MATCHING NEW COURSE TO IU SOUTH BEND

New Course Request: College of Liberal Arts & Sciences 2. Academic Subject Code ENG

1. School/Division: College of Liberal Arts & Sciences
2. Academic Subject Code: ENG
3. Course Number: WS13 (must be cleared with University Registrar)
4. Instructor: Ken Smith
5. Course Title: Writing Poetry
6. Recommended Abbreviation (Optional): (limited to 32 characters including spaces)
   First time this course is to be offered (Semester/Year): Spring 2005
7. Credit Hours: Fixed at 4 or Variable from to
8. Is this course to be graded B- (only)? Yes No X
9. Is variable title approval being requested? Yes No X
10. Course description (not to exceed 50 words) for Bulletin publication: Poetry writing workshop on the study of prosody and form (including formal elements of free verse) in the context of writing by class members. May be taken twice for MA credit.
11. Lecture Contact Hours: Fixed at 4 or Variable from to
12. Non-Lecture Contact Hours: Fixed at 0 or Variable from to
13. Estimated enrollment: 15 of which 100 percent are expected to be graduate students.
14. Frequency of scheduling: every 2 yrs. Will this course be required for majors? Yes
15. Justification for new course: This course is part of a new MA/MAY program. New Course to IU South Bend
16. Are the necessary reading materials currently available in the appropriate library? Yes
17. Please append a complete outline of the proposed course, and indicate instructor (if known), textbooks, and other materials.
18. If this course overlaps with existing courses, please explain with which courses it overlaps and whether this overlap is necessary, desirable, or unimportant.
19. A copy of every new course proposal must be submitted to department, schools, or divisions in which there may be overlap of the new course with existing courses or areas of strong concern, with instructions that they send comments directly to the originating Curriculum Committee. Please append a list of departments, schools, or divisions thus consulted.

Submitted by: [Signature] [Date] 5/16/04

Approved by: [Signature] [Date] 6/24/04

Joseph R. Chaney
Department Chairman/Division Director

Lynn R. Williams
Dean of Graduate School (when required)

Chancellor/Vice-President

Una Mae Beck

University Registrar

After School/Division approval, forward the last copy (without attachments) to the University Registrar for initial processing, and the remaining four copies and attachments to the Campus Chancellor or Vice-President.

University Registrar Final Copy

Revised March, 1977
the way that both text and documentation are prepared for publication. Explorations reveals of theoretical, technical, and market influences on the way that the work is written, designed, and marketed. The course emphasizes the role of computer technology in the publication process, focusing on the use of word processing and desktop publishing software, and covers the basics of typesetting and layout design. The emphasis is on the practical aspects of the design process, with an introduction to the principles of graphic design.

W503 Introduction to New Media (4 cr.) This course examines the role of new media in contemporary design and communication. The course covers the history of new media, from the development of the internet to the present, and explores the ways in which new media are used in art, design, and advertising. The course also introduces students to the principles of user experience design and the design of interactive systems.

W504 Introduction to Digital Art (4 cr.) This course introduces students to the principles of digital art and design, focusing on the use of digital tools and technologies in the creation of art. The course covers the history of digital art, from the development of computer graphics to the present, and explores the ways in which digital art is used in a variety of contexts, including fine art, advertising, and design.

W505 Digital Media (4 cr.) This course covers the principles of digital media, focusing on the use of digital tools and technologies in the creation of media. The course covers the history of digital media, from the development of sound recording to the present, and explores the ways in which digital media are used in a variety of contexts, including music, film, and video game design.