

Checklist for Curriculum Proposals

1. Are all **signatures on the hard copy of the proposal**?
2. Is the **effective date** correct?
3. Is the **rationale** for the proposal consistent with the changes proposed?
4. Does the proposed **number of credits** match the stated number?
5. Have affected units been identified and contacted? Are required **support letters** attached?
6. Is a **resolution** necessary? If so, is it attached?

(Necessary for: establishing a major; disestablishing a major; a name change to any program with permanent status; a name change to a department or college; a transfer or creation of any department; request for permanent status).
7. Are all **courses (required or referenced)** in the UDSIS Inventory or in the approval process?
8. Are all **university requirements** correctly specified?
 - A. Breadth requirements.
 - B. Multicultural requirement.
 - C. Writing requirement.
 - D. DLE requirement.
9. Are all **college requirements** correctly specified?
10. Is a **side-by-side comparison** provided?

UNIVERSITY FACULTY SENATE FORMS

Academic Program Approval

This form is a routing document for the approval of new and revised academic programs. Proposing department should complete this form. Detailed instructions for the proposal should be followed. A [checklist](#) is available to assist in the preparation of a proposal. For more information, call the Faculty Senate Office at 831-2921.

Submitted by: Troy Richards phone number 302-831-2244

Department: Art and Design email address troy@udel.edu

Date: October 28, 2015

Action: Add Major
(Example: add major/minor/concentration, delete major/minor/concentration, revise major/minor/concentration, academic unit name change, request for permanent status, policy change, etc.)

Effective term 16F
(use format 04F, 05W)

Current degree N/A
(Example: BA, BACH, BACJ, HBA, EDD, MA, MBA, etc.)

Proposed change leads to the degree of: MA
(Example: BA, BACH, BACJ, HBA, EDD, MA, MBA, etc.)

Proposed name: Master of Arts in Interaction Design (MA 1xD)
Proposed new name for revised or new major / minor / concentration / academic unit (if applicable)

Revising or Deleting:

Undergraduate major / Concentration: _____
(Example: Applied Music – Instrumental degree BMAS)

Undergraduate minor: _____
(Example: African Studies, Business Administration, English, Leadership, etc.)

Graduate Program Policy statement change: Attached
(Must attach your Graduate Program Policy Statement)

Graduate Program of Study: Art & Design MA Interaction Design
(Example: Animal Science: MS Animal Science: PHD Economics: MA Economics: PHD)

Graduate minor / concentration: _____

Note: all graduate studies proposals must include an electronic copy of the Graduate Program Policy Document, either describing the new program or highlighting the changes made to the original policy document.

List new courses required for the new or revised curriculum. How do they support the overall program objectives of the major/minor/concentrations)?

(Be aware that approval of the curriculum is dependent upon these courses successfully passing through the Course Challenge list. If there are no new courses enter "None")

ART601 Methods in Modeling, Prototyping & Testing
ART616 Applied Creativity
ART612 IxD Studio 1
ART606 Artist's Machine
ART602 Industrial Design
ART617 Design Thinking and Innovation
ART613 IxD Studio 2
ART614 IxD Internship

Supply support letter from the Library, Dean, and/or Department Chair if needed

(all new majors/minors will need a support letter from the appropriate administrator.)

Forthcoming

Supply a resolution for all new majors/programs; name changes of colleges, departments, degrees; transfer of departments from one college to another; creation of new departments; requests for permanent status. See example of resolutions.

WHEREAS, there is a strong demand for creative in the field of Interaction Design, and

WHEREAS, the need for such designers is crucial to improving the user experience in emerging fields of technology including web design across platforms, industrial design, and what is commonly referred to as the "internet of things"- or connecting objects in the lived environment to technology and

WHEREAS, these industries are critical to meeting the grand technological challenges of sustainability, security, and economic competitiveness facing the State of Delaware the United States, and

WHEREAS, Delaware has the distinctive opportunity to build on our already impressive reputation in Visual Communications to become a leader in this rapidly developing field of Interaction Design to make a large impact in this field and the very way we interact with new technologies in our everyday world and

WHEREAS, the Interaction Design master's degree program addresses important and currently unmet needs in design education, and

WHEREAS, the proposed program will contribute to the University's "Delaware Will Shine": to become a premiere research and graduate university; be it therefore

RESOLVED, that the Faculty Senate recommends provisional approval for five years of the establishment of a new Master's of Interaction Design

Explain, when appropriate, how this new/revised curriculum supports the 5 goals of undergraduate education: <http://www2.udel.edu/gened/>

N/A

Identify other units affected by the proposed changes:

(This would include other departments/units whose courses are a required part of the proposed curriculum. Attach permission from the affected units. If no other unit is affected, enter "None")

Entrepreneurship, Mechanical Engineering, and Urban Affairs and Public Policy

Describe the rationale for the proposed program change(s):

(Explain your reasons for creating, revising, or deleting the curriculum or program.)

