

Cover/Signature Page – Full Template

Institution Submitting Request: Utah Valley University
Proposed Title: Bachelor of Science in Digital Audio
School or Division or Location: School of Technology and Computing
Department(s) or Area(s) Location: Digital Media Department
Recommended Classification of Instructional Programs (CIP) Code: 11.0801
Proposed Beginning Date: Fall 2015
Institutional Board of Trustees' Approval Date: Pending

Proposal Type (check all that apply):

Regents' Agenda Items		
R401-4 and R401-5 Approval by Committee of the Whole		
SECTION NO.		ITEM
4.1.1	<input type="checkbox"/>	(AAS) Associate of Applied Science Degree
4.1.2	<input type="checkbox"/>	(AA) Associate of Arts Degree
	<input type="checkbox"/>	(AS) Associate of Science Degree
4.1.3	<input type="checkbox"/>	Specialized Associate Degree
4.1.4	<input checked="" type="checkbox"/>	Baccalaureate Degree
4.1.5	<input type="checkbox"/>	K-12 School Personnel Programs
4.1.6	<input type="checkbox"/>	Master's Degree
4.1.7	<input type="checkbox"/>	Doctoral Degree
5.2.2	<input type="checkbox"/>	(CER C) Certificate of Completion
5.2.4	<input type="checkbox"/>	Fast Tracked Certificate

Chief Academic Officer (or Designee) Signature:

I certify that all required institutional approvals have been obtained prior to submitting this request to the Office of the Commissioner.

Signature

Date: 11/24/2014

Printed Name: Jeffery Olson, Senior Vice President, Academic Affairs

Executive Summary
Utah Valley University
Bachelor of Science in Digital Audio
24 November 2014

Program Description

The Digital Media degree at Utah Valley University currently has four emphases. In the Digital Audio emphasis, students are required to take classes in Internet Technologies, Digital Cinema, and Gaming and Animation, as well as classes in Audio itself. A new Bachelor of Science in Digital Audio within the Digital Media Department would replace the existing emphasis in Digital Audio and no longer require students to take classes in the other emphases. This change is necessary in order to provide UVU graduates the knowledge and skills they need to compete in the real world of professional audio. The proposed BS in Digital Audio will allow students to study, without distraction, the physics and mathematics of audio engineering, basic audio-related electronics, recording tools and techniques, mixing tools and techniques, mastering tools and techniques, radio production, room acoustics and design, production sound for film and television, postproduction sound, audio restoration (archival, historical, and forensic), and the business and marketing practices of the audio industry. Employers are specifically looking for these areas of expertise.

Role and Mission Fit

The Utah Board of Regents' Policy R312.5.2.3 states that Utah Valley University, as a teaching institution, "prepares professionally competent people of integrity who, as lifelong learners and leaders, serve as stewards of a globally interdependent community." The proposed Digital Audio degree will allow graduates to become professionally competent people who practice lifelong learning in order to keep up with the latest technology and apply their knowledge to solving problems in the workplace.

Faculty

There are two full-time faculty members heading up the current Digital Audio emphasis. By using adjuncts to teach some courses, the Digital Media Department is currently capable of handling the load of students pursuing an emphasis in Digital Audio. When demand increases, additional faculty may need to be hired. This proposed degree in Digital Audio will require no additional full-time hires at this time.

Market Demand

A search on the Indeed website¹ for the terms "audio recording", "audio production", and "audio engineer" in the Salt Lake City area pulls up 44 currently-available jobs. A search on the Department of Workforce Services for Utah website² for the same search terms results in 124 currently open positions, with a national employment count for audio engineers at 14,280.³ The 2010-2020 Employment Projections from the Utah Department of Workforce Services website shows an additional 100 new positions in Utah per year, with 550 total annual openings projected.⁴ The numerous freelance workers are not reflected in the data.

¹ <http://www.indeed.com/jobs?q=web+design&l=Salt+Lake+City%2C+UT>

² <https://jobs.utah.gov/jsp/utahjobs/seeker/search/search.do?saveSearch=&page=search&searchType=basic&keywords=audio+recording&keywordsAndOr=A&radius=&radiusZip=&counties=&locationType=statewide¤tTab=tree&actionButton=Search>

³ <http://www.bls.gov/oes/current/oes274014.htm>

⁴ <https://jobs.utah.gov/jsp/wi/utalmis/oidoreport.do#proj>

UVU students have worked as recording engineers in institutional and private music studios, in film and television production and post-production, as sound designers for film and television, and as freelance sound engineers and technicians for live and concert productions, business, and industry. The United States Department of Labor Bureau of Labor Statistics Occupational Handbook 2012-13 edition⁵ states that job growth will hold steady at about one percent per year through the year 2020.

