

Program Change Request

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Program Elimination Proposal

Date Submitted: 02/03/25 3:00 pm

Viewing: **BS-DHUM-1 : Bachelor of Science in Digital Humanities**

Last approved: 05/07/24 2:43 pm

Last edit: 02/03/25 3:00 pm

Changes proposed by: ckocurek

Elimination type Elimination Hiatus

End Term Fall 2025

What is the reason this program is being eliminated?

In Workflow

1. HUMA Chair
2. Academic Affairs
3. Undergraduate Academic Affairs
4. LS Dean
5. Undergraduate Studies Committee Chair
6. Faculty Council Chair
7. Faculty Council Chair
8. Provost
9. President
10. Academic Affairs

Approval Path

1. 02/03/25 3:16 pm
Matthew Bauer (bauerma):
Approved for HUMA Chair
2. 02/05/25 4:00 pm
Ayesha Qamer (aqamer): Approved for Academic Affairs
3. 02/05/25 5:19 pm
Joseph Gorzkowski (jgorzkow):
Approved for Undergraduate Academic Affairs
4. 02/06/25 9:01 am
Jennifer deWinter (jdewinter):
Approved for LS Dean

History

1. Oct 24, 2017 by clmig-jwehrheim
2. Nov 8, 2017 by Sarah Pariseau (sparisea)
3. Apr 27, 2018 by Sarah Pariseau (sparisea)
4. Jun 19, 2018 by Sarah Pariseau (sparisea)
5. Oct 23, 2020 by Holli Pryor-Harris (pryor)
6. Apr 22, 2022 by Gregory Pulliam (pulliam)
7. May 7, 2024 by Matthew Bauer (bauerma)

Program is currently on hiatus. We are committed to supporting those students still in the program through their graduation.

Are there any students in this program?

Yes

TEACH-OUT PLAN

Provide the number of students, by level, who are currently in the program, and an estimated time to graduation (in years) for each level.

Level	Number of Students	Time to Graduation (in years)
<u>U1</u>	<u>1</u>	<u>3</u>
<u>U2</u>	<u>2</u>	<u>2</u>
<u>U3</u>	<u>2</u>	<u>1</u>

List any courses that will be discontinued and the term when they will no longer be offered.

NA

Please list what other options a student will be offered to complete their degree. Any plans for student academic and financial advising through this process.

Students may complete the program as it existed when they enrolled. We have already communicated about this with students and other stakeholders.

Please provide a communication plan to ensure students and other institutional stakeholders are informed of this closure and throughout the teach-out process. If you wish to include an attachment instead, please include it below.

Students may complete the program as it existed when they enrolled. We have already communicated about this with students and other stakeholders.

Communication Plan Attachment

What contact information (name, phone number, email, etc.) will you provide for students and other stakeholders to ask questions about this program closure?

NA

Please provide a list of programmatic accreditors and/or licensing agencies (i.e., NAAB, AACSB or ABET) that have been or will be notified.

Name of Accreditors and/or Licensing Agencies	Date of Notification (MM/DD/YYYY)
<u>NA</u>	<u>01/01/2025</u>

If you have notification documentation, please attach.

Program Status	<u>Elimination</u> Hiatus		
Requestor	Name		E-mail
	<u>ckocurek@iit.edu</u>	Matthew Bauer	
	bauerma@iit.edu		
Origination Date	2024-1-24		
Is this an interdisciplinary program?	No		
Academic Unit	Humanities	College	
	Lewis College of Science and Letters		
Program Title	Bachelor of Science in Digital Humanities		
Effective Academic Year	2024 - 2025	Effective Term	Fall 2025
Academic Level	Undergraduate		

If all courses in a subject in your department are required, please enter each subject followed by the number ranges in the "Quick Add" field in the pop up box when you click the green plus button below. For example: ARCH 100-499.

What courses will
factor the major
GPA?

Program Type Degree

Degree Type Bachelor of Science (BS)

CIP Code

24.0199 - Liberal Arts and Sciences, General Studies and Humanities, Other.

Is there more than one Academic Unit proposer?

