

CVPA FACULTY ASSEMBLY

Friday, January 12, 2-4 pm (new year's celebration immediately following-optional)

119 Rutledge Auditorium

Attendance Report at the end of the minutes

2:00-2:05

- I. WELCOME** – Karen Oremus, Interim Dean
Interim Dean Oremus called the meeting to order at 2:06pm. A motion was made to conduct business without a quorum. It was approved.

- II. APPROVAL OF MINUTES FROM 10.6.23** – Karen Oremus, Interim Dean
Elisa Koehler made a motion to approve the minutes; Alice Burmeister seconded and a vote took place; the minutes were approved.

2:05-2:35

III. CURRICULUM REVIEW/ VOTE – Lorrie Crochet, Associate Dean

- a. Overview of [Curriculum Proposals](#)
- **Design** – all voted in approval
 - **Fine Arts** – typo in word “Thos”, Kyle will check Course Dog’s listing for accuracy, all voted in approval
 - **Music** – Choral and instrumental lines in the MM in Music, all voted in approval

2:35-3:00

- b. Overview of [BDES Game Design](#), Jason Tselentis, Chair of Design
- Jason thanked his team for the work they have done for this degree development and presented his presentation.
 - Questions: Daniel Gordon – hand book references to technology are what? Jason Tselentis – IT has technology available and a new lab will be renovated. Seth Rouser – What is the software/ who is trained to teach this software. Jason Tselentis – Adobe, Unity, Blender, Audacity, pinpointed some Adjuncts to teach this. Stephanie Sutton – Will we be able to hire quality instructors with a competitive pool in the industry making much more money. Jason Tselentis – he is positive about this search and perhaps the candidate will want a change from corporate lifestyle and work with students in a different style of research, like teaching.

3:00-3:10

3:10-3:30

- c. Discussion – see above
- d. Curriculum Vote
- Program vote and course vote took place and all items were voted in and approved.

IV. DEAN’S OFFICE REPORT – Karen Oremus, Interim Dean

- a. Celebrations – See PowerPoint for more details
- New Faculty- Ashlea Sovetts, Visiting Assistant Professor of Dance
 - New Mama- Gabrielle Tull (Dance)
 - CVPA Kinard Award Nomination- Jeremy Mims (Music)
 - 24-25 Sabbaticals- Seth Rouser + Claudia O’Steen (Fine Arts)

3:30-4:00

- b. New Provost will begin on Jan 16 Sebastian van Delden
- The College will be introduced and meet with him on March 8. Mandatory for departments to attend for 40 minutes on this day. If

4:00

there is an area you are responsible for, be there for the tours. The itinerary will be shared soon.

- c. Budget Update
 - Still nothing to update Assembly on as Dr. Judge's last day on the job is today. The new Provost will pick up the work.
- d. Recruitment Participation
 - See PowerPoint for more information.
- e. Community Relations
 - See PowerPoint for more information.
 - Powerhouse is a new future collaboration partner for space use indoors and outdoors. Interim Dean Oremus presented the concept of a CVPA showcase event there. More conversations to take place.
- f. Summer School Pay + Micro Credentialing Incentives, Lorrie Crochet
 - See PowerPoint for more information.
- g. Other Business
 - A discussion regarding Fountain Park took place and Interim Dean Oremus explained that Winthrop will be represented on the Performing Arts Center that is coming soon by President Serna. Clinton will have a space in the center and Oremus thinks Winthrop needs to be involved too.

V. CVPA WEBSITE UPDATE

- a. Director of CVPA Communications – Lauren Taylor Grad
 - The website is presently published for "us" to see but not fully live yet for the world. That should happen next week. The target date is in late Feb to be up by the NASAD and NASM Site Visits.
 - See the link in the PowerPoint for the site.

VI. CVPA UNIT REPORTS - 2 minutes each

- a. Fall Enrollment Update, Paula Garofalo, CVPA Recruitment/ Admissions
 - See PowerPoint for more information
- b. Department of Design – Jason Tselentis, Chair
 - Made announcements of two faculty.
- c. Department of Fine Arts – Mark Hamilton, Interim Chair
 - Expressed appreciation to Kyle Sweeney for his leadership on the NASAD Self Study. The next order of business for NASAD is the exhibition.
- d. Department of Music – Elisa Koehler, Chair
 - Expressed appreciation to Justin Isenhour for his work on the NASM Self Study. The site visit is in early, middle March. Work on building projects is complete – new technology, furniture, Byrnes construction underway.
- e. Department of Theatre + Dance – Daniel Gordon, Chair
 - Summer Dance Intensive is approaching. Planning taking place.
- f. Master of Arts in Arts Admin. Program – Robert Wildman, Director
 - Jeff Robinson, music alumni, is the new director of the SC Arts Alliance. Pipeline Fellowship for new Arts Administrators – two of the inaugural program recipients are Winthrop Alumni.

- g. Arts in Basic Curriculum Institute – Kim Wilson, Director – No report given
- h. Winthrop University Galleries – Mike Gentry, Director
 - Busy semester coming up with UJE and Senior Capstone exhibits following the NASAD exhibition.

VII. SABBATICAL PRESENTATIONS

- a. Dr. Matthew Manwarren, Prof. of Music
 - See PowerPoint for more information.
- b. Dr. Mark Lewis, Prof. of Music
 - See PowerPoint for more information.

VIII. ADJOURNMENT took place at 4:08pm when Interim Dean Oremus closed the meeting.

IX. NEW YEAR'S CELEBRATION at Powerhouse at 4pm, all are invited.

CVPA Faculty Assembly Attendance

	NAME		RANK		01.12.24
CVPA/ Staff					
	Bouldin	Josh	CVPA Development Office		X
	Coffey	Jennifer	ABC		
	Fredericks	Anna	Instructor		X
	Garofalo	Paula	CVPA Recruiter		X
	Gentry	Mike	WU Galleries Director		X
	Hall	Kelly	ABC		
	Hinds	Cindy	ABC		X
	O'Neill	Chris	Staff		
	Prado	Emily	ABC		
	Rust Ward	Caroline	Staff		X
	Taylor Grad	Lauren	Staff		X
	Taylor	Cheryl	ABC		
	Wildman	Robert	Associate Professor		X
	Wilson	Kim	ABC		X
	NAME		RANK		
DESIGN					
	Dresbach	Chad	Associate Professor		urgent family matters out of town
	Garner	Thomas	Instructor		X
	Gwinn	Quintel	Assistant Professor		X
	Hairston	John	Assistant Professor		X
	LaValla	Tamara	1-yr Instructor		installing exhibit
	Sohn	Sangwon	Associate Professor		X
	Tselentis	Jason	Professor/ Chair		X
	NAME	NAME	RANK		
FINE ARTS					
	Oremus	Karen	Professor, Interim Dean		X
	Burmeister	Alice	Associate Professor		X
	Calvert	Myles	Assocate Professor		installing exhibit
	Cassidy	Shaun	Professor		X
	Connell	James	Professor		
	Davidson	Stacey	Associate Professor		X
	Davis	Andrew	Instructor		X
	Hamilton	Mark	Professor, Interim Chair		X
	Livek	Michelle	Assistant Professor		ather related childcare closed
	O'Steen	Claudia	Assistant Professor		sickness in family
	Rouser	Seth	Associate Professor		X
	Stock	Karen	Professor		X
	Sutton,	Stephanie	Assistant Professor		X
	Sweeney	Kyle	Assistant Professor		X
	Foshag	Amanda	Administration		X



College of Visual and Performing Arts

Faculty & Staff Assembly

Friday, January 12, 2024, 2-4pm

WELCOME

I. WELCOME - Karen Oremus, Interim Dean

**II. APPROVAL OF THE MINUTES FROM THE
10.06.23 ASSEMBLY - Karen Oremus**

III. CURRICULUM - Lorrie Crochet, Associate Dean

a. Overview of Curriculum Proposals

Proposed Curriculum Actions:

Department of Design

Proposed Curriculum Changes

Course Number	Course Title	Action	Justification
VCOM388	Graphic Arts Production Practices	Edit/Modify Program	DESF300, formerly a pre-requisite is inactive. Catalogue clean-up getting rid of portfolio review process. Adding VCOM 388 as a pre-req because they do offer it.



