



IUPUI

SCHOOL OF INFORMATICS AND COMPUTING
Department of Human-Centered Computing

NEWM-N 140 History of Animation

**Media Arts and Science Program
Fall 2020**

Section No.: *Credit Hours:* 3
First Class: *Time:*
Location:
Instructor:
Office Hours:
Office: [\[map\]](#)
Phone: *Email:*

COURSE DESCRIPTION

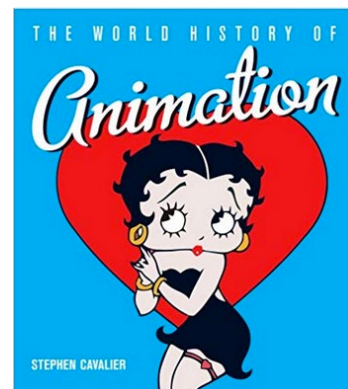
This course introduces technology in the development of the field of animation. Students view some of the most important animations created and discuss the technical and narrative developments in animation from the early 20th century to the present.

Prerequisites: None

Required Text(s):

The World History of Animation

Author: Stephen Cavalier
Hardcover: 416 pages
Publisher: University of California Press; First edition
Date: September 9, 2011
Language: English
ISBN-10: 9780520261129
ISBN-13: [978-0520261129](#)
ASIN: 0520261127



Additional Readings: To be added to Canvas as needed.

Software used: No special software will be required.

OTHER MATERIALS RELATED TO THE COURSE

Students will be required to bring traditional writing materials to class to maintain a class notebook of lectures.

LEARNING OUTCOMES

Upon completion of this course, the student will	RBT*	SWC†	PLUS‡	PLO**	Assessment
1. Explain how the progression of animation relates to storytelling. Understand glossary of terms related to different types of animation.	2	6.1, 6.7	P1.1, P4.4	1, 8	Exams 1 and 2
2. Discuss the technical achievements of animation. Understand the technology behind CGI, Stop-motion, Special Effects, and Cel animation.	2	6.1, 6.6	P2.4	6	Exams 1–4
3. Analyze the concepts and principles related to the field of animation. Understand the roles various studios played in technical and storytelling methods.	4	6.4	P2.3	5	Exams 1 and 4
4. Explore the varied potential of animation as an entertaining, expressive, persuasive, and meaningful form and the technological achievements and storytelling milestones.	4	6.1	P2.3, P4.4	5, 8	Exams 2 and 3
5. Compare and contrast the major contributors to the field of animation.	4	6.6	P4.4	8	Exams 1–4

*Revised Bloom's Taxonomy (RBT): 1. Remembering, 2. Understanding, 3. Applying, 4. Analyzing, 5. Evaluating, 6. Creating

†Statewide Transfer General Education Core

6. *Humanistic and Artistic Ways of Knowing* (Arts and Humanities)

6.1 Recognize and describe humanistic, historical, or artistic works or problems and patterns of the human experience.

6.2 Apply disciplinary methodologies, epistemologies, and traditions of the humanities and the arts, including the ability to distinguish primary and secondary sources.

6.3 Analyze and evaluate texts, objects, events, or ideas in their cultural, intellectual or historical contexts.

6.4 Analyze the concepts and principles of various types of humanistic or artistic expression.

6.5 Create, interpret, or reinterpret artistic and/or humanistic works through performance or criticism.

6.6 Develop arguments about forms of human agency or expression grounded in rational analysis and in an understanding of and respect for spatial, temporal, and cultural contexts.

6.7 Analyze diverse narratives and evidence in order to explore the complexity of human experience across space and time.