Student Demand

There are currently 113 students in the Digital Audio emphasis.⁶ Student demand helps inform the decision to convert the current Digital Audio emphasis within a single Digital Media degree into a stand-alone degree in Digital Audio, as students seek a degree title that shows direct relevancy to their audio field. A UVU degree bearing the moniker “Digital Audio” is more relevant on its face for those desiring to hire an audio engineer or technician than the current, generic Digital Media degree designation.

Rationale

With the current Digital Media degree, graduates have too much breadth and not enough depth. For example, students interested in recording and mixing independent rock bands are still required to take classes in animation and in cinema, which they have stated they don't need or use. Graduates and the advisory board have encouraged the Digital Media Department to provide greater depth in courses so that students are able to compete for jobs in the marketplace. This need would be met by creating a separate Digital Audio degree. No additional resources will be required to make this change. New faculty hires and other expenses will only arise in the future as dictated by demands on the program.

Statement of Financial Support

Appropriated Fund.....	<input checked="" type="checkbox"/>
Special Legislative Appropriation.....	<input type="checkbox"/>
Grants and Contracts.....	<input type="checkbox"/>
Special Fees	<input type="checkbox"/>
Differential Tuition (must be approved by the Regents).....	<input type="checkbox"/>
Other (please describe).....	<input type="checkbox"/>

Similar Programs Already Offered in the USHE Network

There are no similar programs being offered at any other USHE institutions except at Salt Lake Community College. The need to fill 550 jobs annually shows the demand for Digital Audio graduates inherent in the geographical area. With only two USHE institutions currently serving that demand with fewer than 550 graduates per year (total), employers will still be forced to hire from out of state for some positions. The Utah Valley University Digital Audio emphasis is already a popular source for in-state audio hires.

⁵ Bureau of Labor Statistics, U.S. Department of Labor, *Occupational Outlook Handbook, 2012-13 Edition*, Broadcast and Sound Engineering Technicians, on the Internet at <http://www.bls.gov/ooh/media-and-communication/broadcast-and-sound-engineering-technicians.htm> (visited December 20, 2013).

⁶ Per report from Doug Palmer, UVU Graduation & Transfer Services, Crystal Report; UVU Institutional Research website as of Fall of 2013

Program Description – Full Template
Utah Valley University
Bachelor of Science in Digital Audio
04/09/2014

Section I: The Request

The Digital Media Department in the School of Technology and Computing at Utah Valley University requests approval to offer a Bachelor of Science in Digital Audio effective Fall 2015.

Section II: Program Description

Complete Program Description

The Digital Audio degree will allow students to study the aesthetics, as well as the physics and mathematics, of audio engineering, basic audio-related electronics, recording tools and techniques, mixing tools and techniques, mastering tools and techniques, radio production, room acoustics and design, production sound for film and television, postproduction sound, audio restoration (archival, historical, and forensic), and the most successful business, marketing, and communication practices unique to the audio industry. Employers are specifically looking for these areas of expertise and have historically favored UVU students from the Digital Media emphasis despite their having spent time on the other disciplines of a generalized Digital Media degree. This separate, focused Digital Audio degree will eliminate the distraction and wasted time of studying the sister disciplines and provide the serious student of digital audio the chance to concentrate on their rigorous field, so that they can better compete in the working world of audio.

Purpose of Degree

The current emphasis in Digital Audio within the Digital Media program at UVU provides students with a broad set of skills related to digital audio preparation and delivery. Recent graduates, board members, and constant innovation in the field now require graduates who have more depth and less breadth. Additionally, while growth may be a possibility as additional resources become available, one major reason for this change is the preparedness level of the students that can currently be handled with existing resources (faculty, staff, labs).

Institutional Readiness

The Digital Audio degree program will stay within the current Digital Media Department at UVU. No additional administrative support will be needed. The delivery of undergraduate courses will continue in its current form, which is currently the face-to-face classroom setting. In order to accommodate the current student enrollment demand, faculty are already retooling course offerings to take advantage of limited lab and studio space. Since no classes taught under the current Digital Media degree are being discontinued, students who are "grandfathered into the previous Digital Media degree program can either continue to earn a degree in Digital Media with an emphasis or they can elect to switch to one of the four new degree programs.