Department of Design Proposed Curriculum Changes

Course Number	Course Title	Action	Justification
INDS353	Interior Design Studio I	Edit/Modify Program	Correcting a typo in pre-req – Incorrectly shown as DESF213 to Corrected INDS213.



Department of Fine Arts Proposed Curriculum Changes

Course Number	Course Title	Action	Justification
BFA in Art Education	Bachelor of Fine Arts in Art Education	New Program Form	<ol style="list-style-type: none">1. Remaining competitive in the southeast region.2. Opening art education students access to all existing studio art and art history faculty, courses, and facilities/equipment.3. NASAD states that undergraduate teacher education programs should focus on BFA-type programs.4. BFA in Art Ed. will better prepare WU graduates for high profile jobs and graduate study. <p>Responding to student requests for opportunities for intentionally investigate a studio discipline at the advanced level.</p>



Department of Fine Arts Proposed Curriculum Changes

Course Number	Course Title	Action	Justification
Minor-Arts	Minor-Art	Edit/Modify Program	ARTS121 (Figure Drawing) was moved out of the studio art foundation sequence and recently given a new 300-level number. The changes to the minor in studio art address the fact that it is no longer a 100-level course and no longer required. Students will now take an additional 300-level elective in place of ARTS121.



Department of Fine Arts Proposed Curriculum Changes

Course Number	Course Title	Action	Justification
Minor - ARTX	Minor- Art Expanded Media	New Program Form	Expanded Media combines video, installation, performance, and digital media with an emphasis on research-based modes of making. Thos interdisciplinary minor addresses the fact that contemporary fine arts practice is often located between or beyond traditional disciplines. This minor will appeal to undergraduate students due to its interdisciplinarity and will complement majors in film and media students, mass communication, design and etc.



Department of Fine Arts Proposed Curriculum Changes

Course Number	Course Title	Action	Justification
ARTS601	Graduate Research B	Edit/Modify Program	This course is an independent study to allow students in the rigorous two-year graduate degree, independent studio work.
ARTH422H	Medieval World Building	Edit/Modify Program	Changing the pre-req to HMXP102 will allow a more diverse student population from related programs or with a general interest. Additionally making modifications to this possible elective course that will align with BDEs in Design-Game Design.



Department of Fine Arts Proposed Curriculum Changes

Course Number	Course Title	Action	Justification
ARTH422	Medieval World Building	Edit/Modify Program	Changing the pre-req to HMXP102, will allow a more diverse student population from related programs or with a general interest. Additionally making modifications to this possible elective course that will align with BDEs in Design-Game Design.



Department of Fine Arts Proposed Curriculum Changes

Course Number	Course Title	Action	Justification
ARTE593	Capstone Seminar in Art Education	Edit/Modify Program	ARTE393 and ARTE593 are being consolidated into one course as part of the transition to the new Bachelor of Fine Arts in Art Education degree. Co-reqs are being updated to allow undergraduate and MAT students to register under the same number.
ARTS484	Special Topics in Art	Edit/Modify Program	Consolidation of ARTS481:484 into a single variable topics seminar (ARTS480), which is repeatable for credit, will clarify curriculum internally and externally. It also aligns with the department course numbering and sequencing.



Department of Fine Arts Proposed Curriculum Changes

Course Number	Course Title	Action	Justification
ARTS483	Special Topics in Art	Edit/Modify Program	Consolidation of ARTS481:484 into a single variable topics seminar (ARTS480), which is repeatable for credit, will clarify curriculum internally and externally. It also aligns with the department course numbering and sequencing.
ARTS482	Special Topics in Art	Edit/Modify Program	Consolidation of ARTS481:484 into a single variable topics seminar (ARTS480), which is repeatable for credit, will clarify curriculum internally and externally. It also aligns with the department course numbering and sequencing.



Department of Fine Arts Proposed Curriculum Changes

Course Number	Course Title	Action	Justification
ARTS481	Special Topics in Art	Edit/Modify Program	Consolidation of ARTS481:484 into a single variable topics seminar (ARTS480), which is repeatable for credit, will clarify curriculum internally and externally. It also aligns with the department course numbering and sequencing.
ARTS480	Special Topics in Art	Edit/Modify Program	Consolidation of ARTS481:484 into a single variable topics seminar (ARTS480), which is repeatable for credit, will clarify curriculum internally and externally. It also aligns with the department course numbering and sequencing.



Department of Fine Arts Proposed Curriculum Changes

Course Number	Course Title	Action	Justification
ARTS373	Special Topics in Studio Art	Edit/Modify Program	Removed pre-req and other restrictions to allow greater variety of students to register. Making the course repeatable under different topics allows the department greater flexibility to respond to current trends and promote curricular innovation.
ARTS221	Life Drawing and Anatomy	Edit/Modify Program	Catalog cleanup. This course was replaced by ARTS320 several semesters ago and is no longer offered.



Department of Fine Arts Proposed Curriculum Changes

Course Number	Course Title	Action	Justification
ARTS202	Three Dimensional Design II	Edit/Modify Program	Catalog cleanup. This course has not been offered in several semesters.
ARTH421	Medieval Pilgrimage	Edit/Modify Program	Changing the pre-req to HMXP102, will allow a more diverse student population. Adding a statement about immersive technologies to course description.
ARTE348	Intro to Art Education	Edit/Modify Program	Removing the pre-req of ARTS220 (inactive course)



Department of Music Proposed Curriculum Changes

Course Number	Course Title	Action	Justification
MUSA217	Music Improvisation I	New Course	Music Improvisation is a practical/approachable students for all music students. This course is also a required course for the BA in Commercial Music degree.



Department of Music Proposed Curriculum Changes

Course Number	Course Title	Action	Justification
MM in Music Performance	MM in Music Performance	Edit/Modify Program	There are currently three graduate music degrees in Music Education (MME), Conducting (MM), and Performance (MM). It is proposed that we revise the Master of Music degree to instead include three concentrations in the areas listed above to consolidate enrollments for improved metrics. This is simply a structural change the Master of Music degree. There are no changes to the curricular content of the degree.



Department of Music Proposed Curriculum Changes

Course Number	Course Title	Action	Justification
MM in Conducting	MM in Conducting	Edit/Modify Program	There are currently three graduate music degrees in Music Education (MME), Conducting (MM), and Performance (MM). It is proposed that we revise the Master of Music degree to instead include three concentrations in the areas listed above to consolidate enrollments for improved metrics. This is simply a structural change the Master of Music degree. There are no changes to the curricular content of the degree.



Department of Music Proposed Curriculum Changes

Course Number	Course Title	Action	Justification
MM in Music Education	MM in Music Education	Edit/Modify Program	There are currently three graduate music degrees in Music Education (MME), Conducting (MM), and Performance (MM). It is proposed that we revise the Master of Music degree to instead include three concentrations in the areas listed above to consolidate enrollments for improved metrics. This is simply a structural change the Master of Music degree. There are no changes to the curricular content of the degree.

