year
- Motioned to elect Kris Chesky as the Faculty Co-Chair of the Graduate Council for 21-22; Approval amongst members of the motion; Unanimous approval to the election

Kris Chesky:
- Welcomed all Graduate Council members and attendees
- First meeting of the 2021-22 academic year
- Welcomed and introduced the new voting members: Selcuk Acar from COE-Educational Psychology, Daphne Gerling from COM-Instrumental Studies, Strings and John Martin from University Libraries
- Discussed how the GC mtgs. for the Fall semester could be conducted: F2F, through Zoom or hybrid; members agreed to conduct all Fall21 mtgs. through Zoom; discussion for Spring22 mtgs. will be conducted and decision made in December
- Requested that colleges get their research roadmap information submitted

Reminded members about mtg. attendance:
- As Committee Chair, he is responsible for monitoring committee membership's status and any vacancies (whether occurring by repeated absence, leave of absence, resignation or retirement), and promptly reporting any occurring vacancies to the Senate leadership
- As Voting Members, there are General Standing Committee Responsibilities
  - Attendance at all meetings by Committee Members is expected so that members are able to effectively represent their faculty member constituency.
  - Members are expected to participate actively in committee discussion whether face-to-face or virtual, and to work to complete the committee charges.
  - After 2 missed committee meetings or discussions, committee members will be notified by the chair of their lack of attendance. After 3 absences the Committee Chair may invoke the option of removing the committee member from his/her committee membership by notifying the member and the Senate office of same. [Procedures Manual]
  - **Faculty senate has expressed that the "present by proxy" vote is no longer allowed in a Faculty Senate committee. If you are not able to attend, you will now be marked as being absent. Please continue to make us aware if you plan on not being present/absent for a meeting.**

II. MINUTES

MOTION TO VOTE ON ITEM II-1. – UNANIMOUS APPROVAL

APPROVED: 6 FOR; 2 ABSTAINED ON ITEM II-1.

II-1. Approval of August 19, 2021 minutes

III. CHAIR / TGS DISCUSSION ITEMS / ACTION ITEMS / INFORMATION ITEMS

IV. REQUEST FOR NEW COURSES

College of Visual Arts & Design

MOTION TO VOTE ON ITEMS IV-1. THROUGH IV-5. AS A BLOCK – UNANIMOUS APPROVAL

UNANIMOUS APPROVAL OF ITEMS IV-1. THROUGH IV-5.

IV-1. ART 5030 - Digital Communication for Art and Creative Entrepreneurship

Description: Investigation in the conceptual, technical and practical uses of digital tools for communication and promotion in the art and design fields

IV-2. ART 5614 - Art and Business

Description: The course introduces students to how art, business, and economics intersect in a variety of settings, including both for-profit (galleries, auction houses, artists' studios, design firms/agencies) and non-profit (museums, municipalities, universities, and arts organizations) entities.

IV-3. ART 5620 - Grant Writing & Arts Funding

Description: This course will explore the study of grant writing and funding strategies for artists, creatives, and arts organizations.

IV-4. ART 5640 - Community Engagement in Art and Design

Description: The course introduces is an exclusively service-learning and community engagement course that prepares students to responsibly participate in class projects that contribute to community arts initiatives, arts organizations, and/or cause-based design projects. The course is designed to provide students with opportunities to engage in professional development, networking, and establishing connections with the local art and design communities within North Texas and beyond.

Department of Art History

IV-5. ARTH 5847 - Seminar in Ancient Mediterranean Art

Description: Research and study focused upon selected topics in ancient Mediterranean art history

V. REQUEST FOR ADD NEW OR DELETE EXISTING MAJOR/PROFESSIONAL FIELD, CONCENTRATION, OPTION, MINOR, CERTIFICATE (excluding GACs), OR SPECIALIZATION

VI. REQUEST FOR ALL GRADUATE ACADEMIC CERTIFICATES

VII. REQUEST FOR NEW GRADUATE TRACK PATHWAYS

*Indicates THECB approval required

VIII. **REQUEST FOR CHANGE IN PROGRAM, MAJOR, MINOR, DEGREE, OPTION, CONCENTRATION OR REQUIREMENTS**

A. **In Grad Track**

MOTION TO VOTE ON ITEMS VIII-1. AND VIII-2. AS A BLOCK – UNANIMOUS APPROVAL

UNANIMOUS APPROVAL OF ITEMS VIII-1. AND VIII-2.

College of Visual Arts & Design

Department of Art History

VIII-1. Art History BA with grad track option leading to Art History MA (change in Requirements)

Justification: This was originally approved for students to complete up to 12 graduate level SCH during their undergraduate career, which could then be applied to the master's degree. The master's degree in this grad track program is 30 SCH. In order to stay within institutional guidelines, students accepted into this Grad Track program will be able to apply no more than 6 graduate level SCH to both their undergraduate and master's degree.