* <i>Media Arts and Science B.S. Program Learning Outcomes</i>	‡ <i>Profiles of Learning for Undergraduate Success (PLUS)</i>
1. Understand digital media and its effective use as a form of communication.	P1.1 Communicator – Evaluates Information
2. Communicate ideas effectively in written, oral, and visual form to a range of audiences.	P1.4 Communicator – Conveys Ideas Effectively P1.2 Communicator – Listen Actively* P3.2 Innovator – Creates/Designs**
3. Work effectively as a member of a team to achieve a common goal.	P2.2 Problem Solver – Collaborates P1.3 Communicator – Builds Relationships*
4. Analyze a problem, identify and evaluate alternatives, and plan an appropriate solution.	P2.1 Problem Solver – Thinks Critically P3.1 Innovator – Investigates*
5. Evaluate media from multiple perspectives using the theories, concepts, and language of digital media with an appreciation for the history, theory, and traditions of digital media.	P2.3 Problem Solver – Analyzes, Synthesizes, and Evaluates
6. Demonstrate mastery of the concepts, techniques, and tools in one or more digital media specialties.	P2.4 Problem Solver – Perseveres P3.2 Innovator – Creates/Designs*
7. Develop professional quality digital media productions by promptly applying knowledge and skills including best practices and standards.	P3.2 Innovator – Creates/Designs P3.3 Innovator – Confronts Challenges*
8. Explain the impact of digital media on individuals, organizations, and society.	P4.4 Community Contributor – Anticipates Consequences P4.1 Community Contributor – Builds Community*
9. Acknowledge diverse opinions regarding professional, ethical, legal, and social issues with a global perspective.	P4.3 Community Contributor – Behaves Ethically P4.2 Community Contributor – Respectfully Engages Own and Other Cultures*

10. Plan for continuing professional development with an appreciation of the need for lifelong learning.	P3.4 Innovator – Makes Decisions
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ASSIGNMENTS

DATE DUE	ASSIGNMENT	POINTS
Week 4	Exam 1	150
Week 8	Mile Marker Exam 2	150
Week 8	Mile Marker Research Essay with Literature Review	150
Week 8	Course Reflection	10
Week 12	Exam 3	200
Week 16	Exam 4	300
	Attendance and Participation	40

Grading Scale

A+	100%+	Professional level work, showing highest level of achievement
A	93–99.99%	Extraordinarily high achievement, quality of work; shows command of the subject matter
A–	90–92.99%	Excellent and thorough knowledge of the subject matter
B+	87–89.99%	Above average understanding of material and quality of work
B	83–86.99%	Mastery and fulfillment of all course requirements; good, acceptable work
B–	80–82.99%	Satisfactory quality of work
C+	77–79.99%	Modestly acceptable performance and quality of work
C	73–76.99%	Minimally acceptable performance and quality of work
C–	70–72.99%	Unacceptable work
D+	67–69.99%	Unacceptable work
D	63–66.99%	Unacceptable work
D–	60–62.99%	Unacceptable work
F	Below 60	Unacceptable work

Exam 1 – Week 4

Cover lectures week 1–3

- Definitions and glossary of terms
- Understanding of different types of animation
- Understanding of early technical achievements and early devices in animation
- Understand sequential animation
- Knowledge of pioneers of early animation
- Knowledge of early influential animators and titles
- Knowledge of Walt Disney the artist and businessman
- Understanding of technical achievements of Disney Studios
- Knowledge of major titles from Disney Studios
- Understanding of Disney storytelling strategies

Mile Marker Exam 2 – Week 8

Covers lectures week 4–7

- Understanding of impact of Disney Studio on the field of animation technically and narratively
- Knowledge of other studios: Fleischer, Warner Bros., Lantz, UPA, Terrytoons, et al, and their achievements
- Understand the role and impact of animation as propaganda in World War II
- Knowledge of studios that produced propaganda
- Understand stop motion animation technically and narratively
- Knowledge of major stop motion studios and titles
- Understand the term the Television Era
- Knowledge of studios prevalent in this era
- Understand the social reasons that lead to this era

