

## Instructions for Proposing a Flexible Dual Degree Program

This form is to be filled out by students proposing a flexible dual degree program that links two master's degrees or a master's degree and a JD degree.

Students must submit the proposal for the flexible dual degree no later than one term prior to matriculation into the second degree.

Dual degrees must be pursued concurrently, not consecutively. In order to meet this requirement, students interested in pursuing a dual degree must be matriculated, pursuing coursework, in both programs for one full academic year (three quarters or two semesters). Students in a one year program must matriculate into the second program no later than the first admission term following fifty percent (50%) coursework completion of the first program.

Students should complete both degrees at the same time. However, students can receive the first degree as long as all original requirements and credits for the first degree have been met. They then have up to one year to complete the second degree (18 months for students admitted prior to winter 2017). Students must apply for graduation for both programs.

Any significant changes to the approved program require the student to resubmit a revised proposal packet to the deans/chairs/directors and advisors of both programs and the Office of Graduate Education.

### Proposing a Flexible Dual Degree

To propose a flexible dual degree, the student must first apply to and be admitted by both programs, pay application fees and admissions deposits for both programs, and seek the counsel of an advisor in each program. Admission into each program does not take the place of filing a *Flexible Dual Degree* proposal nor guarantee approval of the proposal.

The dean, chair, or director of each degree program **and** both program advisors, must carefully compare the requirements for each program and approve the proposed curriculum. The student must then submit a copy of the original requirements for each degree (printout from the unit website or copy from the student handbook is acceptable), a detailed course plan showing all proposed courses, and the credit hours; a one to two-page statement of the educational/career objectives stating the reasons for the specific course selection and which courses most clearly serve the educational and career goals of the student; and current official/unofficial transcript(s) showing any work already completed towards the proposed program and degrees.

The student then submits the documents listed above to the Office of Graduate Education, which reviews and decides on the proposals. Proposals with errors or course/program inconsistencies will be returned for revision. Once the proposal is approved, the student will be entered into the university computer system as a flexible dual degree student.

### Curriculum Structure

Students may propose any flexible dual degree program that seems reasonable to them and their advisors for academic and career objectives. Only elective courses may be counted among the hours used for reduction or cross-counting.

All the core requirements of each program must be preserved and cannot be overlapped or waived. Credit reduction due to cross-counting of elective courses will be limited to the following for each program as determined by the original number of credit hours required for each degree:

#### **Required Credit Hours for Degrees and Flexible Dual Degree Reduction Allowed**

**45-60 quarter hour degree program:** Reduce or cross-count a maximum of **10** quarter hours for the one degree without outside transfer credit. The traditional maximum outside transfer credit allowed in this case would be 10 quarter hours. A reduction of 15 quarter hours from the original degree will be the maximum allowed when combining outside transfer hours and the cross-counting of degree hours.

**61-75 quarter hour degree program:** Reduce or cross-count a maximum of **12** quarter hours for the one degree without outside transfer credit. The traditional maximum outside transfer credit allowed in this case would be 22 quarter hours. A reduction of 25 quarter hours from the original degree will be the maximum allowed when combining outside transfer hours and the cross-counting of degree hours.

**76-90 quarter hour degree program:** Reduce or cross-count a maximum of **15** quarter hours for the one degree without outside transfer credit. The traditional maximum outside transfer credit allowed in this case would be 45 quarter hours. A reduction of 45 quarter hours will be the maximum allowed from the original degree when combining outside transfer hours and the cross-counting of degree hours.

*Note: Credits at the Sturm College of Law for a JD degree are calculated using semester hours: 1 semester hour equals 1.5 quarter hours. A 90 semester hour JD degree may only be reduced by a maximum of 10 semester hours for a total of 80 semester hours completed for the JD. (10 semester hours equals 15 quarter hours).*

#### **Non-Course Requirements**

All non-course requirements must be fulfilled for both programs. If one of the non-course requirements of both intended programs is the writing and defense of a thesis, then (with prior approval from both departments) a combined thesis may be written as long as both departments are equally represented (from original proposal to completion) and so long as the most rigorous requirements are adhered to for completion and oral defense.

Students who decide to only complete one degree must inform the units, program advisors and the Office of Graduate Education in writing of their intention to nullify the flexible dual degree proposal. Students must complete all the original requirements for the remaining degree in order to graduate.