Departmental Faculty

The faculty of the UVU Digital Media Department are committed to teaching students the latest digital audio skills. In order to accomplish this, they are participating in their field professionally.

Faculty Category	Faculty Headcount – Prior to Program Implementation	Faculty Additions to Support Program	Faculty Headcount at Full Program Implementation
With Doctoral Degrees (Including MFA and other terminal degrees, as specified by the institution)			
Full-time Tenured	2		2
Full-time Non-Tenured	2		2
Part-time Tenured			
Part-time Non-Tenured	1		1
With Master's Degrees			
Full-time Tenured	7		7
Full-time Non-Tenured	3		3
Part-time Tenured			
Part-time Non-Tenured	7		7
With Bachelor's Degrees			
Full-time Tenured			
Full-time Non-Tenured			0
Part-time Tenured			
Part-time Non-Tenured	17	0.13	17.13
Other			
Full-time Tenured			0
Full-time Non-Tenured			
Part-time Tenured			
Part-time Non-Tenured	16		16
Total Headcount Faculty			
Full-time Tenured	9	0	9
Full-time Non-Tenured	5	0	5
Part-time Tenured	0		0
Part-time Non-Tenured	41	0.13	41.13
Total Department Faculty FTE (As reported in the most recent A-1/S-11 Institutional Cost Study for "prior to program implementation" and using the A-1/S-11 Cost Study Definition for the projected "at full program implementation.")	55	0.13	55.13

Staff

No additional support staff will be required for the first five years. Additional adjunct instructors will be added as the department expands the online course offerings.

Library and Information Resources

The Utah Valley University Library (UVU Library) cultivates a dynamically changing collection of eBooks, videos, streamed videos, and books that relate to computer technologies. Digital Media (DGM) themed holdings are a subset of such a collection. As the influence of technology continues to expand, UVU Library's DGM collection development will match its content and direction. Interestingly enough, DGM technology itself is transforming the library media that describe it, insomuch that much of the current collection of print books and hard media is giving way to a wave of DGM items represented by eBook, streamed video, and web content. This transition is accentuated by the preferences of the average DGM information patron, which enjoys (and often prefers) information that is instantly available over the internet. DGM related items in the UVU collection span many technologies and professional practices. Major categories of DGM information topics and sources include (but are not limited to) audio recording and sound mixing technologies, pre and post production of audio, music video, TV and movie production, filmmaking, gripology, game animation techniques and practices, animation technologies (Adobe Flash, etc.), 3-D modeling, web development best practices, HTML5, DVD authoring, mobile device programming, server side programming languages (such as PHP), and e-learning.

Initial "one-stop-shopping" for articles/books/videos relating to Digital Media can be done by means of the UVU Library website's OneSearch feature, which allows a single search to simultaneously span multiple databases and includes a search of the library catalog's books, eBooks, and videos. (Each individual database can also be searched within the scope of the respective database website.)

ACCESS TO DGM PERIODICAL DATABASE ARTICLES AT UVU LIBRARY

- 1) The IEEE Xplore Digital Library Database provides access to approximately 5083 journal titles, conference proceedings, technical standards, eBooks, and educational courses.
- 2) The Association for Computing Machinery (ACM) Digital Library Database provides access to approximately 20 DGM related journal titles.
- 3) The Computer Source Database provides access to approximately 254 DGM related journal titles.

Full text access to the thousands of journal articles is licensed to UVU library patrons. Nevertheless, off-campus web access to library patrons is enabled by means of an LDAP login authentication layer that is enforced by the UVU Library EZProxy server.

UVU LIBRARY CATALOG HOLDINGS FOR DIGITAL MEDIA

The Library catalog contains print books, eBooks (Safari, NetLibrary, EBSCO and eBrary), videos (DVD, Blue Ray, VHS), as well as databases of streamed video (Films on Demand, American History in Video, etc). Most materials for DGM are covered in the Library of Congress call number area QA76 (Computer Science). Other significant call numbers are: HF5718 (Multimedia in Business), MT723 (MP3, Digital Audio, MIDI, etc.), N7433 (Computer Art), TK6680 (Digital Video) and TR897 (Computer Graphics/Animation). Additional call numbers may apply as this subject is given attention by numerous minor subject areas.