Mile Marker Research Essay with Literature Review – week 8

how the field of animation has evolved into an influential storytelling method

Exam 3 – Week 12

Covers weeks 8–11

- Define manga and anime
- Understand anime genres
- Knowledge of anime origins and timeline
- Knowledge of major studios and output
- Knowledge of influential directors
- Understand influence on worldwide markets
- Knowledge of technical achievements in computing related to animation
- Knowledge of major contributors in computer animation
- Overview of studios

- Knowledge of the founding of Pixar
- Knowledge of the major titles and their impacts in CG animation

Final exam – Week 16

Covers week 12–16 and all other semester topics

- Understand what constitutes post-Golden Age animation
- Understand major studio contributions
- Knowledge of major directors and contributors
- Knowledge of high impact animations influence, financially, and critically
- Understand what computer-generated imagery (CGI) is
- Understand the technical achievements in CGI
- Understand the major SFX studios
- Understand the major productions and timeline of SFX
- Understand the influence of Flash animation
- Understand the impact of animation in gaming
- Understand the impact of animation in advertising
- Knowledge of significant technical barriers

COURSE STRUCTURE OVERVIEW

The course structure is composed of four parts:

Lectures

- This activity will be the majority of class time. It will include a critical review of contemporary media as appropriate to class.

Exams

- Exams will be administered during class time but through Canvas

Research Essay and Literature Review

- A research essay and literature review will be a take-home part of Exam 2
- Together Exam 2 and the research essay constitute the Mile Marker Assignment.

Lab Notebook

- Students will be required to maintain a lab notebook of lecture points and turn in various sections that will be graded with selected projects

DATE FOR EACH CLASS MEETING

Weekly Schedule (subject to change and revision)

Week 1

- Introduction
- Syllabus
- Definitions of animation
- Foundations of animation, artistry, and technical considerations

Week 2

- Early animation 1900–1930
- View examples and discuss techniques and innovations

Week 3

- Walt Disney
- Discuss the narrative and technical achievements
- Discuss Disney's feature film releases, see examples
- **Exam 1**

Week 4

- Other animation studios during the golden age of American animation:
- Fleischer Studios
- Warner Brothers
- United Production Artists (UPA)
- Metro-Goldwyn-Mayer (MGM)
- Walter Lantz

Week 5

- Propaganda animation during World War II
- View examples and discussion

Week 6

- Stop Motion Animation
- Discuss technical developments
- View examples and discussion
- Ray Harryhausen
- Laika

Week 7

- Early television animation

- Warner Brothers
- View examples and discuss contributors
- Exam 2

Week 8

- Japanese Animation (Anime)
- Miyazaki, Studio Ghibli
- View examples and discussion narrative strategies

Week9

- Computer animation
- Pixar and other studios
- Technical achievements, artistic, and narrative realms
- View examples and discussion

Week 10

- Computer animation part 2
- View examples and discussion
- Exam 3

Week 11

- CG short animations
- Technical achievements, artistic, and narrative realms
- View examples and discussion

Week 12

- Animation after the golden age
- Technical achievements, artistic, and narrative realms
- View examples and discussion
- **Exam 3**

Week 13

- Special Effects
- Discuss how animation has changed Hollywood effects
- Technical achievements, artistic, and narrative realms
- View examples and discussion

Week 14

- Animation in advertising
- Animation for gaming

Week 15

- Other types of animation
- Internet Flash animation
- Technical achievements, artistic, and narrative realms
- View examples and discussion
- Other significant animations
- Overview of animation and review for final exam