No

Program Code BS-DHUM-1

Program Attribute

Total Program 126
Credit Hours

Program Narrative and Justification

Narrative description of how the institution determined the need for the program. For example, describe what need this program will address and how the institution became aware of that need. If the program is replacing a current program(s), identify the current program(s) that is being replaced by the new program(s) and provide details describing the benefits of the new program(s). If the program will be offered in connection with, or in response to, an initiative by a governmental entity, provide details of that initiative.

We have limited resources to support programs and so cannot sustain this many programs

Some programs are not marketable

Some programs rely on faculty and courses that aren't here any more

Multiple programs are overly rigid or bloated, making it difficult for students to complete them in a timely fashion

Branding of programs is scattered and inconsistent (no integration between undergrad, grad, certificates, minors, etc.)

We are not leveraging opportunities like co-terminal enrollment or stackable credentials (ie, certificate leading to MS)

In identifying these issues, we realized that the graduate and undergraduate programs can and should be better integrated, and so we added suggestions about the graduate programs as well.

PROPOSED

The chair asked for no more than 3 degrees and 5 minors at the undergraduate level

B.S.

Minors

Communication (refreshed with a better name)

Humanities (refreshed to remove specializations and incorporate co-ops, research methods)

Game Design and Experiential Media (managed by cross disciplinary committee)

Communication (named to match major)

Humanities (refreshed to incorporate research methods, remove specializations)

Game Design and Experiential Media (replaced Game Studies and Design for next catalog)

Certificate: Executive or Traditional

Data Visualization, Information, and Communication

UI/UX*

M.S.

Data Visualization, Information, and Communication (stacks from certificates)

Ph.D.

Needs to be revamped, but should stack from MS

STEPS TO IMPLEMENTATION

- Place all B.S. degrees except GEM, general communication, and humanities on hiatus immediately
- Place all minors except GEM, general communication, and
- Place existing traditional certificates on hiatus
- Redesign communication B.S. and propose as new degree, then hiatus general COM degree
- Revise COM and HUM minors
- Develop Executive/Traditional options for certificates remaining
- Hiatus one M.S. degree
- Design new M.S. degree and hiatus other legacy M.S., leaving a single, refreshed M.S.
- Redesign and refresh Ph.D. program

Narrative description of how the program was designed to meet local market needs, or for an online program, regional or national market needs. For example, indicate if Bureau of Labor Statistics data or State labor data systems information was used, and/or if State, regional, or local workforce agencies were consulted. Include how the course content, program length, academic level, admission requirements, and prerequisites were decided; including information received from potential employers about course content; and information regarding the target students and employers.

Narrative description of any wage analysis the institution may have performed, including any consideration of Bureau of Labor Statistics wage data related to the new program.

Narrative description of how the program was reviewed or approved by, or developed in conjunction with, one or more of the following: a) business advisory committees; b) program integrity boards; c) public or private oversight or regulatory agencies (not including the state licensing/authorization agency and accrediting agency); and d) businesses that would likely employ graduates of the program. For example, describe the steps taken to develop the program, identify when and with whom discussions were held, provide relevant details of any proposals or correspondence generated, and/or describe any process used to evaluate the program.

Admission Entry Details

What are the enrollment estimates?

Year 1	Year 2	Year 3
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Attach Additional
 Program
 Justification
 Document(s)

Academic Information

Advising

Since quality advising is a key component of good retention, graduation, and career placement, how will students be mentored? What student professional organizations will be formed? How will the department work with the Career Services office to develop industry connections?

Program Resources

Which program resources are necessary to offer this program?