# Proposal for a Flexible Dual Degree Program

## Sample Program Statement

### Objectives

Games and play can be educational and their rule systems hold potential for rhetorical messages. My career and life objective is to be continually active in the discourses of game design, theory, and art. To accomplish this, I plan to teach, create, and engage creatively with all forms of games (but with a special focus on videogames). These three courses of action are related but in terms of specific applications they vary. My teaching goal is to have a tenure-track position in an interdisciplinary art, design, or combined art/design program with a strong digital media focus, for which the MFA degree and concurrent experience will qualify me. I also want to create both electronic and non-electronic games with an awareness of the rhetorical messages contained in their rule systems, along with projects that create meaning through play. Finally, I want to foster a critical dialog around videogames, their messages, and their use in advertising and delivering other kinds of messages. Understanding games requires not only a historical perspective on games and play, but also an understanding of the current cultural context that games occupy. This understanding will bring new critical and creative dialog to games through other arts and vice-versa. The Flexible Dual Degree program will enable me to simultaneously build up this historical and critical perspective while allowing space for designing my own games, game spaces, and other artistic responses.

### Reasons for Course Selection

I have chosen my courses with the above objectives in mind, but also to challenge myself to seek inspiration in other disciplines such as sound and animation art. Since I am producing both critical and creative work (sometimes simultaneously) all of the courses I take should contribute to this union. The core Digital Media Studies courses provided a design, critical, and technical basis on which to build and critique creative digital projects. The audio-based courses and animation course provide reference points for understanding the relationship of the various components of multimedia projects. The pairing of the required research methods courses in Art History and Digital Media Studies builds knowledge in contextualizing and describing my work in appropriate movements and styles. This history allows me to see games and the creation of games as systems of constraints, which have been used by artists in every generation to assist in creating work. Furthermore, the eMAD Critiques and Seminars give me a chance to gain valuable feedback from colleagues as I develop and iterate my projects. Finally, when I select my thesis committee, I will create a proposed combined thesis that fulfills the requirements of both programs to the satisfaction of my committee and the heads of both departments, tying together both disciplines in a pertinent way through games development.

Quarter	Course Number	Course Name	M.A.- DMS	M.F.A.- eMAD	DMS Requirement/ Category	eMAD Requirement/ Category
Fall 2009	DMST 4000	Digital Design Concepts	4		Core: Design	
	DMST 4100	Technical Foundations of Digital Media	4		Core: Technical	
Winter 2010	DMST 4200	Critical Approaches to Digital Media	4		Core: Critical	
	DMST 4150	Technical Foundations of Digital Media II	4		Core: Technical	
Spring 2010	DMST 3900	Digital Cinema Theory and Practice		4		Core: Seminar
	DMST 4993	Game Design Practicum	4		Core: Adv Design	
Fall 2010	DMST 3550	Digital Audio Production	4		Elective: Technical	
	DMST 4850	DMST Research Methods	4		Core: Methods	
Winter 2011	DMST 3560	Advanced Digital Audio	4		Elective: Technical	
	DMST 3731	Post Modern Digital Design	4		Elective: Critical	
Spring 2011	DMST 3900	Topics: Sustainable Design Strategies		4	Core: Seminar	
	DMST 4993	Paper Game Design		4		Elective: Studio Art
Fall 2011	DMST 3900	Topics: Digital Sound Cultures		4		Core: Seminar
		Graduate Seminar:				Core: Seminar
	ARTD 4700	Meme/Network/Assemblage		5		
Winter 2012	ARTD 4375	Graduate EMAD Critique		5		Core: Critique
	ARTD 4700	Graduate Seminar: Micro/Macro		5		Core: Seminar
Spring 2012	ARTD 4376	Graduate EMAD Critique II		5		Core: Critique
		Independent Study: Graduate Level Video				Elective: Adv eMAD
	ARTD 4991	Art		5		
	ARTH 3701	Topics: History of Design		5		Core: Art History
Fall 2012	ARTD 4970	2.5D Poetics		4		Core: Adv eMAD
	ARTD 4382	Open Source Networks		4		Core: Adv eMAD
Winter 2013	ARTH 4301	Seminar in Art History Methods		4		Core: Art History
	ARTD 4375	Graduate EMAD Critique		4		Core: Critique
	ARTD 3655	Sculpture Workshop		4		Core: Adv eMAD
		Topics in Electronic Media Arts Design:				Elective: Adv eMAD
	ARTD 3700	Multimedia Authoring Tools		4		
Spring 2013	ARTD 4375	Graduate EMAD Critique		4		Core: Critique
	ARTD 4995	Independent Research: Thesis		4		Core: Thesis eMAD
		Independent Study: Gaming and Social				Elective: Adv eMAD
Summer 2013	ARTD 4991	Media		2		
Fall 2013	ARTD 4995	Independent Research: Thesis		4		Core: Thesis eMAD
	DMST 4995	Independent Research: Thesis	2			Core: Thesis DMST
	ARTH 3850	Contemporary Art History		4		Core: Art History
<b>Total Hours</b>			<b>38</b>	<b>88</b>		