Department of Design

VIII-2. Interior Design, BFA with grad track option leading to Design with a concentration in Interior Design for Sustainability, MA (change in Requirements)

Justification: This was originally approved for students to complete up to 12 graduate level SCH during their undergraduate career, which could then be applied to the master's degree. The master's degree in this grad track program is 30 SCH. In order to stay within institutional guidelines, students accepted into this Grad Track program will be able to apply no more than 6 graduate level SCH to both their undergraduate and master's degree

IX. **REQUEST FOR DUAL OR JOINT DEGREE PROGRAMS**

X. **CONSENT CALENDAR**

A. **Course Changes**

MOTION TO VOTE ON ITEMS X-1. THROUGH X-10. AS A BLOCK – UNANIMOUS APPROVAL

UNANIMOUS APPROVAL OF ITEMS X-1. THROUGH X-10.

College of Visual Arts & Design

Department of Design

X-1. ADES 5410 - Foundations and Frameworks of Interaction Design (change in Description, Prerequisite)

Description: *Provides first-semester, first-year MA with a major in design and concentration in interaction design candidates an overview of foundational interaction design concepts such as human factors (physical, perceptual and cognitive), cognition, user-centered research methods, the creation and testing of affordances, and methods for guiding the design of interactions.* > Provides an overview of foundational interaction design concepts such as human factors (physical, perceptual and cognitive), cognition, user-centered research methods, the creation and testing of affordances, and methods for guiding the design of interactions.

*Indicates THECB approval required

Prerequisite: ~~*Admission to the MA with a major in design and concentration in interaction design, or consent of instructor.*~~ **>** Admission to the MA with a major in design with a concentration in interaction design, or consent of instructor.

X-2. [ADES 5420 - Human-Centered Interaction Design 1](#) (change in Description, Prerequisite)

Description: ~~*First of two, three-semester-credit-hour offerings that challenge first-year MA candidates in the interaction design program to explore how meaning is conveyed and interpreted through formal systems across interactive technology platforms as specific groups of users operate given products.*~~ **>** Explore how meaning is conveyed and interpreted through formal systems across interactive technology platforms.
Prerequisite: ~~*Admission to the MA with a major in design and concentration in interaction design, or consent of instructor.*~~ **>** Admission to the MA in design and concentration in interaction design, or consent of instructor.

X-3. [ADES 5430 - Human-Centered Interaction Design 2](#) (change in Description, Prerequisite)

Description: ~~*Second of two, three-semester-credit-hour offerings that challenge first-year MA candidates in the interaction design program to explore how meaning is conveyed and interpreted through formal systems across interactive technology platforms as specific groups of users operate given products. Teaches students to effectively utilize holistic means to 1) employ understandings about what motivates the actions of particular individuals and groups in specific settings, combined with 2) a considerate application of knowledge about how the imposition of specific social, technological, economic and public policy conditions can be used to inform interaction design decision-making.*~~ **>** Explore how meaning is conveyed and interpreted through formal systems across interactive technology platforms, and effectively utilize holistic means to 1) employ understandings about what motivates the actions of particular individuals and groups in specific settings, combined with 2) a considerate application of knowledge about how the imposition of specific social, technological, economic and public policy conditions can be used to inform interaction design decision-making.
Prerequisite: ~~*Admission to the MA with a major in design and concentration in interaction design, or consent of instructor.*~~ **>** Admission to the MA in design and concentration in interaction design, or consent of instructor.

X-4. [ADES 5440 - Interaction Design Makerlab 1](#) (change in Description, Prerequisite)

Description: ~~*Designed to facilitate a series of learning experiences tailored to meeting the needs of students working individually rather than in groups or teams. Individual students are challenged to develop and design a single interactive, screen-based system over the course of the semester that meets the needs and aspirations of a particular group on behalf of an assigned client, organization or institution. No two student's projects will evolve according to the same sets of parameters. Required precursor to the culminational, studiolab-based course in this curriculum, ADES 5460.*~~ **>** Tailored to meeting the needs of students working individually rather than in groups or teams. Develop and design a single interactive, screen-based system over the course of the semester that meets the needs and aspirations of a particular group. No two student's projects will evolve according to the same sets of parameters.
Prerequisite: ~~*Admission to the MA with a major in design and concentration in interaction design, or consent of instructor.*~~ **>** Admission to the MA in Design with a concentration in interaction design or consent of the instructor.

