

Creative Multidisciplinary Convergence and Technologies

Introductory Information for Readers of

13 Basic Planning Questions for Higher Education Projects and Programs

and

Basic Organizational Concepts for Higher Education Projects and Programs

Commission on Creative Multidisciplinary Convergence

Council of Arts Accrediting Associations

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COUNCIL OF ARTS ACCREDITING ASSOCIATIONS

Commission on Creative Multidisciplinary Convergence

Creative Multidisciplinary Convergence and Technologies

Introductory Information for Readers

These papers provide:

- an introduction to the concept of creative multidisciplinary convergence and technologies (CMCT), currently one of the most critical and compelling areas of interest for numerous fields within higher education;
- a set of basic materials oriented to assist institutions in the early stages of exploring the possibilities provided by creative multidisciplinary convergence and technologies.

These papers are introductory, not exhaustive.

They are not accreditation documents.

Faculties and administrators working in established CMCT programs will have already addressed these issues, at least to some extent, as they have developed projects and programs.

The papers also provide an overview perspective and sets of basic questions for administrators responsible for CMCT programs who are not deeply involved in CMCT content or work.

CMCT applications are found in many sectors, including but not limited to the arts (dance, music, theatre, visual arts, film, etc.) and design, broadcasting and journalism, advertising and entertainment, information and instructional technology, business, and product development.

CMCT in all applications depends on and integrates work and processes from the sciences, engineering, and computer technology. Interactions, engagements, and applications involving these fields are integral to CMCT.

The papers:

- are intended to support the continuation and growth of creative dynamism in this multifaceted field where there is and will continue to be little or no stasis;
- are written from an arts/design perspective while fully addressing the fact that CMCT work encompasses and finds impetus from many other disciplines and perspectives;

- present principles and concepts that can be considered at various levels of breadth and depth, and that remain current as change occurs;
- are intended to provide a framework that can encompass and encourage specific CMCT applications or content details that change constantly as exploration, discovery, and technical changes continue;
- are offered with the expectation that answers, approaches, programs, etc. will vary widely from institution to institution.

The texts are presented in two sections:

- I. 13 Basic Questions to Consider when Planning to Offer Content in Creative Multidisciplinary Convergence and Technologies
- II. A Set of Concept Papers – Overview, Definitions and Concepts, Preparation of Arts and Design Professionals, Goal Setting, Personnel, Resources, Organization and Management Issues for Administrators

These papers are part of a Web site that contains CMCT resources from which users may pick and choose. The order of presentation here is for convenience only, not to propose or establish a permanent, linear order. The material may be used in any order, or may be the basis for new material.

Terminology Notes:

1. The title of these documents on *Creative Multidisciplinary Convergence and Technologies (CMCT)* is intended to encompass forms and technologies that constitute means for producing work and to indicate a melding of means through technology. Artists and designers make choices among these means as they create and realize specific works, productions, or products. Other terms such as multidisciplinary multimedia or digital media, interactive media, new media, emerging media, etc. may carry the same meaning for others. These papers focus on the thing that is being done more than what it is called. The name will evolve over time.
2. In these papers the “arts” refers to all the visual and performing arts and “design” refers to all the various design specializations. The terms include disciplines and practices that combine arts/design disciplines and their elements in traditional or new forms.