

**ILLINOIS STATE  
UNIVERSITY**

**BOARD OF  
TRUSTEES**

**Resolution No. 2023.05/20  
Authorization for a New Unit of  
Instruction in Creative  
Technologies**

**Resolution**

Whereas, the Board of Trustees, as authorized by the Board of Trustees Governing Document, Section A, Government Statutes, Subsection 5, Reservation of Powers, has reserved to itself the final decision-making authority for the establishment of any new unit of instruction requiring approval by the Illinois Board of Higher Education; and

Whereas, Illinois State University seeks to establish a School of Creative Technologies; and

Whereas, approval by the Board of Trustees to establish a School of Creative Technologies is needed prior to seeking approval from the Illinois Board of Higher Education:

Therefore, be it resolved that the Board of Trustees approves the proposal to establish a School of Creative Technologies.

Board Action on: \_\_\_\_\_  
Motion by: \_\_\_\_\_  
Second by: \_\_\_\_\_  
Vote: Yeas: \_\_\_\_\_ Nays: \_\_\_\_\_

Postpone: \_\_\_\_\_  
Amend: \_\_\_\_\_  
Disapprove: \_\_\_\_\_  
Approve: \_\_\_\_\_

ATTEST: Board Action, May 12, 2023

Secretary / Chairperson

**Board of Trustees  
Illinois State University  
Authorization for a New Unit of Instruction in Creative Technologies**

Illinois State University is seeking authorization from the Board of Trustees to seek approval from the Illinois Board of Higher Education (IBHE) to establish a School of Creative Technologies. IBHE has been granted authority to approve a new unit of instruction in higher education institutions in Illinois. Establishment of a new School of Creative Technologies is considered the establishment of a new unit of instruction that requires IBHE approval.

The proposed School of Creative Technologies will elevate a program that includes two interdisciplinary degree programs that have been in place for over two decades into a standalone unit, bringing it into alignment with the structure of the existing schools in the College: School of Music, School of Theatre and Dance, and the Wonsook Kim School of Art. The proposed School is to serve as the administrative and academic structure for current degrees in Creative Technologies. Creative Technologies, a growing program currently housed centrally within the Wonsook Kim College of Fine Arts, originated 20 years ago as an interdisciplinary program primarily serving music, theatre, dance, and art students. Since then, Creative Technologies has evolved and now provides opportunities for teaching and creative scholarship with other Illinois State University departments and programs (ESPORTS, Technology, Nursing, Speech-Language Pathology, Family and Consumer Sciences, Admissions, Center for Insurance and Risk Management, Marketing). It has become a thriving program attracting prospective, transfer, and continuing students. Creative Technologies has been successful in enrolling underrepresented faculty and students, as well as international students.

The development of the School of Creative Technologies will support continued enrollment growth and attract and retain faculty from a range of disciplines whose scholarly and creative activities will continue to position the unit as a leader in these emerging technologies. Arts Technology (the previous name of Creative Technologies) became an official degree program in 1999 with two faculty and around 30 students. It has experienced steady growth and now has ten faculty and 230 students enrolled for Fall 2023. The Creative Technologies curriculum has increased from eight course offerings in 1999 to thirty-four undergraduate and twenty-four graduate-level courses today. The program currently offers bachelor's degrees with three sequences; an accelerated master's degree; and a traditional master's degree. The sequences available to undergraduate students include Game Design; Audio and Music Production; and Interdisciplinary Technologies. The curriculum within these sequences includes topics such as mobile and web apps; computer programming; video and motion graphics; augmented reality / virtual reality, user interface / user experience; and sound design); a sequence in extended reality is forthcoming. The program also offers a minor in Game Design available to students majoring in Computer Science. These degree programs attract a diverse population of students, with over 34% of current enrollments comprising students from historically underrepresented groups.

Students graduating with a major in Creative Technologies are well-prepared for career opportunities and find work within the field after graduation. The STEM-based curriculum prepares students for career outcomes in occupations such as software engineers and developers, video and audio editors, web content specialists, special effects artists and animators, digital content developers, and marketing and recruitment managers. The U.S. Bureau of Labor Statistics predicts growing demand for these occupations (ranging between 9 to 33 percent growth).

Pending approval by the Illinois State University Board of Trustees and the Illinois Board of Higher Education, the Vice President of Finance and Planning will allocate central funds for the hiring of a new School Director and a Budget Associate in the School of Creative Technologies. Current faculty teaching in the program will continue to deliver the program at its inception, with additional tenure track lines and instructional capacity provided by the Office of the Provost as necessitated by enrollment growth. Contingent on sustained enrollment growth reaching 400 students or greater, central funds will be allocated for new expenses in the proposed School of Creative Technologies. Facilities renovations to create a new Digital Design Classroom to meet an expected growth of 200 additional undergraduates are planned for FY29 and will be funded through the Academic Enhancement Fee.

The Academic Senate approved the proposal on March 8, 2023.