III. CURRICULUM - Lorrie Crochet, Associate Dean

b. Overview of BDES Game Design, Jason Tselentis, Chair of Design

Presentation in next several slides

[Game Design BDes Overview - Google Slides](#)

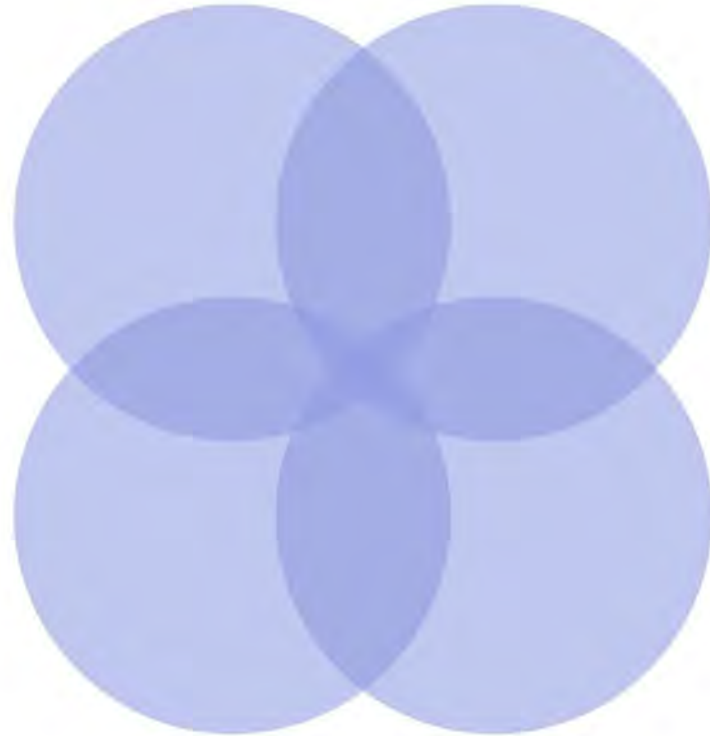


Bachelor of Design Game Design

Winthrop University/ College of Visual and Performing Arts/ Dept. of Design

GAME DESIGN

DESIGN ART THEATRE MUSIC



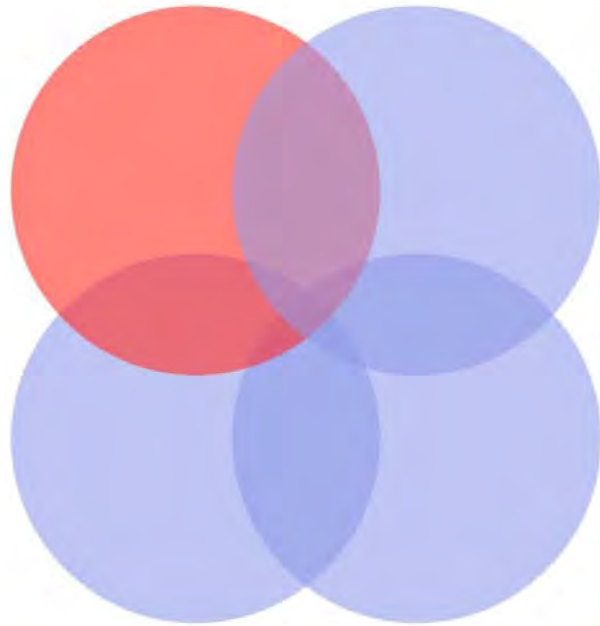
BA



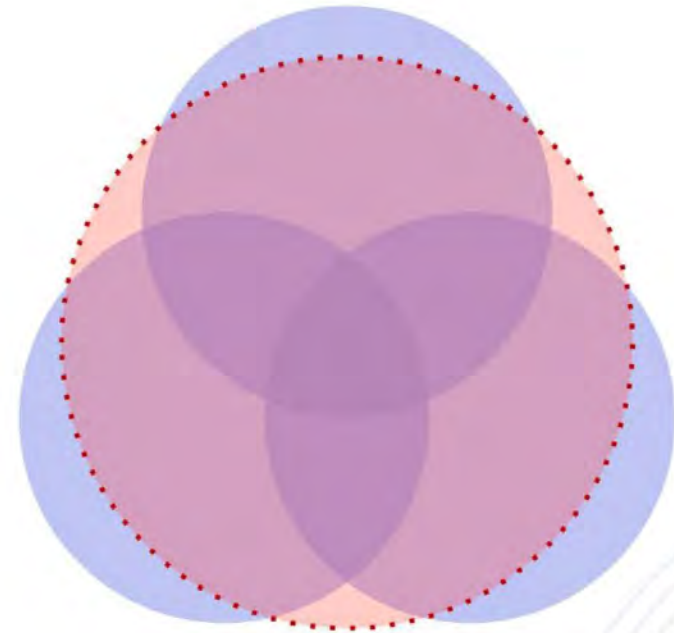
GAME DESIGN

DESIGN ART THEATRE MUSIC

DESIGN



BA

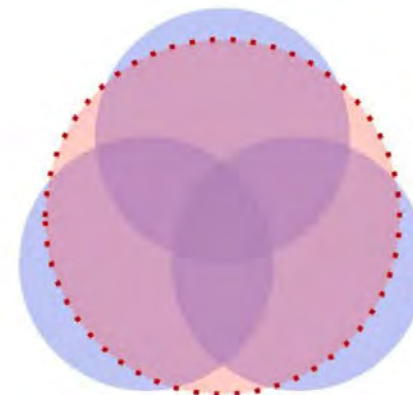


BDes

GAME DESIGN



BA



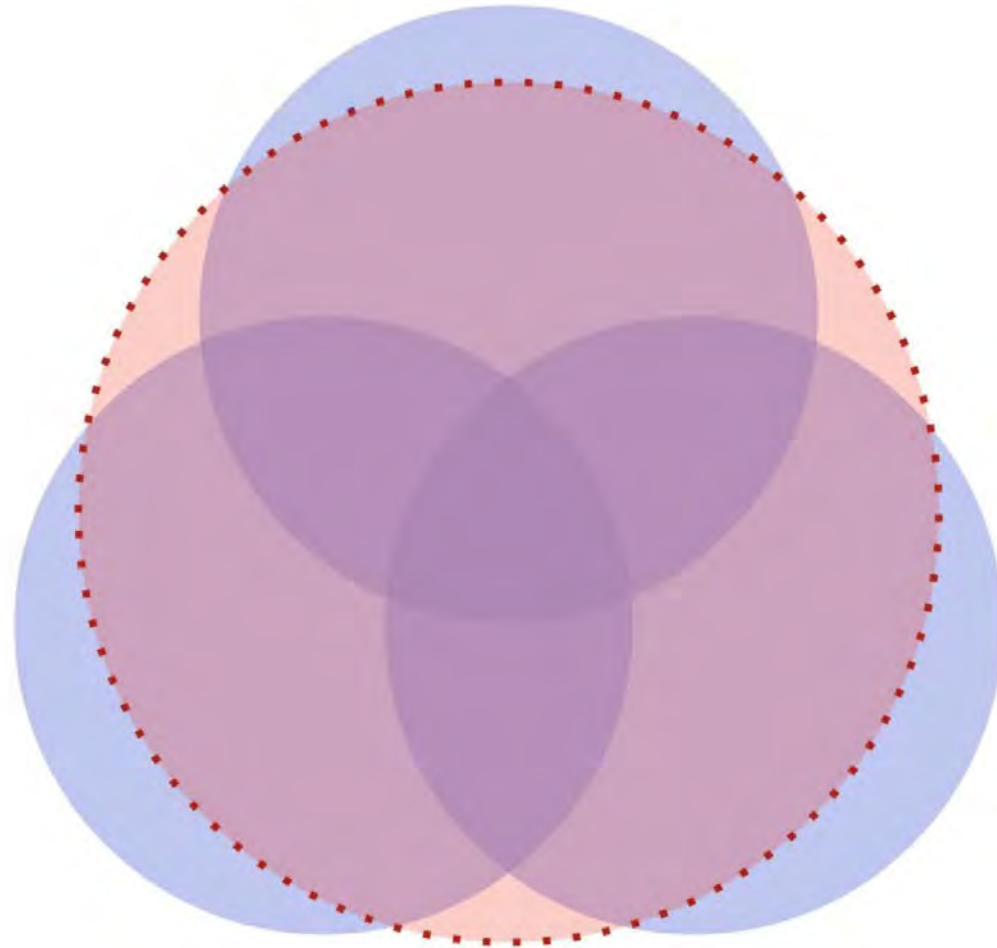
BDes

MINORS FOR BA • optional for BDes





DESIGN



BDes

BA vs. BDes

Priorities & Directions

Initial research suggested that a BA in Game Design would present opportunities for students to take courses across CVPA's various departments, to give students cross-disciplinary experiences and boost enrollment in certain areas.

- Meeting with Curriculum & Program Support in 2023 October, the Dept. of Design learned that creating a brand new BA in Game Design would take longer than expected, and *not* permit a Fall 2024 release.
- Instead, modifying the existing BDes Experience Design—already has multimedia, design, and usability—and changing *less than 18 credit hours* provides a more efficient process, and upon approval, a Game Design launch Fall 2024.
- Experience Design will morph into a certificate and badge program that we offer down the line.

1 | What to Modify

Bachelor of Design, Experience Design has *good bones* thanks to its design foundations (DESF) and human-computer interaction (VCOM, UX) core, as well as seminar and senior-level capstone requirements.

2 | Changes Made

Modify [Experience Design](#):

- 2 *brand new* game classes
- *plus* 2 more game classes
- *plus* 2 multimedia classes
- *plus* illustration concept art equals a degree with an emphasis on look & feel, ideal for game design.

3 | Fall 2024

We expect:

- *retention* of existing students, some of whom have wanted to transfer to another school that has game design;
- some students *changing majors*, moving from illustration to game design, staying in the DOD.

Modify Existing Courses: VCOM362 & VCOM462

New Courses Proposed: VCOM162 & VCOM562

Modify Degree: Experience Design *changes to*
Bachelor of Design in Design - Game Design

NEW CLASS VCOM162 Game Graphics
RENAME VCOM362 Beginning Game Design
RENAME VCOM462 Intermediate Game Design
NEW CLASS VCOM562 Advanced Game Design

Introduction to Web Design

User Experience Design

Multimedia Design I

Concepts

World Building or Character Design

Multimedia Design II

Plus 10 Directed Electives from List, or Directed Advising

Bachelor of Design in Design

Game Design concentration



Foundations Core

15% of Degree, 18 Credits
Required for VCOM Majors

18 credits, Design Foundations (DESF)

- (3) DESF101 Design Process, Methods and Mindsets
- (3) DESF120 Design Drawing
- (3) VCOM151 Design Fundamentals*
- (3) DESF154 Design and Color
- (3) DESF161 Introduction to Computer Imaging**
- (3) DESF222 Visual Thinking & Symbolic Communication

*General Education, Humanities & Arts, Met in Major

**General Education, Technology, Met in Major

Building a T-Shaped Designer

- Broad, wide range of competencies



ARTS, DIFD/CSCI, MUST, MUTC, THRA, DESF/INDS/VCOM, ENGL



Multidisciplinary, Creation, Technology

8.33% of Degree, 10 Credits
Choose from List

Potentially and separately, could be part of Game Design Minor

- ARTS281 Digital Studio