Current catalog holdings are estimated as follows:

DGM related books:	300
DGM related eBooks:	400
DGM related videos:	30
DGM related streamed videos:	20

ACQUISITION OF DGM MATERIALS THROUGH OTHER LIBRARIES AND PARTNERS

A patron may often seek information (articles, books, etc.) that is not directly owned or licensed by UVU Library. In such cases, a desired item may be accessed from other libraries throughout the United States by means of the Interlibrary Loan Service (ILL). A requested article full text is emailed to a requester within one business day. Print books are generally located, received, and made available within seven business days. In addition, UVU Library patrons have access to check out items from partner libraries of higher education in the Utah/Idaho/Nevada area (BYU, U of Utah, Utah State, etc.) by means of a Utah Academic Library Consortium (UALC) agreement.

SUPPORT FOR DGM RELATED RESEARCH AND INQUIRIES

Mark Stevens is currently the UVU liaison librarian for faculty and student support for Information Technologies and Digital Media. He can be contacted for additional information:

Mark Stevens MS/CS, MS/MLIS

UVU Systems Librarian

800 W University Pkwy LI 319c

Orem, Utah 84058-5999

801-863-8155 (office)

Admission Requirements

There are no matriculation requirements for students to take undergraduate classes in the proposed Bachelor of Science in Digital Audio other than the admission requirements established by the institution. However, enrollment in upper level courses is limited by the available lab space. After the second year, students will be required to submit a portfolio of their work to be reviewed by the faculty prior to advancing into upper-division coursework in the four-year program. This restriction is necessary due to the limited number of faculty and lab space available. Students who do not meet the portfolio standards have several choices. They can retake classes with low grades, improve their portfolio, and then reapply. They can pursue a Bachelor of Science in Technology Management with an emphasis in Digital Media without financial consequences or loss of time. Or, they can transfer the majority of their credits toward the AAS in Digital Communication Technology.

Student Advisement

The School of Technology and Computing currently employs two dedicated advisors for Digital Media. These advisors council students for the AAS degree and the emphases in the BS degree. They will continue to advise students in the AAS degree, as well as guide students into one of the four new degrees replacing the emphases.

Justification for Graduation Standards and Number of Credits

The Bachelor of Science degree in Digital Audio requires 120 credits to graduate. This includes 35 credits of General Education. The remaining required and elective credits are related to the discipline.

External Review and Accreditation

The Department of Digital Media has an advisory board from industry and education with expertise in audio production, cinema production, animation and games, and web design and development. Input from the board has not only informed the shape of the new proposed degree in Digital Audio but has also pushed for its creation. This proposed degree and associated courses have been on the main focus of the Digital Media curriculum committee since Fall 2013.

Projected Program Enrollment and Graduates; Projected Departmental Faculty/Students

Data Category	Current – Prior to New Program Implementation	Projected				
		Year 1	Year 2	Year 3	Year 4	Year 5
Data for Proposed Program						
Number of Graduates in Proposed Program	0	0	0	20	25	30
Total # of Declared Majors in Proposed Program	-	27	89	116	116	116
Departmental Data – For All Programs Within the Department						
Total Department Faculty FTE (as reported in Faculty table above)	31.80	31.80	31.93	31.93	31.93	31.93
Total Department Student FTE (Based on Fall Third Week)	615	615	618	618	618	618
Student FTE per Faculty FTE (ratio of Total Department Faculty FTE and Total Department Student FTE above)	19.3	19.3	19.3	19.3	19.3	19.3
Program accreditation-required ratio of Student FTE/Faculty FTE, if applicable: (Provide ratio here: _____)	NA	NA	NA	NA	NA	NA

Expansion of Existing Program

Digital Media has seen an overall growth in the number of students enrolled as well as the number of graduates from the program.

Full Time Equivalent in the Digital Media Degree from 2009 to 2013 are as follows:

- 2009-10 553
- 2010-11 597
- 2011-12 624
- 2012-13 647

Graduates in the Digital Media Degree from 2008 to 2013 are as follows:

- 2008-09 66
- 2009-10 55
- 2010-11 85
- 2011-12 79
- 2012-13 92

Section III: Need

Program Need

The Department of Digital Media is producing generalists with a broad range of skills covering audio, film, animation, and Internet technologies. Employment opportunities in the Digital Audio field require a greater depth of knowledge than graduates currently have. In order to meet the growing demand for a highly skilled workforce, students need to take more classes in Digital Audio in place of courses in Internet technologies, cinema, and animation.