Proposed Catalog Entry

Admission Requirements

Sample Curriculum/Program Requirements

Bachelor of Science in Digital Humanities (DHUM) Curriculum

			Year 1
Semester 1	Credit Hours	Semester 2	Credit Hours
Introduction to the Profession	3	<u>COM 201</u>	3
<u>HUM 208</u>	3	<u>CS 116</u>	2
<u>MATH 130</u>	3	Social Sciences Elective	3
<u>CS 115</u>	2	Humanities or Social Science Elective	3
Free Elective	3	Free Elective	3
		Humanities 200-level Course	3
	14		17
			Year 2
Semester 1	Credit Hours	Semester 2	Credit Hours

BIOL 105	4	COM 331	3
& BIOL 109			
COM 330	3	HIST 355	3
HUM 380 (Digital Humanities Research Methods)	3	DHUM Specialization Course	3
Traditional Humanities Course	3	Free Elective	3
Free Elective	3	BIOL 114	4
		& BIOL 117	
	16		16
			Year 3
Semester 1	Credit Hours	Semester 2	Credit Hours
Science/Engineering Elective (not BIOL)	3	IPRO Elective I	3
Social Sciences Elective (300+)	3	Free Elective	3
Free Elective	3	MATH 425	3
DHUM Specialization Course	3	DHUM Specialization Course	3
Traditional Humanities Course	3	Traditional Humanities Course	3
Humanities Elective (300+)	3		
	18		15
			Year 4
Semester 1	Credit Hours	Semester 2	Credit Hours
DHUM Specialization Course	3	DHUM Specialization Course	3
Capstone Elective I	3	Capstone Elective II	3
Free Elective	3	IPRO Elective II	3
Social Sciences Elective (300+)	3	Humanities Elective	3
Free Elective	3	Free Elective	3
	15		15

Total Credit Hours: 126

Specialization Requirements

Game Studies and Design

The specialization in game studies and design provides students with theoretical, historical, and applied knowledge in the production and study of games. The specialization is relevant to students interested in pursuing careers in and around the games industry and is also relevant for those interested in careers in experience and interaction design, human computer interaction, and related areas.

GSAD Foundations		(9)
HIST 373	History of Video Games	3
HUM 371	Fundamentals of Game Design	3
HUM 372	Interactive Storytelling	3
Technical Proficiency		(3)
Select a minimum of one course. Additional courses recommended.		3

CS 331	Data Structures and Algorithms	3
CS 411	Computer Graphics	3
CS 425	Database Organization	3
CS 442	Mobile Applications Development	3
CS 481	Artificial Intelligence Language Understanding	3
Theoretical Proficiency		(3)
Select a minimum of one course from the following:		3
PSYC 312	Human Motivation and Emotion	3
PSYC 423	Learning Theory	3
PSYC 426	Cognitive Science	3
Total Credit Hours		15

Information Architecture

The information architecture specialization prepares students with a rich historical, theoretical, and practical foundation in technology and humanities for careers in web design/development, user experience and interface design, and other digital communications careers.

COM 421	Technical Communication	3
or COM 428	Verbal and Visual Communication	
Select two of the following (only one can be a COM 380):		6
COM 525	User Experience Research and Evaluation	3
COM 528	Document Design	3
COM 529	Technical Editing	3
COM 380/580	Topics in Communication	3
Select two of the following (only one can be a COM 380):		6
COM 541	Information Structure and Retrieval	3
COM 542	Knowledge Management	3
COM 543	Course COM 543 Not Found	3
COM 380/580	Topics in Communication	3
Total Credit Hours		15

Policy and Ethics

Students in the policy and ethics specialization study and analyze ethical and policy concerns in a variety of areas such as technology, urban and global development, and media. Policy and ethics is particularly relevant for students with an interest in public policy, nonprofit management, philosophy, law, and related fields.

Philosophy		(3)
Select at least one course from the following:		3
PHIL 301	Ancient Philosophy	3
PHIL 302	Origins of Modern Philosophy	3
PHIL 305	Twentieth Century Philosophy	3
PHIL 311	Great Philosophers	3
PHIL 332	Political Philosophy	3
PHIL 333	Social Philosophy	3
Applied Ethics		(3)
Select at least one course from the following:		3
COM 377	Course COM 377 Not Found	3
PHIL 351	Science and Values	3
PHIL 370	Engineering Ethics	3
PHIL 371	Ethics in Architecture	3
PHIL 373	Business Ethics	3
PHIL 374	Ethics in Computer Science	3
Policy Fundamentals		(3)
Select one course from the following:		3
PS 306	Politics and Public Policy	3
PS 313	Comparative Public Policy	3
PS 408	Methods of Policy Analysis	3
Specialized Policy Courses		(6)
Select two courses from the following: ¹		6
PS 338	Energy Policy	3
SSCI 354	Urban Policy	3
SSCI 380	International Development	3
Total Credit Hours		15

¹ Additional courses may apply to this area, with adviser approval.