- ARTS324 Introduction to Video
- ARTS307 Introduction to Interdisciplinary Studio
- ARTS407 Intermediate Interdisciplinary Studio
- ARTS507 Advanced Interdisciplinary Studio
- ARTS560 Advanced Expanded Media
- [CSCI342 Overview of Game Development](#)
- DESF113 Spatial Analysis and 3D Thinking
- INDS213 Spatial Analysis and Theory I
- MUTC301 Sound Synthesis and Signal Processing
- MUTC302 Sound Design and Visual Media
- MUST301 Music Business and Entrepreneurship
- THRA262 Drafting for Theatre
- THRA360 Scene Design
- THRA361 Costuming
- THRA379 Technical Theatre Practicum, Costume
- VCOM320 Creature Design
- VCOM324 World Building
 - or VCOM 326 Character Design
 - depending on what's taken Year 3 Spring
- VCOM424 Animation
- VCOM425 Persuasion & Propaganda, will be renamed

Creative Writing

Perhaps Additional
Choose from List

Potentially and separately, could be part of Game Design Minor

- WRIT 307 – Fiction Writing
- WRIT 311 – Screenwriting
- WRIT 366 – Technical Communication
- WRIT 507 – Advanced Fiction Writing
- WRIT 501 – Writing for New Media
- WRIT 502 – Digital English Studies


Building a T-Shaped Designer

- Broad, wide range of competencies
- Then go deep, cross-discipline:
multimedia, problem solving, design,
and expanded media



ARTS, DIFD/CSCI, MUST, MUTC, THRA, DESF/INDS/VCOM, ENGL





NEW CLASS Game Graphics
RENAME Beginning Game Design
RENAME Intermediate Game Design
NEW CLASS Advanced Game Design
Introduction to Web Design
User Experience Design
Multimedia Design I
Concepts
World Building or Character Design
Multimedia Design II

Game and UX Core

25% of Degree, 30 Credits

Required for Game Design Majors

2 new classes

all others already in catalog

Potentially and separately, could be part of Game Design Minor

- (3) VCOM162 **NEW CLASS Game Graphics**
 - create game graphics using design elements & principles
- (3) VCOM262 **Introduction to Web Design**
 - design navigable online information systems using the elements & principles of design and web standard **HTML&CSS**
- (3) VCOM322 **User Experience Design**
 - apply usability principles to enable human-computer interaction, wayfinding, and storytelling
- (3) VCOM355 **Concepts**
 - solve design problems using narrative, conceptual development, and alternate approaches
- (3) VCOM362 **RENAME, MODIFY Beginning Game Design**
 - design interactive game content for laptops or desktops, and other large-screen platforms
- (3) VCOM363 **Multimedia Design I**
 - develop content using video, text, imagery, and sound, **C#**
- (3) VCOM462 **RENAME, MODIFY Intermediate Game Design**
 - develop interactive game content for alternative platforms, such as hand-held, mobile, or VR devices
- (3) VCOM463 **Multimedia Design II**
 - develop multimedia content and deploy it online
- (3) VCOM324 **World Building**
 - or VCOM326 **Character Design**
- (3) VCOM562 **NEW CLASS Advanced Game Design**
 - create a unique game & gaming experience using personal investigation, experimentation, and research



- VCOM162 **NEW CLASS** Game Graphics
- VCOM262 Introduction to Web Design
- VCOM322 User Experience Design
- VCOM355 Concepts
- VCOM362 **RENAME, MODIFY** Beginning Game Design
- VCOM363 Multimedia Design I
- VCOM462 **RENAME, MODIFY** Intermediate Game Design
- VCOM463 Multimedia Design II
- VCOM324 World Building
 - or VCOM326 Character Design
- VCOM562 **NEW CLASS** Advanced Game Design

Core Game classes (30 credits, left) plus Multidisciplinary (10 credits chosen from right) yields 40 credits in all

- 1/3 of Total Coursework (120 credits for degree)