The "Utah Cluster Acceleration Partnership Executive Summary" released in 2011 identifies the global need for more digitally created content. The digital media industry is constantly changing with the advancements in technology, changing consumer preferences, and the innovations of creators and artists. Utah Valley University has led the Utah Cluster Acceleration Partnership as the primary convener. Students in the Digital Media Department learn to create digital media content to fill the demand for more digitally created and delivered content. A majority of digital media content is instantly made available throughout the worldwide infrastructure of the Internet, making virtually all-digital media companies global in nature and directly impacted by worldwide markets. Approval of a new Bachelor's degree in Digital Audio will better prepare UVU students to meet this growing demand. The Cluster Acceleration Partnership has been authorized and sponsored by the Utah System of Higher Education, the Utah Department of Workforce Services, and the Utah Governor's Office of Economic Development.

Labor Market Demand

A search on the Indeed⁷ website for the terms "audio recording", "audio production", and "audio engineer" in the Salt Lake City area pulls up 44 available jobs. A search for the same terms on the Department of Workforce Services for Utah website⁸ results in 124 available positions, with a national employment count for audio engineers at 14,280.⁹ The 2010-2020 Employment Projections from the Utah Department of Workforce Services website shows an additional 100 new positions in Utah per year, with 550 total annual openings projected.¹⁰ The numerous freelance workers are not reflected in the data. UVU students have worked as recording engineers in institutional and private music studios, in film and television production and post-production, as sound designers for film and television, and as freelance sound engineers and technicians for live and concert productions, business, and industry. The United States Department of

⁷<http://www.indeed.com/jobs?q=audio+engineer&l=Salt+Lake+City%2C+UT>

⁸<https://jobs.utah.gov/jsp/utahjobs/seeker/search/search.do?saveSearch=&page=search&searchType=basic&keywords=audio+production&keywordsAndOr=A&radius=&radiusZip=&counties=&locationType=statewide¤tTab=tree&actionButton=Search>

⁹ <http://www.bls.gov/oes/current/oes274014.htm>

¹⁰ <https://jobs.utah.gov/jsp/wi/utalmis/oidoreport.do#proj>

Labor, Bureau of Labor Statistics Occupational Handbook 2012-13 edition¹¹ states that job growth will hold steady at about one percent per year through the year 2020.

Student Demand

There are currently 113 students in the Digital Audio emphasis.¹² The Utah Valley University Digital Audio emphasis is already a popular source for in-state audio hires. A UVU degree bearing the moniker "Digital Audio" is more relevant on its face for those desiring to hire an audio engineer or technician than the current, generic Digital Media degree designation, so students desire the specific degree for the UVU diploma, its reputation in audio, and for the specific audio designation.

Similar Programs

There are no similar programs being offered at any other USHE institutions in Utah except for at Salt Lake Community College. SLCC offers an AS in several non-audio emphases, which fills a general, lower entry-level niche; whereas the UVU program fills four specific upper entry-level and entrepreneurial niches, with a baccalaureate degree and courses that go far more in depth on audio and all other digital media topics. The need to fill 550 jobs annually shows the demand for Digital Audio graduates within our geographical area. With only two USHE institutions currently serving that demand with fewer than 550 graduates per year (total), employers will still be forced to hire from out of state for some positions.

Collaboration with and Impact on Other USHE Institutions

UVU currently has an agreement with Snow College to accept their courses into its program. Students transferring from other intuitions are evaluated on a case-by-case basis. Schools offering a two-year program will benefit by having a direct path to a four-year degree at UVU.

Benefits

Utah Valley University is currently offering an emphasis in Digital Audio, which provides graduates to fill the numerous job opportunities available in the state. The benefit to making this change is that future graduates will be more prepared to compete for higher paying job opportunities. Higher wages equate to higher taxes for the state coffers and a win-win situation for all people and institutions involved.

Consistency with Institutional Mission

The Utah Board of Regents' Policy R312.5.2.3 states that Utah Valley University, as a teaching institution "prepares professionally competent people of integrity who, as lifelong learners and leaders, serve as stewards of a globally interdependent community." The proposed Digital Audio degree, because of its added depth and focus, will turn out graduates who already are professionally competent people who practice lifelong learning in order to keep up with the latest technology and apply their knowledge to solving problems in the work place.