Interaction Design, abbreviated "IxD", is generally defined as the practice of designing products, environments, systems, and services that involve the interaction of human factors and technology. Like many other design fields, interaction design also has an interest in visual and physical form, but its main focus is on human behavior and mental perception/cognition of meaning through an interaction between the body and digital systems. What distinguishes interaction design as a field of study is the integration of existing disciplines in art, engineering, computer science and business toward the application of all these knowledges and skills to address social, cultural and technological design challenges.

The human-centered discipline of interaction design is growing rapidly to meet the needs of an increasingly technology-rich world. As a response to this need, this program encapsulates the diverse design-related initiatives across campus and will provide students with the combination of interdisciplinary expert faculty, cross-campus resources and skills that will enable them to create and utilize cutting-edge technologies and play key roles in the emerging design-related and future-thinking professions.

We are committed to the idea that interaction designers should not only benefit commerce but also have a positive impact on society. Our students will learn to use the power of design to humanize technology and address critical, complex challenges in innovative, socially conscious ways.

Program Requirements:

(Show the new or revised curriculum as it should appear in the Course Catalog. If this is a revision, be sure to indicate the changes being made to the current curriculum and **include a side-by-side comparison** of the credit distribution before and after the proposed change.) See example of side by side.

ART601 Methods in Modeling, Prototyping & Testing	3 credits
ART616 Applied Creativity	3 credits
ART612 IxD Studio 1	6 credits
ART606 Artist's Machine	3 credits
ART602 Industrial Design	3 credits
ART617 Design Thinking and Innovation	3 credits
ART613 IxD Studio 2	6 credits
ART614 IxD Internship	3 credits
Total	30 credits

ROUTING AND AUTHORIZATION: (Please do not remove supporting documentation.)

Department Chairperson T. V. [Signature] Date Oct 30, 2015

Dean of College _____ Date _____

(By signing above, the Dean confirms that their college policies and bylaws have been followed correctly during consideration of the request described in this form.)

The approval actions that were taken at the college level were (check all that apply) :

_____ college faculty vote; _____ college curriculum approval _____ college senate approval

Chairperson, College Curriculum Committee _____ Date _____

Chairperson, Senate Com. on UG or GR Studies _____ Date _____

Chairperson, Senate Coordinating Com. _____ Date _____

Secretary, Faculty Senate _____ Date _____

Date of Senate Resolution _____ Date to be Effective _____

Registrar _____ Program Code _____ Date _____

Vice Provost for Academic Affairs & International Programs _____ Date _____

Board of Trustee Notification _____ Date _____

Revised 9/22/2015/khs

Program Policy Statement Template for Graduate Programs

Part I. Program History

- A. Statement of purpose and expectation of graduate study in the program.

The Master of Arts in Interaction Design (MA IxD) is a one-year degree for students with an undergraduate degree in design or related experience. The degree enables students to expand on prior design knowledge, skills and experience towards the development of expertise in interaction design. The program emphasizes design and creative processes that facilitate social innovation and impact.

- B. Date of Permanent Status (or current status).

Fall 2016

- C. Degrees offered (include brief description of concentrations, fields, etc.).

Master of Arts in Interaction Design (MA IxD)

Part II. Admission

- A. Admission Requirements (be specific about GRE, GMAT, and TOEFL Scores, G.P.A and others).

N/A

- B. Prior degree requirements.

BA, BFA, BS

- C. Application deadlines.

March 1

- D. Special competencies needed (i.e., specific courses or experience).

Design experience as evident in a portfolio

- E. Admission categories (explain other than regular such as provisional).

N/A

- F. Other documents required (i.e., letters of recommendation, essays, portfolios, interviews, writing assessments, etc.).

Transcripts, three letters of recommendation, statement of intent, portfolio via Slideroom with an essay, and interview.

- G. **Must include** University statement: Admission to the graduate program is competitive. Those who meet stated requirements are not guaranteed admission, nor are those who fail to meet all of those requirements necessarily precluded from admission if they offer other appropriate strengths.

Part III. Academic (present all information separately for each degree)

A. Degree Requirements

1. List course requirements according to categories such as core requirements, concentration options, electives, research credits and dissertation credit requirements. List number of credits in each category and include total credits required for degree.

ART601 Methods in Modeling, Prototyping & Testing	3 credits
ART616 Applied Creativity	3 credits
ART612 IxD Studio 1	6 credits
ART606 Artist's Machine	3 credits
ART602 Industrial Design	3 credits
ART617 Design Thinking and Innovation	3 credits
ART613 IxD Studio 2	6 credits
ART614 IxD Internship	3 credits
 Total	 30 credits

2. Give non-registered requirements in detail; includes residency requirements, qualifying examinations (number and format), portfolios, seminars, English proficiency, language requirements, teaching experience, internships, etc.

N/A

3. Give procedure for petitions for variance in degree requirements (e.g., course substitution policies, completion deadlines, etc.).

None

4. Define any grade minimums in courses that are different from University policy.

None

5. Identify any courses, which may not be used towards the degree (i.e., independent study, pre-candidacy study).

None

6. Identify expectations of facility of expression in English (oral and written) as part of the degree requirement.

Yes - ?