- ARTS281 Digital Studio
- ARTS324 Introduction to Video
- ARTS307 Introduction to Interdisciplinary Studio
- ARTS407 Intermediate Interdisciplinary Studio
- ARTS507 Advanced Interdisciplinary Studio
- ARTS560 Advanced Expanded Media
- **CSCI342 Overview of Game Development**
- DESF113 Spatial Analysis and 3D Thinking
- INDS213 Spatial Analysis and Theory I
- MUTC301 Sound Synthesis and Signal Processing
- MUTC302 Sound Design and Visual Media
- MUST301 Music Business and Entrepreneurship
- THRA262 Drafting for Theatre
- THRA360 Scene Design
- THRA361 Costuming
- THRA379 Technical Theatre Practicum, Costume
- VCOM320 Creature Design
- VCOM324 World Building
 - or VCOM 326 Character Design
 - depending on what's taken Year 3 Spring
- VCOM424 Animation
- VCOM425 Persuasion & Propaganda, will be renamed

Seminars, Fundamentals of Business & DEI

4 Credits
Required for VCOM Majors

4 credits, Visual Communication (VCOM) Seminars

- (1) VCOM101 Freshmen Seminar
- (1) VCOM301 Visual Communication Seminar I
- (1) VCOM401 Visual Communication Seminar II
- (1) VCOM501 Visual Communication Seminar III

History Core

12.5% of Degree, 15 Credits

12 credits, Required for All Design Majors

- (3) ARTH175 Introduction to Ancient and Medieval Art*
- (3) ARTH176 Art History (Renaissance to the Present)**
- (3) VCOM374 History of Graphic Design and Illustration***
- (3) Art/Design History Elective, Choose from Category****

3 credits, Digital and Technology

- (3) MCOM 311 Digital Culture and Society
 - to be cross-listed in Phase II
 - VCOM375 Digital Culture and Society

*General Education, Global, Met in Major

*General Education, Humanities & Arts, Met in Major

***General Education, Historical, Met in Major

****Via advising we guide students to courses, such as 3-cr. ARTH or VCOM design history

Senior Year & Capstone

7 Credits
Required for VCOM Majors

7 credits, Visual Communication (VCOM) Final Year

- (2) VCOM486 Senior Thesis I
- (2) VCOM487 Senior Thesis II
- (3) VCOM578 Professional Portfolio and Practice



TOTAL DESIGN & CREATIVE

70% of Degree or 84 Credits

24.16%	(29) Foundations & Senior Thesis/Folio
25.00%	(30) Game & UX Core
8.33%	(10) Multidisciplinary
12.50%	(15) Art History, Media History
70.00%	(84 Credits)



TOTAL DESIGN & CREATIVE

70% of Degree or 84 Credits

24.16% (29) Foundations & Senior Thesis/Folio

25.00% (30) Game & UX Core

8.33% (10) Multidisciplinary

(40) Game, UX, Multidisciplinary

12.50% (15) Art History, Media History

70.00% (84 Credits)

Year 1 FALL SEMESTER			Year 1 SPRING SEMESTER		
ACAD 101	Principles of the Learning Academy	1	HMPX 102	The Human Experience: Who Am I?	3
WRIT 101	Composition: Introduction to Academic Discourse	3	PESH____	Physical Activity course	1
VCOM 101	Visual Communications Seminar	1	ARTH 175	Intro to Art History - Prehistory to Middle Ages	3
DESF 101	Design Process, Methods & Mindsets	3	VCOM 151	Design Fundamentals	3
DESF 120	Design Drawing	3	DESF 154	Design and Color	3
DESF 161	Introduction to Computer Imaging	3	VCOM 162	NEW CLASS Game Graphics	3

Year 2 FALL SEMESTER			Year 2 SPRING SEMESTER		
CRTW 201	Critical Reading, Thinking and Writing	3	MCOM 311	Digital Culture and Society—cross-list as VCOM	3
PSYC 101	General Psychology	3	VCOM 301	Visual Communications Seminar I	1
ARTH 176	Intro to Art History from Renaissance to Present	3	VCOM 374	History of Graphic Design and Illustration	3
DESF 222	Visual Thinking and Symbolic Communication	3	VCOM 322	User Experience Design	3
VCOM 262	Introduction to Web Design	3	VCOM 362	RENAME Beginning Game Design	3
			VCOM 363	Multimedia Design I	3

Year 3 FALL SEMESTER			Year 3 SPRING SEMESTER		
Natural Science	Lab Science, e.g. BIO 150 & 151 or GEOL 110 & 113	4	Quantitative Skills	Math course, e.g. MATH 111 or 112	3
BADM 180 or FINC 211	Contemporary Business Issues or Personal Finance	3	WRIT 465	Preparation of Oral and Written Reports	3
VCOM 355	Concepts	3	VCOM 401	Visual Communications Seminar II	1
VCOM 462	RENAME Intermediate Game Design	3	VCOM 324 or 326	World Building or Character Design	3
Directed Elective	from ARTS, DIFD/CSCI, MUST, MUTC, THRA, DESF/INDS/VCOM	3	VCOM 463	Multimedia Design II	3
			Directed Elective	from ARTS, DIFD/CSCI, MUST, MUTC, THRA, DESF/INDS/VCOM	3

Year 4 FALL SEMESTER			Year 4 SPRING SEMESTER		
PLSC 201 or ECON 103	Constitution/Social Science, either PLSC201 or ECON103	3	PSYC 305	Social Psychology	3
Science or Math	Different Science or Math, e.g. PHYS 253 or MATH 141	3	VCOM 487	Senior Thesis II	2
Design History Elective	Any appropriate course in Art or Design history	3	VCOM 501	Visual Communications Seminar III	1
VCOM 486	Senior Thesis Proposal I	2	VCOM 578	Professional Portfolio and Practices	3
VCOM 562	NEW CLASS Advanced Game Design	3	Directed Elective	from ARTS, DIFD/CSCI, MUST, MUTC, THRA, DESF/INDS/VCOM	3
			Directed Elective	from ARTS, DIFD/CSCI, MUST, MUTC, THRA, DESF/INDS/VCOM	1

Modification of Experience Design BDes, into Game Design BDes

Year 1 FALL SEMESTER		14
ACAD 101	Principles of the Learning Academy	1
WRIT 101	Composition: Introduction to Academic Discourse	3
VCOM 101	Visual Communications Seminar	1
DESF 101	Design Process, Methods & Mindsets	3
DESF 120	Design Drawing	3
DESF 161	Introduction to Computer Imaging	3
Year 1 SPRING SEMESTER		16
HMPX 102	The Human Experience: Who Am I?	3
PESH____	Physical Activity course	1
ARTH 175	Intro to Art History - Prehistory to Middle Ages	3
VCOM 151	Design Fundamentals	3
DESF 154	Design and Color	3
VCOM 162	NEW CLASS Game Graphics	3

Year One

Gen Ed. Foundations Game Interdisciplinary Seminars History Capstone

Year 2 FALL SEMESTER		15
CRTW 201	Critical Reading, Thinking and Writing	3
PSYC 101	General Psychology	3
ARTH 176	Intro to Art History from Renaissance to Present	3
DESF 222	Visual Thinking and Symbolic Communication	3
VCOM 262	Introduction to Web Design	3

Year 2 SPRING SEMESTER		16
MCOM 311	Digital Culture and Society—cross-list as VCOM	3
VCOM 301	Visual Communications Seminar I	1
VCOM 374	History of Graphic Design and Illustration	3
VCOM 322	User Experience Design	3
VCOM 362	RENAME Beginning Game Design	3
VCOM 363	Multimedia Design I	3