¹¹ Bureau of Labor Statistics, U.S. Department of Labor, *Occupational Outlook Handbook, 2012-13 Edition*, Broadcast and Sound Engineering Technicians, on the Internet at <http://www.bls.gov/ooh/media-and-communication/broadcast-and-sound-engineering-technicians.htm> (visited December 20, 2013).

¹² Per report from Doug Palmer, UVU Graduation & Transfer Services, Crystal Report; UVU Institutional Research website as of Fall of 2013

Section IV: Program and Student Assessment

Program Assessment

The proposed Bachelor of Science in Digital Audio will produce skilled graduates who demonstrate critical and creative thinking to analyze and propose innovative solutions and apply their foundational knowledge of digital audio to solve real world problems presented right here in our local community.

The department will internally review student portfolios upon acceptance into the program: after the first two years and again upon graduation. The portfolio review, which occurs before the junior year, will be conducted by a team of faculty who look over the submitted portfolios to make sure the student is capable of success in the upper-division course work. The second review happens during the senior year when students work as a team to provide a solution for a not-for-profit organization. These senior capstone projects are presented in a showcase at the end of the senior year and evaluated by a team of faculty. By graduation, the students in this degree will have a website showing a portfolio piece from each upper division class. These can be used for review to see how well graduates are performing in the various areas of Digital Audio. This portfolio can also be used in helping students show potential employers their capabilities.

Graduates of the program will demonstrate skills in audio and electronics theory, recording in diverse environments and for different purposes, microphone techniques, signal processing science and practice, optimal sound mixing, audio mastering, restoration and forensics, workflow and project pipelines, and commensurate business, legal, and marketing competence specific to the digital audio field.

Expected Standards of Performance

Program Goals

- 1) Demonstrate in practicum a thorough knowledge of foundational principles of acoustics, math, signal processing, and all their practical counterparts
- 2) Show proficiency in choosing and using appropriate microphones, preamplifiers, and other equipment to record sound in the most accurate and effective way for the application at hand.
- 3) Produce both technically competent and emotionally powerful mixes of recorded media using the signal processing algorithms and devices listed in item four, below.
- 4) Demonstrate both technical and artistic command of all signal processors, including, without limitation, equalization, compression, expansion, gate, synthetic and IR reverberation, delay lines, chorus, phase shifting, flange, distortion and harmonic generation, and restoration and forensic processors such as noise recognition and cleaning, de-clicking, hiss removal, and utility processors such as file compression algorithms and format conversion tools.
- 5) Build a portfolio of recordings and mixes involving a broad range of non-musical subjects as well as a broad range of musical styles.
- 6) Demonstrate full competency in multimedia collaboration, including film and television production and post-production audio.
- 7) Show a competent understanding of room and space acoustics, including formal and informal ways of treating a recording or mixing environment to increase sonic accuracy and eliminate standing waves and frequency nulls.
- 8) Demonstrate an ongoing understanding of the current professional equipment of the audio industry, including both outboard and foundational gear, and also "in the box" solutions for the all-digital environment.

- 9) Have advanced proficiency in either audio mastering or audio restoration and forensics.

Goal Measurement

- 1) Success of each student is monitored at the end of every course at the upper division level with a portfolio piece. These portfolio pieces are collected and saved for future evaluation.
- 2) Evaluation is conducted to assure success in student learning.
- 3) Employers are surveyed to determine quality of program graduates.

Each course has a final project that becomes a piece in the student's portfolio. This final portfolio is used to help each student get a job and as a summative assessment item.

Section V: Finance

Department Budget

Three-Year Budget Projection							
Departmental Data	Current Departmental Budget - Prior to New Program Implementation	Departmental Budget					
		Year 1 (2015-16)		Year 2 (2016-17)		Year 3 (2017-18)	
		Addition to Budget	Total Budget	Addition to Budget	Total Budget	Addition to Budget	Total Budget
Personnel Expense							
Salaries & Wages	\$1,086,664	\$0	\$1,086,664	\$3,549	\$1,090,213	\$26,026	\$1,112,690
Benefits	\$521,762	\$0	\$521,762	\$376	\$522,138	\$391	\$522,153
Total Personnel Expense	\$1,608,426	\$0	\$1,608,426	\$15,097	\$1,612,351	\$35,837	\$1,612,508
Non-personnel Expense							
Travel	\$0	\$0	\$0	\$0	\$0	\$0	\$0
Capital	\$0	\$0	\$0	\$0	\$0	\$0	\$0
Library	\$0	\$0	\$0	\$0	\$0	\$0	\$0
Current Expense	\$30,000	\$0	\$30,000	\$1,000	\$31,000	\$1,000	\$32,000
Total Non-personnel Expense	\$30,000	\$0	\$30,000	\$1,000	\$31,000	\$1,000	\$32,000
Total Expense (Personnel + Current)	\$1,638,426	\$0	\$1,638,426	\$4,925	\$1,643,351	\$5,082	\$1,643,508
Departmental Funding		Year 1	Year 2	Year 3	Year 4	Year 5	Year 5
Appropriated Fund	\$1,638,426	\$0	\$1,638,426	\$4,925	\$1,643,351	\$5,082	\$1,643,508