Week 16 Exam 4 Final Exam

GENERAL PROGRAM POLICIES CONCERNING ASSIGNMENT AND PROJECT DEADLINES

- NO LATE PROJECTS WILL BE ACCEPTED.
- Any project will be assigned a score of 0 (zero) points if not turned in by the stated project deadline.
- Please check Canvas assignments to determine when your project is due. It is your responsibility to understand due dates.
- Please check Canvas assignments to determine the proper way to turn in the project due. All projects will be turned in through the assignment tab on Canvas.
- In the event that Canvas is not available, only IUBox may be used as a secondary upload site. Please refer to the PDF “Policy for Failed Canvas Submission” posted in the course syllabus section and follow stated procedures.
- If projects exceed 200 MB in size, then only IUBox may be used as a secondary upload site. Please refer to the PDF “Policies for Project Submission Through IUBox” posted in the course syllabus section and follow stated procedures..
- Please label **all** media appropriately. Points will be taken off for improperly labeled media and assignments
 - Example for file: lastName_ClassNumber_projectName.fileExtension
 - JoanSmith_N100_project 1.jpg
 - Example for media: Joan Smith, Class ###, Project ###
 - Joan Smith N100 Project 1
- Meeting project checkpoints will be required for full point credit on projects. Please reference the Canvas assignment for specifics on each project.
- Midterm and Final exams/presentations will only be administered during set class times. A score of 0 (zero) points will be assessed on any exams not taken during class.
 - Exams will only be scored if a signed exam sheet is turned in on the day of the test
- In class quizzes that are missed will be scored a zero and no make up quizzes will be administered.
- Project grades may be challenged for one week after being posted. Project grades not challenged with-in seven calendar days will be final.

OTHER CONSIDERATIONS

- Please come to class on time and be prepared to start on time.
- Participation in class discussions, including class critiques and any written papers or critiques are required and will be considered in final grading.
- Students will develop and present individual projects unless otherwise approved in writing from the instructor.
- All electronic devices should be turned off and not used during the entirety of class time.
- Social sites such as Facebook, Twitter, or any others, may not be accessed during class time.
- Work for other courses may not be done during this class time.
- If you need to leave class early, please inform the instructor in advance.
- **Food is strictly forbidden** in the computer labs.
- **Laptops should only be used for taking notes, not for running advanced software. All in-class work must be performed on lab computers.**
- The outcomes and artifacts developed for any one class in Media Arts and Sciences at IUPUI cannot be the same or overly similar between semesters or in the same semester for one student or group of students or one faculty or group of faculty. The project must be differentiated, the expectations for the project outlined, and the faculty involved, notified and in agreement prior to the semester beginning. In other words, all projects must be unique and may not be used from one class to another without instructor permission.

EXPECTATIONS, GUIDELINES, AND POLICIES

Attendance:

A basic requirement of this course is that you will participate in all class meetings, whether online or face-to-face, and conscientiously complete all required course activities and assignments. Class attendance is required for classroom-based courses. It entails being present and attentive for the entire class period. Attendance shall be taken in every class.

Attendance will be taken at the beginning of class by the instructor or teaching assistant. Students present at the beginning of class will receive full credit for attendance. Students arriving after attendance has been taken will receive 80% credit for that class period: it is the responsibility of the late arriving students to contact the instructor or TA at the end of class to make sure they are marked late and not absent. Students who do not attend will be marked absent and will receive 0% attendance for the class period.

Only the following are acceptable excuses for absences: death in the immediate family (e.g. mother, father, spouse, child, or sibling), hospitalization or serious illness; jury duty; court ordered summons; religious holiday; university/school coordinated athletic or scholastic activities; an unanticipated event that would cause attendance to result in substantial hardship to one's self or immediate family. Absences must be explained with the submission of appropriate documentation to the satisfaction of the instructor, who will decide whether

missed work may be made up. Absences that do not satisfy the above criteria are considered unexcused. To protect your privacy, doctor's excuses should exclude the nature of the condition and focus instead on how the condition impacts your attendance and academic performance.

Missing class reduces your grade through the following grade reduction policy: Each class factors into a score of 100 points. Any missed or late classes will reduce this score. You are allowed two excused or unexcused absences. Each additional absence, unless excused, results in a 5% reduction in your final course grade. **More than six absences will result in an F in the course.** Missing class may also reduce your grade by eliminating opportunities for class participation. For all absences, the student is responsible for all covered materials and assignments.

