Collection Development Policy
Integrated New Media

Subject Librarian: Scott Shoger

Purpose of Policy: The collection development policy guides the development and management of the Integrated New Media collections.

Program Description: Integrated New Media Studies (INMS) is an interdisciplinary program that combines computer technologies with art, design, music, communication, and media. Because the computer is at the core of the program, new media is a rapidly developing field. Students and faculty produce a wide range of works using 3D printed objects, video, sound, light, motion, drawing/painting, 3D installations, photography, animation, interactive media, and computer code.

Courses: New Media Composition and Aesthetics; Digital 3D Art and Design; Introduction to Production Techniques and Practices; Video Art; Cinema in New Media; Internship; Multimodal Design; Integrated Web Design; Interactive Game Design; Advanced Motion Graphics and Compositing.

Because of the interdisciplinarity of the INMS degrees, students take courses in several other subject areas, including: Music, Computer Science, Fine Arts, Telecommunications, and Informatics.

Areas of Established Specialization: Interactive Media Design, Music, Video and Motion Media, Informatics, and Interactive Media.

Changes in User Population for the Most Recent Five Years:
- Graphics design courses were moved in spring 2015 from Integrated New Media to Fine Arts.
- Revised INMS degree requirements in fall 2017, which will be reflected in the 2017-2018 Bulletin.
- Communication Studies department's electronic media track are now part of the video and motion media concentration.

New and Expanding Areas of Interest: 3D Printing/3D Animation, Joint BA with Informatics under development.

Degrees Offered: Students may choose from four degree offerings:

- B.F.A. in INMS with a group focus (design, music, or video and motion media) and a minor
- B.F.A. in INMS with a concentration in informatics
- B.F.A. in INMS with a concentration in video and motion media
- B.F.A. in INMS with a concentration in interactive media

Scope and Collection Guidelines

Emphasis is placed on acquiring materials that directly support the curriculum of the Integrated New Media department. This includes new media art and artists, along with the design, production, aesthetics and exhibition of new media.

Formats Collected: Print and electronic monographs, scholarly series, anthologies, reference works, physical and streaming media, and periodicals.

Formats Excluded: Pamphlets, newsletters, article reprints, required textbooks, sales and auction catalogs, consumables, slides, photographs, and reproductions of works of art. Popular coffee table books, conference proceedings and thesis are generally not acquired.

Language: The collection is primarily in English.

Geographic Coverage: All geographic areas are covered.

Chronological Periods Collected: Priority is given to the later 20th century-21st century. Older imprints are collected only upon request or to replace classic works.

Subject Emphases: Video and digital filmmaking, 3D animation.

Current Collecting Priorities: None, except the topics above.

Subjects Collected Selectively: Exhibition catalogs. Downloadable software guides.

Reference: Reference material for are selected by the New Media subject librarian following the general subject parameters of the collection policy.

Interdisciplinary Considerations: Titles in related disciplines will be acquired given the interdisciplinary nature of the program.

Location: Most New Media materials are housed in the Schurz Library under the following Library of Congress classifications:

N72.T4	Art and technology
N6494.I57	Interactive art
N6494.V53	Video art
N7433.8 - 7433.85	Computer art - digital art
N8217 .G34	Video games in art
NX180.I57	Art and the Internet
NX650.S68	Sound in art
PN9995 - PN9998	Experimental films

QA76.575, QA 76.9 I58	Multimedia systems, interactive systems
T385	Computer graphics
TK5105.882 - TK5105.888	Internet
TR850- TR858	Digital filmmaking
TR897.7	3D modeling, digital compositing, animation
TS171.8	3D printing

Given the breadth and evolving nature of this subject areas, some titles may be acquired that fall outside these call numbers.