Science and Technology Studies

Science and technology studies teaches students theories of techno-social growth and development through case studies of large technological systems. It trains students to analyze the ways in which technological growth re-engineers social relationships and how social relationships are in turn written into technological systems. Students with an interest in STS will find themselves well placed to thoughtfully and productively engage in a variety of areas

that require a deep understanding of the interaction of large-scale technical and social systems. The knowledge and critical thinking skills learned in the STS subdiscipline can be deployed in public policy, journalism, academic or health administration, technical writing, and more. Note: Additional [COM 380](#), [HUM 380](#), and [HIST 380](#) courses may also be approved depending on course content. 15 credit hours is required for this specialization.

STS Foundation		(3)
Select one course from the following:		3
HUM 354	Science and Technology Studies	3
PS 332	Politics of Science and Technology	3
STS Methods		(3)
Select a minimum of one course from the following:		3
COM 380	Topics in Communication	3
PHIL 350	Science and Method	3
SSCI 225	Introduction to Geographic Information Systems	3
SSCI 325	Intermediate Geographic Information Systems	3
STS Topics		(6)
Select a minimum of two courses from the following:		6
COM 372	Mass Media and Society	3
COM 377	Course COM 377 Not Found	3
HIST 373	History of Video Games	3
HIST 374	Course HIST 374 Not Found	3
HIST 375	Course HIST 375 Not Found	3
HIST 383	Course HIST 383 Not Found	3
HUM 380	Topics in Humanities	3
PHIL 341	Philosophy of Science	3
PHIL 351	Science and Values	3
PHIL 374	Ethics in Computer Science	3
PS 332	Politics of Science and Technology	3
SOC 301	The Social Dimension of Science	3
SSCI 378	Innovation Policy	3

Traditional Humanities Specializations

History

Choose a minimum of nine credit hours from any 300-level or higher HIST course.

Linguistics

Select a minimum of nine credit hours from the following: ¹ 9

COM 301	Introduction to Linguistics	3
COM 306	World Englishes	3
COM 308	Structure of Modern English	3
COM 309	History of the English Language	3
COM 310	The Human Voice: Description, Analysis and Application	3
COM 315	Discourse Analysis	3
COM 435	Intercultural Communication	3

¹ Other courses such as [COM 380](#) Topics in Communication may be used toward the specialization, depending on the topic.

Literature

Choose a minimum of nine credit hours from any 300-level or higher LIT course.

Philosophy

Choose a minimum of nine credit hours from any 300-level or higher PHIL course.

Program Outcomes and Assessment Process

What are your learning objectives in this program? Please list each learning objective in the boxes below:

Note: These should be the same as described in your assessment plan at the bottom of this form.

Upload your
assessment plan
here:

Undergraduate Program Requirements

What courses will
factor the major
GPA?

Undergraduate Degree Requirements

Minimum credit 126
hours

Specialization
required?
Yes

Notes about
specialization
requirement

Students are required to have a 15 credit hour specialization in digital humanities and a 9 credit hour specialization in traditional humanities.

Digital Humanities Specialization (15)

Select from the following: Game Studies and Design, Information Architecture, Policy and Ethics, or Science and Technology Studies.

Traditional Humanities Specialization (9)

Select from the following: History, Linguistics, Literature, or Philosophy. Students may complete topically appropriate independent study courses to fulfill this requirement.

Minor required?
No

Proposed General Curriculum

Degree credit hours 126
required

Specialization 24
credit hour
requirement

List Major Course
Requirements

List Mathematics
Requirements

List Science
Requirements

List Computer
Science
Requirements

List Humanities and
Social Sciences
Requirements

List
Interprofessional
Project (IPRO)
Requirements

List Technical
Elective Course
Options

List Free Elective
Credit Hours (if
applicable)

Semester-by-
semester plan of
study for the
degree program

Specialization

Report to Faculty
Council

Reviewer
Comments