Year Two

Gen Ed. Foundations Game Interdisciplinary Seminars History Capstone

Year 3 FALL SEMESTER		16
Natural Science	Lab Science, e.g. BIO 150 & 151 or GEOL 110 & 113	4
BADM 180 or FINC 211	Contemporary Business Issues or Personal Finance	3
VCOM 355	Concepts	3
VCOM 462	RENAME Intermediate Game Design	3
Directed Elective	from ARTS, DIFD/CSCI, MUST, MUTC, THRA, DESF/INDS/VCOM	3
Year 3 SPRING SEMESTER		16
Quantitative Skills	Math course, e.g. MATH 111 or 112	3
WRIT 465	Preparation of Oral and Written Reports	3
VCOM 401	Visual Communications Seminar II	1
VCOM 324 or 326	World Building or Character Design	3
VCOM 463	Multimedia Design II	3
Directed Elective	from ARTS, DIFD/CSCI, MUST, MUTC, THRA, DESF/INDS/VCOM	3

Year Three

Gen Ed. Foundations Game Interdisciplinary Seminars History Capstone

Year 4 FALL SEMESTER		14
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PLSC 201 or ECON 103	Constitution/Social Science, either PLSC201 or ECON103	3
Science or Math	Different Science or Math, e.g. PHYS 253 or MATH 141	3
Design History Elective	Any appropriate course in Art or Design history	3
VCOM 486	Senior Thesis Proposal I	2
VCOM 562	NEW CLASS Advanced Game Design	3

Year 4 SPRING SEMESTER		13
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PSYC 305	Social Psychology	3
VCOM 487	Senior Thesis II	2
VCOM 501	Visual Communications Seminar III	1
VCOM 578	Professional Portfolio and Practices	3
Directed Elective	from ARTS, DIFD/CSCI, MUST, MUTC, THRA, DESF/INDS/VCOM	3
Directed Elective	from ARTS, DIFD/CSCI, MUST, MUTC, THRA, DESF/INDS/VCOM	1

Year Four

Gen Ed. Foundations Game Interdisciplinary Seminars History Capstone

Modify Existing Courses: VCOM362 & VCOM462

New Courses Proposed: VCOM162 & VCOM562

Modify Degree: Experience Design *changes to*
Bachelor of Design in Design - Game Design

Modify Existing Courses: VCOM362 & VCOM462

New Courses Proposed: VCOM162 & VCOM562

Modify Degree: Experience Design *changes to*
Bachelor of Design in Design - Game Design

Modify Existing Courses: VCOM362 & VCOM462

New Courses Proposed: VCOM162 & VCOM562

Modify Degree: Experience Design *changes to*
Bachelor of Design in Design - Game Design



Thank You



Department of Design Proposed Curriculum Changes

Course Number	Course Title	Action	Justification
BDEs in Design-Game Design	Bachelor of Design in Design-Game Design	New Program	Presentation given at Faculty Conference 1/12/24
VCOM162	Game Graphics	New Course	New course developed and launched in Fall 2024 for upcoming Game Design degree.



Department of Design Proposed Curriculum Changes

Course Number	Course Title	Action	Justification
VCOM362	Beginning Game Design	Edit/Modify Course	Formerly an interactive class for the DIFD (interactive media) degree in the College of Business, this course has been modified to become a required course for the BDes Game Design degree.
VCOM462	Intermediate Game Design	Edit/Modify Course	Formerly an interactive class for the DIFD (interactive media) degree in the College of Business, this course has been modified to become a required course for the BDes Game Design degree.



Department of Design Proposed Curriculum Changes

Course Number	Course Title	Action	Justification
VCOM562	Advanced Game Design	New Course	New course developed and launched in Fall 2024 for upcoming Game Design degree.

III. CURRICULUM - Lorrie Crochet, Associate Dean

- c. Discussion**
- d. Curriculum Vote**

IV. DEAN'S REPORT- Karen Oremus, Interim Dean

a. Welcome!



Welcome to **Ashlea Sovetts**, new Visiting Assistant Professor of Dance for Spring 2024!

-Ashlea has a B.A. in Dance from Winthrop University, an M.F.A. in Dance from Texas Woman's University. She is the University Partner Relations Coordinator for the Sant' Anna Institute in Sorrento, Italy and the Community Relations Coordinator for Staibdance summer intensive in Sorrento, Italy.

-Recruitment Coordinator for the Dept. of Dance at Texas Woman's University

-Serves on 3 boards. The Grand Strand Charter Arts H.S.; the World Dance Alliance America; and the NDEO Advocacy Committee.

IV. DEAN'S REPORT- Karen Oremus, Interim Dean

a. Celebrations!



Congratulations to Gabrielle Tull, from Theatre and Dance, on the birth of her Baby Boy, **Miguel Timothy Spore**, who was born on January 4th! He and Gabby are both doing very well!

IV. DEAN'S REPORT- Karen Oremus, Interim Dean

a. Celebrations!



Congratulations to **Jeremy Mims**, Associate Professor of Music + Director of Choral Activities, for being this year's CVPA Kinard Award Nomination!

IV. DEAN'S REPORT- Karen Oremus, Interim Dean

a. Celebrations!



Congratulations to **Seth Rouser**,
Associate Professor of Fine Arts, on
being awarded a Fall 2024 Sabbatical!

IV. DEAN'S REPORT- Karen Oremus, Interim Dean

a. Celebrations!



Congratulations to **Claudia O'Steen**, Associate Professor of Fine Arts, on being awarded a Spring 2025 Sabbatical!

IV. DEAN'S REPORT- Karen Oremus, Interim Dean

a. CVPA + Provost Sebastian van Delden (March 8)

Rutledge 119 (Presentations and Tours)

8:30 Provost + CVPA Dean + Associate Dean meet in McLaurin Main Lobby

8:35 Welcome + College of Visual and Performing Arts Video

8:40- 9:20 Department of Design Presentation/ Q+A

9:20-10:00 Department of Fine Arts Presentation/ Q+A

10:00-10:15 Arts in Basic Curriculum Institute (ABCI) Presentation/ Q+A

10:15-10:20 Comfort Break

10:20-10:40 MA, Art Administration Program Presentation / Q+A

10:40-11:30 Design + Fine Art Facilities Tour (McLaurin, Rutledge, Canterbury)

11:30- 11:35 Comfort Break/ Walk to Johnson Theatre

IV. DEAN'S REPORT- Karen Oremus, Interim Dean

a. CVPA + Provost Sebastian van Delden (March 8)

Johnson Theatre (J109 Dunlap-Roddey Conference Room)

11:40-12:20 Department of Theatre + Dance Presentation/ Q+A

12:20-12:40 Theatre + Dance Facilities Tour

12:40-12:50 Comfort Break and walk to Eagles Nest Cafeteria

12:50-1:50 Lunch at the Eagles Nest Cafeteria with Dean's Council

1:50-1:55 Walk to Conservatory of Music

IV. DEAN'S REPORT- Karen Oremus, Interim Dean

a. CVPA + Provost Sebastian van Delden **(March 8)**

Conservatory of Music (Barnes Recital Hall)

2:00-2:40 Department of Music Presentation/ Q+A

2:40-3:05 Department of Music Tour

3:05-3:15 Potential Byrnes Auditorium Tour (under renovation)

3:15 Return to Tillman Hall



IV. DEAN'S REPORT- Karen Oremus, Interim Dean

b. Budget Update

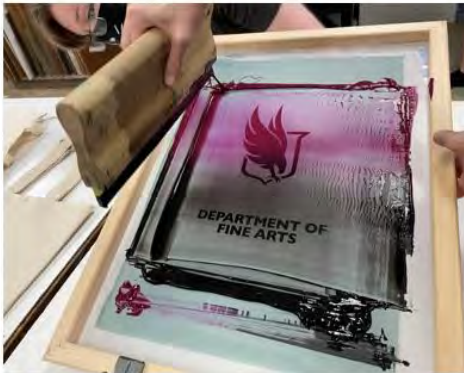
IV. DEAN'S REPORT- Karen Oremus, Interim Dean

c. Recruitment Participation

This month, Chairs will be providing the Dean's Office/ Director of Communications the roster of faculty that will participate at each event this spring. All Recruitment event dates are on the Master calendar disseminated in August.