Deliverables:

You are responsible for completing each deliverable (e.g., assignment, quiz) by its deadline and submitting it by the specified method. Deadlines are outlined in the syllabus or in supplementary documents accessible through Canvas. Should you miss a class, you are still responsible for completing the deliverable and for finding out what was covered in class, including any new or modified deliverable. In fairness to the instructor and students who completed their work on time, projects will only be graded if submitted by the stated deadline.

Incomplete:

The instructor may assign an Incomplete (I) grade only if at least 75% of the required coursework has been completed at passing quality and holding you to previously established time limits would result in unjust hardship to you. All unfinished work must be completed by the date set by the instructor. Left unchanged, an Incomplete automatically becomes an F after one year. <http://registrar.iupui.edu/incomp.html>

CODE OF CONDUCT

All students should aspire to the highest standards of academic integrity. Using another student's work on an assignment, cheating on a test, not quoting or citing references correctly, or any other form of dishonesty or plagiarism shall result in a grade of zero on the item and possibly an F in the course. Incidences of academic misconduct shall be referred to the Department Chair and repeated violations shall result in dismissal from the program.

All students are responsible for reading, understanding, and applying the *Code of Student Rights, Responsibilities and Conduct* and in particular the section on academic misconduct. Refer to *The Code > Responsibilities > Academic Misconduct* at <http://www.indiana.edu/~code/>. All students must also successfully complete the Indiana University Department of Education "How to Recognize Plagiarism" Tutorial and Test. <https://www.indiana.edu/~istd> You must document the difference between your writing and that of others. Use quotation marks in addition to a citation, page number, and reference whenever writing someone else's words (e.g., following the *Publication Manual of the American Psychological Association*). To detect plagiarism instructors apply a range of methods, including Turnitin.com. <http://www.ulib.iupui.edu/libinfo/turnitin>

Academic Misconduct:

1. **Cheating:** Cheating is considered to be an attempt to use or provide unauthorized assistance, materials, information, or study aids in any form and in any academic exercise or environment.
 - a. A student must not use external assistance on any “in-class” or “take-home” examination, unless the instructor specifically has authorized external assistance. This prohibition includes, but is not limited to, the use of tutors, books, notes, calculators, computers, and wireless communication devices.
 - b. A student must not use another person as a substitute in the taking of an examination or quiz, nor allow other persons to conduct research or to prepare work, without advanced authorization from the instructor to whom the work is being submitted.
 - c. A student must not use materials from a commercial term paper company, files of papers prepared by other persons, or submit documents found on the Internet.
 - d. A student must not collaborate with other persons on a particular project and submit a copy of a written report that is represented explicitly or implicitly as the student’s individual work.
 - e. A student must not use any unauthorized assistance in a laboratory, at a computer terminal, or on fieldwork.
 - f. A student must not steal examinations or other course materials, including but not limited to, physical copies and photographic or electronic images.
 - g. A student must not submit substantial portions of the same academic work for credit or honors more than once without permission of the instructor or program to whom the work is being submitted.
 - h. A student must not, without authorization, alter a grade or score in any way, nor alter answers on a returned exam or assignment for credit.
2. **Fabrication:** A student must not falsify or invent any information or data in an academic exercise including, but not limited to, records or reports, laboratory results, and citation to the sources of information.
3. **Plagiarism:** Plagiarism is defined as presenting someone else’s work, including the work of other students, as one’s own. Any ideas or materials taken from another source for either written or oral use must be fully acknowledged, unless the information is common knowledge. What is considered “common knowledge” may differ from course to course.
 - a. A student must not adopt or reproduce ideas, opinions, theories, formulas, graphics, or pictures of another person without acknowledgment.
 - b. A student must give credit to the originality of others and acknowledge indebtedness whenever:
 1. directly quoting another person’s actual words, whether oral or written;
 2. using another person’s ideas, opinions, or theories;
 3. paraphrasing the words, ideas, opinions, or theories of others, whether oral or written;
 4. borrowing facts, statistics, or illustrative material; or