Other:							
Special Legislative Appropriation							
Grants and Contracts							
Special Fees/Differential Tuition							
Total Revenue	\$1,638,426	\$0	\$1,638,426	\$4,925	\$1,643,351	\$5,082	\$1,643,508
Difference							
Revenue - Expense	\$0	\$0	\$0	\$0	\$0	\$0	\$0
Departmental Instructional Cost/Student Credit Hour* (as reported in institutional Cost Study for "current" and using the same Cost Study Definition for "projected")	\$89	\$89	\$89	\$89	\$89	\$89	\$89

Funding Sources

In addition to the tuition revenue from enrollment, funding for this program will be prioritized high for allocation from Acute Equity legislative appropriation to provide program offerings to meet regional need in STEM programs.

Reallocation

No funds will need to be reallocated for this new degree.

Impact on Existing Budgets

The existing budget will fund the current faculty, labs, and adjuncts. The current number of graduates can still be sustained. The goal of creating a new Bachelor of Science in Digital Audio is to change the breadth requirements so students can take more depth classes and fewer breath classes.

Section VI: Program Curriculum

Course Prefix and Number	Title	Credit Hours
General Education Courses		
ENGL 1010	Introduction to Writing	3
ENGL 2010 or ENGL 2020	Intermediate Writing--Humanities/Social Sciences Intermediate Writing--Science and Technology	3

Course Prefix and Number	Title	Credit Hours
MATH 1030 MATH 1040 MATH 1050	Quantitative Reasoning (recommended for Humanities or Arts majors) (3.0) Introduction to Statistics (recommended for Social Science majors) (3.0) College Algebra (recommended for Business, Education, Science, and Health Professions majors) (4.0)	3
HIST 2700 and HIST 2710 or HIST 1700 or HIST 1740 or POLS 1000 or POLS 1100	US History to 1877 and US History since 1877 American Civilization US Economic History American Heritage American National Government	3
PHIL 2050	Ethics and Values	3
HLTH 1100 or PES 1097	Personal Health and Wellness Fitness for Life	2
Biology		3
Physical Science		3
Additional Biology or Physical Science		3
Humanities Distribution		3
Fine Arts Distribution	MUSC 1010 Introduction to Music recommended for Audio Production	3
Social/Behavioral Science	MGMT 1010 Introduction to Business recommended	3
	Sub-Total	35

Discipline Core Requirements

Course Prefix and Number	Title	Credit Hours
Required Courses		
DGM 1110	Digital Media Essentials I	4
MUS 1100	Fundamentals of Music	3
PHYS 1700	Descriptive Acoustics	3
DGM 2130	Digital Audio Essentials	3
DGM 2140	Electronics for Media	3
DGM 2440	Sound for Film and Television	3
DGM 2460	Radio Production	3
DGM 2481	Introduction to Digital Audio Restoration	3
DGM 2410	Core Recording Principles	3
DGM 2430	Core Mixing Principles	3
DGM 3110	Corporate Issues in Digital Media	3
DGM 312G	Digital Media for Intercultural Communication	3