X-5. [ADES 5450 - Data and Information Visualization and Design](#) (change in Description, Prerequisite)

Description: ~~*Students learn to understand and utilize a wide variety of conceptual and method-based approaches that guide the development and operation of interactive information systems, graphic displays and instructions. Students use the knowledge they build from these learning experiences to guide and support decision-making and frame thinking that involves the iterative development of user-centered, interactive, information delivery-cum-interpretation experiences on behalf of specific audiences in particular scenarios of use. The visually communicative depictions of sequential and time-based data they learn to create also help these specific audiences make effective comparisons between and derive contextualized understandings from*~~

*Indicates THECB approval required

key concepts and patterns that this data reveals. > Understand and utilize a wide variety of conceptual and method-based approaches that guide the development and operation of interactive information systems, graphic displays and instructions. Acquired knowledge from these learning experiences to guide decision-making the iterative development of user-centered, interactive, information delivery-cum-interpretation experiences. Apply the visually communicative depictions of sequential and time-based data to help audiences make effective comparisons between key concepts and patterns that this data reveals.

Prerequisite: *Admission to the MA with a major in design and concentration in interaction design, or consent of instructor.* > Admission to the MA in design and concentration in interaction design, or consent of instructor.

X-6. **ADES 5460 - Interaction Design Inception-to-Pitch Capstone Project** (change in Description, Prerequisite)

Description: *Designed to 1) facilitate a series of learning experiences that requires groups of two to four of its students to work together in interdisciplinary teams in collaboration with either an industry partner, a community organization partner, or, in many cases, both to 2) design and implement a human-centered interaction on behalf of a specific group or set or groups who are being adversely affected or inhibited by a particular set of social, economic, public policy, environmental or technological conditions. Each student team is challenged to develop and design an interactive system over the course of the semester that positively affects the behavior of their specified group or set of groups as they interact with particular products, environments, sets of protocols or procedures or systems within communities. No two student teams' projects will evolve according to the same sets of parameters.* > Facilitate a series of learning experiences requiring groups to work interdisciplinarity with either an industry partner, a community organization partner, or both. Projects implement a human-centered interaction and design an interactive system that positively affects the behavior of a target group. No two student teams' projects will evolve according to the same sets of parameters.

Prerequisite: *Admission to the MA with a major in design and concentration in interaction design, or consent of instructor.* > Admission to the MA in design and concentration in interaction design, or consent of instructor.

X-7. **ADES 5510 - Processes and Methodology for Innovation** (change in Description, Prerequisite)

Description: *Students explore and utilize a variety of processes and visual techniques that inform and guide ideation as a means to create a common language that allows them to communicate effectively across disciplinary backgrounds. The knowledge they gain from these experiences allows them to develop and actualize the kinds of visual solutions necessary for future programmatic and career-based success.* > The course prepares learners for making impactful contributions in team-based work environments. Activities include data collection, analysis and visualization. Work conducted in this course addresses a variety of topics and utilizes emerging technologies such as virtual reality (VR), augmented reality (AR), spatial computing, gaming, robotics, machine learning, wearable technology, mobile technologies and more.

Prerequisite: *Admission to the MA/MFA in design with a concentration in innovation studies, or consent of instructor.* > Admission to the MA/MFA in design, or consent of instructor.

X-8. **ADES 5590 - Fashion Design Studio** (change in Prerequisite)

Prerequisite: *Admission to the MFA with a major in design and a concentration in fashion design or consent of instructor. Specific course may require additional prerequisites.* > Admission to the MFA with a major in design and a concentration in fashion design or consent of instructor.

X-9. **ADES 5640 - Environment and Systems** (change in Description)

Description: *Research and application of sustainable building systems strategies with a focus on solutions for extent structures.* > Research and application of sustainable building systems strategies.

X-10. **ADES 5730 - Research in Design** (change in Description)

*Indicates THECB approval required

      Description: ~~*Study of research techniques and their applications in the field of design; preparation of prospectus*~~. > Study of research methods and their applications in the field of design. Develop knowledge about how design research processes and methods can be utilized to connect design theory effectively with practice. Preparation of prospectus.

B. Course Deletions

    <u>**College of Visual Arts & Design**</u>

    MOTION TO VOTE ON ITEMS X-11. AND X-12. AS A BLOCK – UNANIMOUS APPROVAL

    UNANIMOUS APPROVAL OF ITEMS X-11. AND X-12.

    X-11. <u>AEAH 5935 - Proseminar in Art Education and Art History</u>

      Justification: Course no longer taught.

    Department of Design

    X-12. <u>ADES 5580 - Parallels in Art, Culture and Fashion</u>

      Justification: Course no longer taught.

C. Information Item-THECB Delete

    NO NEW BUSINESS

    REQUEST TO ADJOURN MEETING – UNANIMOUS APPROVAL

*Indicates THECB approval required