5. offering materials assembled or collected by others in the form of projects or collections without acknowledgment
4. **Interference:**^{[[SEP]]}A student must not steal, change, destroy, or impede another student's work, nor should the student unjustly attempt, through a bribe, a promise of favors or threats, to affect any student's grade or the evaluation of academic performance. Impeding another student's work includes, but is not limited to, the theft, defacement, or mutilation of resources so as to deprive others of the information they contain.
5. **Violation of Course Rules:**^{[[SEP]]}A student must not violate course rules established by a department, the course syllabus, verbal or written instructions, or the course materials that are rationally related to the content of the course or to the enhancement of the learning process in the course.
6. **Facilitating Academic Dishonesty:**^{[[SEP]]}A student must not intentionally or knowingly help or attempt to help another student to commit an act of academic misconduct, nor allow another student to use his or her work or resources to commit an act of misconduct.

OTHER POLICIES

1. **Administrative withdrawal:** A basic requirement of this course is that students participate in all class discussions and conscientiously complete all required course activities and/or assignments. If a student is unable to attend, participate in, or complete an assignment on time, it is the student's responsibility to inform the instructor. If a student misses more than half of the required activities within the first 25% of the course without contacting the instructor, the student may be administratively withdrawn from this course. Administrative withdrawal may have academic, financial, and financial aid implications. Administrative withdrawal will take place after the full refund period, and a student who has been administratively withdrawn from a course is ineligible for a tuition refund. Contact the instructor with questions concerning administrative withdrawal.
2. **Civility:** To maintain an effective and inclusive learning environment, it is important to be an attentive and respectful participant in lectures, discussions, group work, and other classroom exercises. Thus, unnecessary disruptions should be avoided, such as ringing cell phones, engagement in private conversations, and other unrelated activities. Cell phones, media players, or any noisy devices should be turned off during a class. Texting, surfing the Internet, and posting to Facebook or Twitter during class are generally not permitted. Laptop use may be permitted if it is used for taking notes or conducting class activities. Students should check with the instructor about permissible devices in class. IUPUI nurtures and promotes "a campus climate that seeks, values, and cultivates diversity in all of its forms and that provides conditions necessary for all campus community members to feel welcomed, supported, included, and valued" (IUPUI Strategic Initiative 9). IUPUI prohibits "discrimination against anyone for reasons of race, color, religion, national origin, sex, sexual orientation, marital status, age, disability, or veteran status" (Office of Equal Opportunity). Profanity or derogatory comments about the instructor, fellow students, invited speakers or other classroom visitors, or any members of the campus community shall not be tolerated. A violation of this rule shall result in a warning and, if the offense continues, possible disciplinary action.