Last Minute coverage has resulted in lack of representation for some of our programs.

Everyone needs to be involved, all programs need to be represented, and it should not always be the same people doing so each time.



IV. DEAN'S REPORT- Karen Oremus, Interim Dean

d. Community Relations

CVPA may have an opportunity to expand one or more of our programs into a prominent space in the community. A similar situation to E-Sports and Phys. Ed. We're looking forward to working with potential stakeholders in the coming months

IV. DEAN'S REPORT- Karen Oremus, Interim Dean

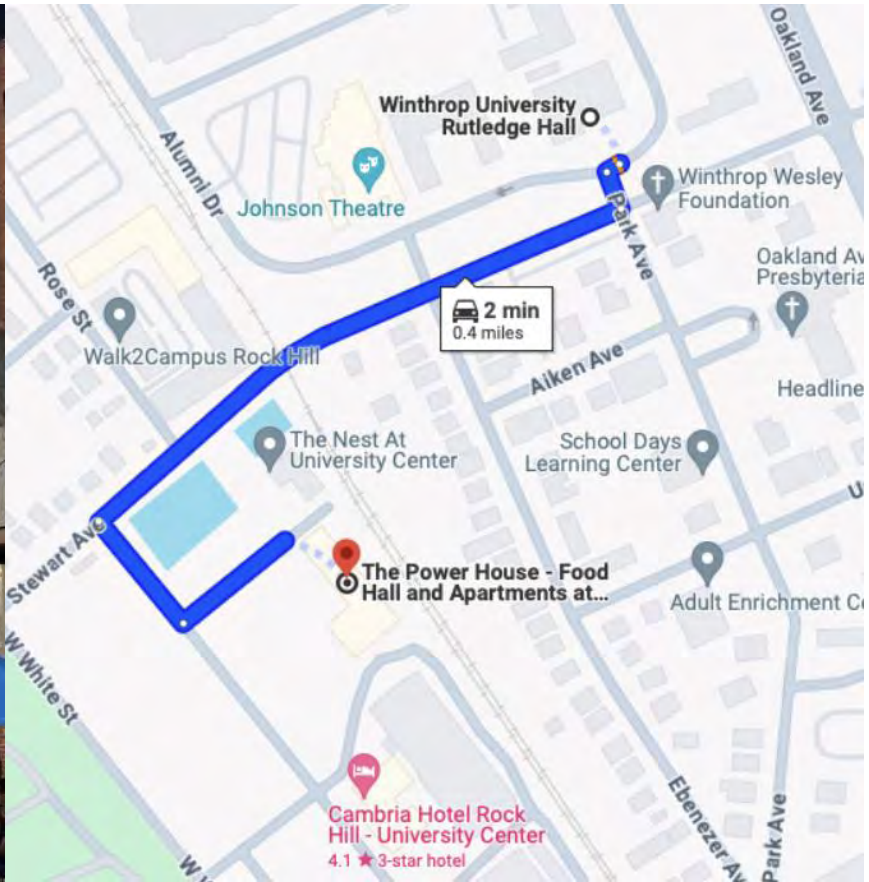
d. Community Relations (Powerhouse Food hall)



Food + Drink
Events

Complimentary use
of Facilities for CVPA
Close to Winthrop
Internship Opportunities:
Jazz Fest Spartanburg
design to interior/
architectural design
Workshops

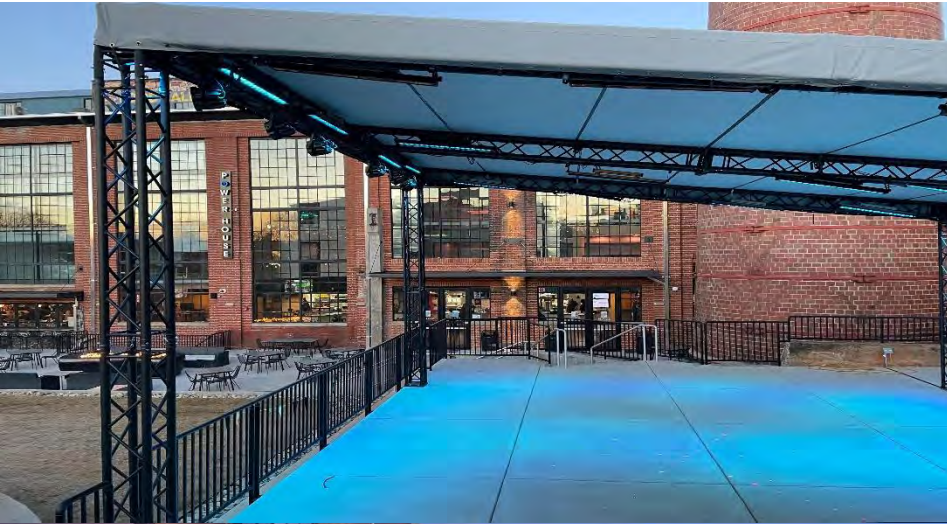
College of Visual and Performing Arts





IV. DEAN'S REPORT- Karen Oremus, Interim Dean

d. Community Relations (Powerhouse Food hall)



**Outdoor Stage for
Performing Arts**

(lights, sound, electricals)



IV. DEAN'S REPORT- Karen Oremus, Interim Dean

d. Community Relations (Powerhouse Food hall)



**Informal
Indoor
Performance
Space**

IV. DEAN'S REPORT- Karen Oremus, Interim Dean

Sculpture Garden + Outdoor Exhibitions +
Mural Opportunities



IV. DEAN'S REPORT- Karen Oremus, Interim Dean

- e. **Summer School + Micro-credentialing Incentives-** Lorrie Crochet, Associate Dean

Pay Structure

Full-time faculty teaching a 3-credit hour course will be paid

- \$5,000 per course for a minimum enrollment of 12 students.
- 7.5% of their 9-month salary per course for a minimum enrollment of 18 students.

Adjunct faculty teaching a 3-credit hour course

\$3,000 per course w/ minimum enrollment of 12.

Faculty salaries for enrollments fewer than 12 students prorated per student

\$420 per student for full-time faculty.

\$250 per student for adjuncts.

IV. DEAN'S REPORT- Karen Oremus, Interim Dean

- e. **Summer School + Micro-credentialing Incentives-** Lorrie Crochet, Associate Dean

Pay Structure

Determining course enrollment: Students are eligible for full refund on the first day of a term and partial refund through the first few days. To set compensation at a reasonable time, enrollment in a course is defined as the number of students on the roll at the end of the third day of the term (not the third day of class, but the third day of the term).

IV DEAN'S REPORT- Karen Oremus, Interim Dean

e. Summer School + Micro-credentialing Incentives- Lorrie Crochet, Associate Dean

The Summer Session Council is charged with the following: “Implement innovative summer offerings for summer 2024 and build a three-year strategic plan for ongoing summer session programming that drives enrollment and revenue for Winthrop University.”