B. Committees for exams, thesis, or dissertations

1. Identify initial procedure for advisor and advisement procedures.

Advisors are assigned by Program Director. Student meets with advisor once a week for one hour.

2. Identify each student committee needed and procedures for selecting committee members.

N/A

3. Give deadlines for establishing and preparation requirements for comprehensive examinations.

N/A

4. Give policies for dates of examinations, grading of committee examinations and retake options.

N/A

5. Give guidelines for approving research proposals involving human or animal subjects.

N/A

6. Define procedures for thesis/dissertation approval in the department (e.g., role of department chair, dean, etc.).

N/A

7. Define departmental and student obligations for finding committee members.

N/A

8. Define departmental and student obligations and procedures for changes in committee members.

N/A

C. Timetable and definition of satisfactory progress towards the degree

1. Academic load (full & part-time) expectations. Define normal progress. Define departmental review procedures for evaluating normal progress and evaluation of performance.

Fall 15 credits, Spring 12 credits and Summer 3 credits for a total of 30 credits. Must maintain UD requirements.

2. Grade requirements (general and specific). Include any special departmental expectations such as minimum grades in specific courses, limits on special problem courses, etc.

C- grade requirement.

3. Thesis/dissertation progress timetable guidelines.

N/A

4. Thesis/dissertation defense guidelines.

N/A

5. Forms required.

Advanced Degree Application

6. Identify consequence for failure to make satisfactory progress.

Failure to satisfy degree requirements, student must reapply during the next application process.

7. Protocol for grievance procedure if student has been recommended for termination for failure to make satisfactory progress.

Standard UD policy

Part IV. Assessment Plan Indicate how the program will be evaluated and assessed. Every learning outcome needs to be assessed in at least two ways. One measure must be a direct measurement (where you can see the student demonstrate their learning). Other measures can be direct or indirect (such as a survey). Success should be measured against the criteria listed including the stated learning outcomes and against whatever objectives have been set forth in the first section of the proposal. Academic units are encouraged to consult with the Center for Educational Effectiveness to develop appropriate learning outcomes, assessment criteria, and benchmarks for success.

Bi-annual assessment using learning outcomes as designed in consult with the Center for Teaching & Assessment of Learning, Industry Professionals and Academics in related fields who can ascertain the effectiveness and relevance of program curricula.

Part V. Financial aid

A. Financial Awards

1. Types of awards, policy for granting financial awards, summer appointments, and number of years of support.

N/A

2. Responsibilities of students on contract.

N/A

3. Evaluation of students on contract.

N/A

Part VI. Departmental Operations

A. General student responsibilities

1. Up-to-date addresses, etc.
2. Laboratories and research equipment.
3. Hazardous Chemical Information Act.
4. Vehicles.
5. Keys, offices, mail, telephone, copy machine, computer terminals, etc.

B. Student government and organizations (both student and professional).

N/A

C. Travel for professional meetings or presentations

N/A



Suresh G. Advani
George W. Laird Professor and Chair
Of Mechanical Engineering
Associate Director, Center For
Composite Materials

University of Delaware
Newark, Delaware 19716-3119
Ph: 302/831-8975
Email: advani@udel.edu

TO: Academic Affairs Committee

FROM: Suresh G. Advani, George W. Laird Professor and Chair of Mechanical Engineering

SUBJECT: Graduate Program in Interaction Design

DATE: October 26th, 2015

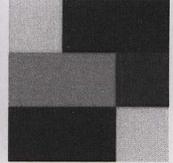
I am supportive of the proposed Master of Arts in Interaction Design because of the direct benefits for Mechanical Engineering students, and University in general.

This program truly introduces a cross-disciplinary course of study, which are consistent with the University Strategic Plan. Specifically, this graduate program directly addresses the University-wide emphasis on "innovation, creativity, design" by combining the pedagogies of Art, Design, Engineering and Business. I think this is very important in today's society that is why we offer a course in Mechanical Engineering which exposes them to skills they need to integrate their knowledge in response to the rapidly changing, technologically-driven, yet human-centered, global society. It will open up further opportunities for all our students.

Sincerely,

A handwritten signature in black ink that reads "Advani".

Suresh G. Advani
George W. Laird Professor and Chair



October 29, 2015

Dear Ashley:

I am writing in support of the proposed Master of Arts in Interaction Design because of the opportunities this program will provide to Entrepreneurship students and the University community. The proposed courses and overall curriculum combines the needs of students studying business and entrepreneurship with the omnipresent need to harness creative applications of technology and hands-on design thinking for the global marketplace.

As a shared experience across the Master of Science in Entrepreneurship and Design and the proposed MA in Interaction Design, students and faculty will be able to directly engage in interdisciplinary, collaborative, problem-based learning through cross-listed courses and communal campus resources.

We look forward to engaging with you in support of this program. Together, we can seek to combine the pedagogies of Art, Design, Engineering and Business in pursuit of UD's strategic goals pertaining to innovation, creativity and design.

Sincerely,



Dan Freeman, Ph.D.
Director, Horn Program
& Associate Professor of Marketing