3. **Communication:** For classroom-based courses, the instructor or teaching assistant should respond to emails by the end of the next class or, for online courses, within two Indiana University working days, which excludes weekends and holidays. The instructor should provide weekly office hours or accept appointments for face-to-face, telephone, or teleconferenced meetings, and announce periods of extended absence in advance.
4. **Counseling and Psychological Services (CAPS):** Students seeking counseling or other psychological services should contact the CAPS office by phone at 274-2548 or email at capsindy@iupui.edu. For more information visit <http://life.iupui.edu/caps/>.
5. **Course evaluations:** Course evaluations provide vital information for improving the quality of courses and programs. Students are urged to complete one course and instructor evaluation for each section in which they are enrolled at the School of Informatics and Computing with the following three exceptions: (a) The student has withdrawn from the course; (b) fewer than five students are enrolled in the section (in which case maintaining anonymity is difficult); and (c) the section is a laboratory that must be taken with a course having a different section number. Course evaluations are completed at <https://soic.iupui.edu/app/course-eval/>. Course evaluations are typically open from the eleventh week. Course evaluations are anonymous, which means that no one can view the name of the student completing the evaluation. In addition, no one can view the evaluation itself until after the instructor has submitted the final grades for the course. In small sections, demographic information should be left blank, if it could be used to identify the student.
6. **Disabilities policy:** In compliance with the Americans with Disabilities Act (ADA), all qualified students enrolled in this course are entitled to reasonable accommodations. Please notify the instructor during the first week of class of accommodations needed for the course. Students requiring accommodations because of a disability must register with Adaptive Educational Services (AES) and complete the appropriate AES-issued before receiving accommodations. The AES office is located at UC 100, Taylor Hall (Email: aes@iupui.edu, Tel. 317 274-3241). Visit <http://aes.iupui.edu> for more information.
7. **Email:** Indiana University uses your IU email account as an official means of communication, and students should check it daily for pertinent information. Although you may have your IU email forwarded to an outside email account, please email faculty and staff from your IU email account.
8. **Emergency preparedness:** Safety on campus is everyone's responsibility. Know what to do in an emergency so that you can protect yourself and others. For specific information, visit the emergency management website. <http://protect.iu.edu/emergency>
9. **IUPUI course policies:** A number of campus policies governing IUPUI courses may be found at the following link: http://registrar.iupui.edu/course_policies.html
10. **No class attendance without official enrollment.** Only those who are officially enrolled in this course may attend class unless they are enrolled as an auditor or making up an Incomplete by prior arrangement with the instructor. This policy does not apply to those assisting a student with a documented disability, serving in an instructional role, or administrative personnel. <http://registrar.iupui.edu/official-enrollment-class-attendance.html> Children may *not* attend class with their parents, guardians, or childcare

providers.

11. **Religious holidays:** Students seeking accommodation for religious observances must submit a request form to the course instructor by the end of the second week of the semester. For information visit <http://registrar.iupui.edu/religious.html>.
12. **Right to revise:** The instructor reserves the right to make changes to this syllabus as necessary and, in such an event, will notify students of the changes immediately.
13. **Sexual misconduct:** IU does not tolerate sexual harassment or violence. For more information and resources, visit <http://stopsexualviolence.iu.edu/>.
14. **Student advocate:** The Student Advocate provides assistance to students with personal, financial, and academic issues. The Student Advocate Office is located in the Campus Center, Suite 350. The Student Advocate may also be contacted by phone at 317 274-4431 or by email at studvoc@iupui.edu. For more information visit <http://studentaffairs.iupui.edu/advocate>.

MISSION STATEMENT

The Mission of IUPUI is to provide for its constituents' excellence in

- Teaching and Learning;
- Research, Scholarship, and Creative Activity; and
- Civic Engagement.

With each of these core activities characterized by

- Collaboration within and across disciplines and with the community;
- A commitment to ensuring diversity; and
- Pursuit of best practices.

IUPUI's mission is derived from and aligned with the principal components—Communities of Learning, Responsibilities of Excellence, Accountability and Best Practices—of Indiana University's Strategic Directions Charter.

STATEMENT OF VALUES

IUPUI values the commitment of students to learning; of faculty to the highest standards of teaching, scholarship, and service; and of staff to the highest standards of service. IUPUI recognizes students as partners in learning. IUPUI values the opportunities afforded by its location in Indiana's capital city and is committed to serving the needs of its community. Thus, IUPUI students, faculty, and staff are involved in the community, both to provide educational programs and patient care and to apply learning to community needs through service. As a leader in fostering collaborative relationships, IUPUI values collegiality, cooperation, creativity, innovation, and entrepreneurship as well as honesty, integrity, and support for open inquiry and dissemination of findings. IUPUI is committed to the personal and professional development of its students, faculty, and staff and to continuous improvement of its programs and services.