To that end, the Council has met a number of times and established the following work plan:

IV. DEAN'S REPORT- Karen Oremus, Interim Dean

e. Summer School + Micro-credentialing Incentives- Lorrie Crochet, Associate Dean

For Summer 2024

- Identify summer session offerings for each college by January 16, 2024.
 - Data on last three summers—courses and enrollments—provided to each college representative to help determine the most effective offerings.
 - Advertising and promotion across campus to begin in January (as opposed to late March).
- Each college will identify 1-2 new micro-certificates to launch in Summer 2024 as part of a University pilot.
 - Micro-certificates are to be between 6-9 credit hours and will be supported by University's new digital badging capability. Micro-certificates should be career outcomes-based, encouraging students to highlight professional development.
 - To support this pilot, the Office of Extended Education will provide a \$250 stipend to each faculty member contributing a course to a new micro-certificate. \$250 to be paid regardless of whether course enrollments meet University minimum requirement.

IV. DEAN'S REPORT- Karen Oremus, Interim Dean

e. Summer School + Micro-credentialing Incentives- Lorrie Crochet, Associate Dean

Micro-credentialing Incentives

- Work with Chairs to develop digital badges in your department/ across departments
- One faculty may choose to offer 2-3 classes to create a micro-credential/ Digital Badge
- A group of faculty may choose to offer a series of classes together that make up a micro-credential/ Digital Badge
- Please work together to create such incentives so we can market them to our students and the community!

IV. DEAN'S REPORT- Karen Oremus, Interim Dean

e. Summer School + Micro-credentialing Incentives- Lorrie Crochet, Associate Dean

For 3-year Strategic Plan

In Spring 2024, Summer Session Council will conduct the following activities to deliver a three-year Summer Session strategic plan by May 15, 2024.

- Survey and focus groups of current undergraduate students.
- Collaborate with I.R. to build improved ongoing summer session tracking of enrollments and revenue.
- Review of summer session enrollments over the past five years.
- Review of common and best practices for increased summer enrollments amongst peer institutions, specifically developing plans for innovative academic programs (alternative credentials, minors, pre-college programs).
- Examine summer session pricing models, including discounted tuition rates tied to number of courses.
- Establish enrollment and credit hour benchmarks.
- Research revenue share models and required margins in order to provide 7.5% compensation for faculty tied to minimum enrollments of 12 students.

V. CVPA WEBSITE UPDATE

a. **Director of CVPA Communications – Lauren Taylor Grad**

www.winthrop.edu/cvpa-1

VI. CVPA UNIT REPORTS

- a. **Fall Enrollment Update** – Paula Garolalo, CVPA
Recruitment/ Admissions

See next slide

Fall 2024 Applications by College



*As of December 6, 2023

Metric	Completed				Admitted			
	Fall 2022	Fall 2023	Fall 2024	1 Yr Comp	Fall 2022	Fall 2023	Fall 2024	
CVPA	348	486	639	153	291	415	521	+106
CAS	1097	1407	2080	673	941	1223	1786	
CBT	506	714	1134	420	416	592	939	
CESHS	500	590	778	188	412	510	652	
Undeclared	183	208	307	99	147	181	254	
Total University	2634	3405	4938	1533	2207	2921	4152	

CVPA admitted students up by 20 % over last year

Admissions Events



Spring 2024 Events

ArtsWinthrop Take Over- Feb.2, 2024

Open House – March 2, 2024

Winthrop Day – April 6, 2024

First Look Friday – April 19, 2024

*Updated Winthrop Day schedule will be shared in the coming weeks. We are going back to 1 event for all students.

Fall 2024

24 Freshmen Deposits

VI. CVPA UNIT REPORTS

- b. **Department of Design** – Jason Tselentis, Chair
- c. **Department of Fine Arts** – Mark Hamilton, Interim Chair
- d. **Department of Music** – Elisa Koehler, Chair

VI. CVPA UNIT REPORTS

- e. **Department of Theatre & Dance** – Daniel Gordon, Chair
- f. **Master of Arts in Arts Administration** – Robert Wildman, Director
- g. **Arts in Basic Curriculum Institute** – Kim Wilson, Director
- h. **Winthrop University Galleries** – Mike Gentry, Director

VII. SABBATICAL PRESENTATIONS

- a. **Dr. Matthew Manwarren, Prof of Music**

See next slide for presentation

Dr. Matthew Manwarren

Professor of Piano, Winthrop University

CVPA Report on Sabbatical, Spring 2023

How did the project get started?

- In fall 2007, Dr. Mark Lewis composed his first set of pieces for solo piano, dedicated to me.
- Since that time, Dr. Lewis has written 4 major works, which are all dedicated to me, and which I premiered.

Overview of compositions written for me

Three Etudes for Piano (2007)

I. Sudden and Still

II. Just Because of Distance

III. Carry and Forget

Style:

- Modern
- Highly rhythmic
- Driving
- Virtuosoic, exploring the percussive aspects of the piano

Overview of compositions written for me (cont.)

Tango Triste (2012)

- Composed for my 50th birthday
- World premiere was on my birthday, November 18, 2012, in Barnes Recital Hall

Inspiration: Dr. Lewis' tango lessons in which he became fascinated with tango music

Style:

- Romantic
- Rhapsodic
- Lush melodic writing

Overview of compositions written for me (cont.)

Homage to Brahms (2018)

I. Ballade

II. Intermezzo I ("sighs")

III. Intermezzo II

IV. Capriccio

Inspiration: mutual interest in the music of Johannes Brahms (1833-1897)

Style:

- Neo-romantic
- Long lush melodic lines
- More introspective as in the late piano pieces of Brahms

Overview of compositions written for me (cont.)

Toccata (2022)

Style:

- More modern
- Rhythmic, driving, motoric
- Virtuosoic
- Percussive

The Recording Process

Recording took place in the studio of Sounds Like Joe, LLC, April 3-7, 2023.

Joe Miller, Recording Engineer, Producer

- Based out of Fort Mill
- Winthrop music graduate (2001)
- Received a master's degree in sound engineering from Duquesne University

Editing, re-mastering, and finalizing liner notes took place in summer of 2023 in collaboration with Mark and Joe.

Marketing to various labels is ongoing at the present.

Funding for the project

Costs included

- Studio rental
- Recording, including mastering, and time spent in the studio (4 days total)
- Rental of a Steinway model D concert grand plus moving expenses (\$1800)

Total cost: \$11K

Funding for the project (cont.)

Grants – all fully funded

- Winthrop Research Council (\$5000)
- South Carolina Arts Commission (\$2500)
- Arts Council of York County (\$1,000)

Subsequent Performances post-recording

Winthrop University, April 23, Barnes Recital Hall

Adamant Music School, Vermont

Columbia Music Teachers' Association, Columbia, SC, September 15

Greenville Women's Music Club, Greenville, SC, October 3

LYNN University Conservatory of Music, Boca Raton, FL, October 9

University of Nebraska-Omaha, Omaha, NB, November 11

Photos











Sample Recording



VII. SABBATICAL PRESENTATIONS

b. Dr. Mark Lewis, Prof of Music

See next slide for Youtube presentation

Concerto for Euphonium

After Newtown

18-minute work was orchestrated for
wind orchestra during the sabbatical

This performance: Original version
with piano

Written during 2022/2023 academic
year

Tom Burge, euphonium

Leonard Mark Lewis, piano

International Tuba and Euphonium

Conference

Tempe, AZ

Summer 2023

Example 1 (from opening)

VIII. ADJOURNMENT

IX. NEW YEAR'S CELEBRATION, off campus

NEXT CVPA FACULTY / STAFF ASSEMBLY :

March 1, 2pm @ Barnes Recital Hall



College of Visual and Performing Arts

THANK YOU!