Course Prefix and Number	Title	Credit Hours
COMP 301R	Digital Lecture Series	1
DGM 3220	Digital Media Project Management	3
DGM 3410	Audio Engineering for the Studio I	3
DGM 3420	Audio Engineering for the Studio II	3
DGM 3440	Sound for Games	3
DGM 3460	Live Sound Reinforcement	3
DGM 4000	Writing for Digital Media	3
DGM 4310	Senior Projects I	3
DGM 4410	Senior Projects II	3
DGM 4430	Audio Mastering	3
	Subtotal:	65
Electives	Take 20 credits from the following including six upper division credits.	
MUSC 1010	Introduction to Music (3.0)	
MUSC 1110	Music Theory I (3.0)	
MUSC 1120	Music Theory II (3.0)	
DGM 240R	Special Topics in Digital Audio (1.0)	
DGM 340R	Advanced Topics in Digital Audio (1.0)	
DGM 3430	Recording Studio Design Principles and Practices (3.0)	
DGM 3481	Advanced Audio Restoration and Forensics (3.0)	
DGM 2120	Web Essentials (3.0)	
DGM 2210	3D Modeling and Animation Essentials (4.0)	
DGM 2240	Interaction Design (3.0)	
DGM 350R	Advanced Topics Digital Motion Picture Production (1.0)	
	Subtotal	20
	Degree Total:	120

Program Schedule for Digital Audio Degree

Note that General Education Requirements and DGM Electives are intended to fill open slots in each semester's schedule.

Fall of First Year (Course Prefix and Number)	Course Title	Credit Hours
DGM 1110	Digital Media Essentials I	4
MUS 1100	Fundamentals of Music	3
DGM Elective	[by student choice]	3
DGM Elective	[by student choice]	3
ENGL 1010	Introduction to Writing	3
	Semester total:	16

Spring of First Year	Course Title	Credit Hours
DGM 2130	Digital Audio Essentials	3
DGM Elective	[by student choice]	3
Math Requirement	Student Choice: 1030,1040 or 1050	3
MUSC 1010	Introduction to Music (Fine Arts Distribution)	3
DGM Elective	[by student choice]	3
	Semester total:	15
Fall of Second Year	Course Title	Credit Hours
DGM 2140	Electronics for Media	3
DGM 2410	Core Recording Principles	3
DGM 2460	Radio Production	3
PHYS 1700	Descriptive Acoustics	3
DGM Elective	[by student choice]	2
	Semester total:	14
Spring of Second Year	Course Title	Credit Hours
DGM 2430	Core Mixing Principles	3
DGM 2440	Sound for Film and Television	3
DGM 2481	Introduction to Digital Audio Restoration	3
HLTH 1100	Personal Health and Fitness	2
DGM Elective	[by student choice]	3
	Semester total:	14
Fall of Third Year	Course Title	Credit Hours
DGM 3410	Audio Engineering for the Studio I	3
DGM 3440	Sound for Games	3
DGM Elective	[by student choice]	3
American Institutions	[by student choice]	3
ENGL 2020	Intermediate Writing	3
	Semester total:	15
Spring of Third Year	Course Title	Credit Hours
DGM 3420	Audio Engineering for the Studio II	3
DGM 4430	Audio Mastering	3

Social/Behavioral Science	[by student choice]	3
DGM 3460	Live Sound Reinforcement	3
DGM 3220	Project Management	3
COMP 301R	Digital Lecture Series	1
	Semester total:	16
Fall of Fourth Year	Course Title	Credit Hours
DGM 4310	Senior Projects I	3
DGM 3110	Corporate Issues in Digital Media	3
DGM 4000	Writing for Digital Media	3
Biology or Physical Science	[by student choice]	3
Humanities	[by student choice]	3
	Semester total:	15
Spring of Fourth Year	Course Title	Credit Hours
DGM 4410	Senior Projects II	3
DGM 312G	Intercultural Communication	3
PHIL 2050	Ethics and Values	3
Biology	[by student choice]	3
Physical Science	[by student choice]	3
	Semester total:	15
	Degree total:	120

Section VII: Faculty

Thor Anderson..... Ph.D. in Instructional Technology, Utah State University
Trudy Christensen Ph.D. in Instructional Psychology and Technology, BYU
Paul Cheney Ph.D. in Instructional Technology, University of Virginia
Li Liu..... Ph.D. in Computer Science, University of Alabama
Rodayne EsmayMFA in Illustration, Syracuse University
Anthony Romrell MFA in Animation, Utah State University
Marty Clayton MFA in 2D and 3D Animation, Savannah College of Art and Design
Arlen Card MA in Music, Brigham Young University
Mike Wisland . MS in Electrical Engineering Digital Signal Processing, Missouri Institute of Science & Technology
Mike HarperMS in Geography Education, Utah State University
Kim BrownMA in Instructional Technology, Utah State University
Dennis Lisonbee.....MA in Communication, Brigham Young University
Robert Trim..... MBA in Business, University of Phoenix