




Curriculum Committee



New Course Proposal

School or Division	School of Arts, Humanities, and Social Sciences
Program or Certificate	AS in Digital Art and Multimedia Production
Proposed by (faculty only)	Dr. Ryan Wurst
Presenter (faculty only)	Dr. Ryan Wurst
Note that the presenter (faculty) listed above must be present at the Curriculum Committee meeting or the proposal will be returned to the School or Division and must be submitted for a later date.	
Submission date	10/7/19
Course prefix, number, and title	TPA1252C – Introduction to Audiovisual Technology
All Curriculum proposals require approval of the Curriculum Committee and the Provost. Final approval or denial of a proposal is reflected on the completed and signed proposal. <input checked="" type="checkbox"/> Approve <input type="checkbox"/> Do Not Approve	
 Curriculum Committee Chair Signature	11-11-19 Date
<input checked="" type="checkbox"/> Approve <input type="checkbox"/> Do Not Approve	
 Provost Signature	11-19-19 Date
All Curriculum proposals require review by the Office of Accountability & Effectiveness.	
<input checked="" type="checkbox"/> Reviewed	
 Office of Accountability & Effectiveness Signature	11/26/19 Date

Section I, Important Dates and Endorsements Required

NOTE: Course and Program changes must be submitted by the dates listed on the published Curriculum Committee Calendar. Exceptions to the published submission deadlines must receive prior approval from the Provost' Office.

Term in which approved action will take place	Fall 2020
Provide an explanation below for the requested exception to the effective date.	
Type in the explanation for exception.	

Any exceptions to the term start date requires the signatures of the Academic Dean and Provost prior to submission to the Dropbox.		
Dean	Signature	Date
Dr. Deborah Teed		10/7/19
Provost	Signature	Date
Dr. Eileen DeLuca		

Required Endorsements	Type in Name	Select Date
Department Chair or Program Coordinator/Director	Professor Dana Roes	10/7/19
Academic Dean or Provost	Dr. Deborah Teed	10/7/19

List all faculty endorsements below. (Note that proposals will be returned to the School or Division if faculty endorsements are not provided).
Professor Dana Roes, Dr. Ryan Wurst, Professor Stuart Brown

Has the Libraries' Collection Manager been contacted about the new course and discussed potential impacts to the libraries' collections?
There is no impact.

Section II, New Course Information (must complete all items)

List course prerequisite(s) and minimum grade(s) (must include minimum grade if higher than a "D").	None
Provide justification for the proposed prerequisite(s).	
Will students be taking any of the prerequisites listed for this course in different parts of the same term (ex. Term A and Term B)?	No
List course co-requisites.	None
Provide justification for the proposed co-requisite(s).	
Is any co-requisite for this course listed as a co-requisite on its paired course? (Ex. CHM 2032 is a co-requisite for CHM 2032L, and CHM 2032L is a co-requisite for CHM 2032)	No
Course credits or clock hours	3 credits
Contact hours (faculty load)	4contact
Are the Contact hours different from the credit/lecture/lab hours?	Yes
Select grade mode	Standard Grading (A, B, C, D, F)
Credit type	College Credit
Possible Delivery Types (Online, Blended, On Campus)	On Campus
Course description (provide below)	
This course provides hands-on experience in audiovisual technology. Students will learn to implement safe industry-standard techniques in the production of live audiovisual performances. Students will work as a team to produce live performances in the theater, audio, and video-based industries. The course will focus on the setup, operation, and troubleshooting of industry-standard technology. Students will also learn to record, edit and present media from live performances.	

General topic outline (type in outline below)

Goals and Objectives for the course

By the end of the course students will:

- Develop audio and video for use in performance.
- Record live audio and video from performances.
- Demonstrate proper safety techniques in the audiovisual industry.
- Work as a team to produce various technological performance productions.
- Analyze technical manuals in order to troubleshoot technological issues.
- Apply skills quickly and effectively to solve problems for live performance situations.
- Modify and present media from live performance.

Learning Outcomes: For information purposes only.

IV. Course Competencies, Learning Outcomes and Objectives

A. General Education Competencies and Course Outcomes

1. Integral *General Education Competency or competencies:* THINK

1. Utilize theories and techniques in the production of live performance.
2. Generate digital media to present in live performance.
3. Evaluate and troubleshoot quickly when instructions might be vague.
4. Master Mac and PC operating systems and be able to navigate from application to application.
5. Implement live sound-reinforcement techniques to produce audio for theater and music. Set up speakers, microphones, mixers and other audio technology used in live performance.
6. Manipulate software for reproduction purposes.
7. Demonstrate the setup and troubleshooting of live video technology. This includes running software for live projection, setting up projectors, and setting up video monitors.
8. Create digitally designed solutions that effectively fulfill project goals.
9. Demonstrate various output processes and the role of professional service bureaus in the presentation of finished work.

2. Supplemental *General Education Competency or competencies:*

B. In accordance with Florida Statute 1007.25 concerning the state's general education core course requirements, this course meets the general education competencies for

Part B would only be included in the course outlines of those courses are included in the FSW Catalog as a General Education Core Course. If this is not a core course, then outline letter C would become B.

C. Other Course Objectives/Standards

Copy and Paste the SCNS Course Profile Description below (http://scns.fldoe.org/scns/public/pb_index.jsp).

IN INTRODUCTION TO THE AUDIOVISUAL TECHNOLOGY AND PRACTICES OF THE ENTERTAINMENT INDUSTRY. THE COURSE WILL FOCUS ON THE SET-UP, OPERATION, AND TROUBLESHOOTING OF THE

BASIC AUDIOVISUAL EQUIPMENT INCLUDING VIDEO AND SLIDE PROJECTORS, MONITORS, COMPUTERS,
AND PROJECTION SCREENS.

ICS code for this course	ADVANCED AND PROFESSIONAL - 1.12.10 - FINE AND APPLIED ARTS
Institutional Reporting Code	11210 FINE AND APPLIED ARTS
Degree Attributes	AS - AS COURSE
Degree Attributes (if needed)	AA- AA COURSE
Degree Attributes (if needed)	Choose an item.
Degree Attributes (if needed)	Choose an item.
Should any major restriction(s) be listed on this course? If so, select "yes" and list the appropriate major restriction code(s) or select "no".	No List applicable major restriction codes
Is the course an "International or Diversity Focus" course?	No
Is the course a General Education course?	No
Is the course a Writing Intensive course?	No
If Replacing a course, combining a Lecture/Lab or splitting a C course – Is there a course equivalency?	No
Is the course repeatable*? (A repeatable course may be taken more than one time for additional credits. For example, MUT 2641, a 3 credit hour course can be repeated 1 time and a student can earn a maximum of 6 credits). *Not the same as Multiple Attempts or Grade Forgiveness	No
Do you expect to offer this course three times or less (experimental)?	No

Impact of Course Proposal	
Will this new course proposal impact other courses, programs, departments, or budgets?	No
If the answer to the question above is "yes", list the impact on other courses, programs, or budgets?	List impacts here

Have you discussed this proposal with anyone (from other departments, programs, or institutions) regarding the impact? Were any agreements made? Provide detail information below. Discussed with Dana Roes and Stuart Brown

Section III, Justification for proposal

Provide justification (below) for this proposed curriculum action.

In the development of the new AS in Digital Art and Multimedia Production and Certificate in Theater Tech, this class will be necessary for students to complete the program.