Program Planning Guide

Program: Bachelor of Fine Arts - New Media/Bachelor of Science
(B.F.A. - New Media/B.Sc. (Computer Science))

Major (Fine Arts): New Media

Major (Arts and Science): Computer Science

Calendar Year: 2019/2020

This is a planning guide and not a graduation check or guarantee of course offerings. You should have a program check done in your final year of studies. Students are responsible for the accuracy of their own programs. The guide should be used in conjunction with the University of Lethbridge Calendar, which is the final authority on all questions regarding program requirements and academic regulations. Contact an Academic Advisor in the Faculty of Fine Arts or Faculty of Arts and Science for advising information.

Name: _______________________________
ID: ________________________________
Bachelor of Fine Arts - New Media/Bachelor of Science (Computer Science)

Name: ___________________________________________  ID: ____________

B.F.A. - New Media/B.Sc. (New Media/Computer Science)

Degree Requirements

1. Art 2031 - Foundation Studio (Drawing and Image)
2. Art 2032 - Foundation Studio (Object and Space)
3. Cinema 1000 - Introduction to Cinema Studies
5. Computer Science 1820 - Discrete Structures
6. Computer Science 2610 - Introduction to Digital Systems
7. Computer Science 2620 - Fundamentals of Programming II
8. Computer Science 2720 - Practical Software Development
9. Computer Science 3615 - Computer Architecture
10. Computer Science 3620 - Data Structures and Algorithms
11. Computer Science 3740 - Programming Languages
13. New Media 1000 - Introduction to New Media
14. New Media 2005 - Design Fundamentals for New Media
15. New Media 2010 - Visual Communications for New Media
16. New Media 2030 - Digital Video Production
17. New Media 2150 - History and Theory of New Media
18. New Media 3030 - 3-D Computer Modelling and Animation
19. New Media 3150 - Seminar in New Media Studies
20. New Media 3380 - Programming for Artists
21. New Media 3420 - Narrative for New Media
22. New Media 3520 - Web Design and Development
23. New Media 3680 - Interaction Design
24. New Media 3900 - Portfolio and Professional Practice

25. One of:
    - Cinema 3010 - Cinematography and Lighting
    - Cinema 3110 - Postproduction and Visual Effects
    - Cinema 3810 - Expanded Cinema
    - Cinema 4010 - Narrative Production Techniques
    - Cinema 4420 - Screenwriting
    - Cinema 4820 - Writing for Comedy
    - New Media 3040 - Colour Theory and Digital Photo Manipulation
    - New Media 3310 - Game Design: Theory and Practice
    - New Media 3640 - Character Animation I
    - New Media 3700 - Event and Exhibition Design
    - New Media 3720 - The Dynamic Web
    - New Media 3820 - Information Design
    - New Media 4520 - Advanced Web Design
    - New Media 4830 - Theory and Practice of Motion Capture

26. One of:
    - Cinema 3000 - Contemporary American Cinema
    - Cinema 3001 - Film Authorship
    - Cinema 3201 - Documentary Film Studies
    - Cinema 3202 - Film Noir and Crime Cinema
    - Cinema 3203 - Film Comedy
    - Cinema 3550 - History of Animation
    - New Media 3250 - Media, Advertising, and Consumer Culture
    - New Media 3300 - Theory and Aesthetics of Digital Games
    - New Media 3560 - Popular Narrative
    - New Media 3650 - Modern Media, War and Propaganda

27. One of:
    - Mathematics 1410 - Elementary Linear Algebra
    - Mathematics 1510 - Calculus for Management and Social Sciences
    - Mathematics 1560 - Calculus I
    - Mathematics 1565 - Accelerated Calculus I
    - Statistics 1770 - Introduction to Probability and Statistics

28-32. Either:
    - New Media 4651 - Internship (12.0 credit hours)
    - New Media 4661 - Internship Project (3.0 credit hours)

OR

One of:
    - New Media 4690 - Advanced Studio (6.0 credit hours)
    - New Media 4995 - Undergraduate Thesis (6.0 credit hours)

Three Cinema and/or New Media electives (9.0 credit hours) at the 3000/4000 level

1. __________________________  3. __________________________
2. __________________________
Bachelor of Fine Arts - New Media/Bachelor of Science (Computer Science)

Six additional courses (18.0 credit hours) in Computer Science at the 3000/4000 level

33.__________________  36.__________________  
34.__________________  37.__________________  
35.__________________  38.__________________  

Three additional courses (15.0 credit hours) from the Faculty of Fine Arts

45.__________________  47.__________________

39.__________________  40.__________________

Two courses (6.0 credit hours) in Computer Science at the 4000 level, excluding Computer Science 4850 (Topics), Computer Science 4980 (Applied Studies), and Computer Science 4990 (Independent Study)

48.__________________  50.__________________

Three additional courses (15.0 credit hours) from the Faculty of Arts and Science or School of Liberal Education

33.__________________  36.__________________

46.__________________

Four courses (12.0 credit hours) from List II: Social Sciences

41.__________________  43.__________________

42.__________________  44.__________________

Recommended course:

Computer Science 3710 - Computer Graphics

Other Graduation Requirements:

_____ Completion of at least 50 courses (150.0 credit hours) from disciplines offered by the Faculty of Fine Arts, Faculty of Arts and Science, or School of Liberal Education with a grade point average of at least 2.00.

_____ A minimum cumulative grade point average of 2.50 on all Cinema and New Media courses.

_____ Completion of the Liberal Education List Requirement. A maximum of four courses from one department may be counted toward this requirement. See the 2019/2020 University of Lethbridge Calendar, School of Liberal Education for complete information.

_____ A maximum of three Independent Study courses.

Residence Requirement:

_____ Completion of a minimum of 15 courses (45.0 credit hours) offered by the Faculty of Fine Arts and 15 courses (45.0 credit hours) offered by the Faculty of Arts and Science and School of Liberal Education including a minimum of 7 New Media and/or Cinema courses and a minimum of 7 courses is Computer Science.

Notes

To determine if a given course has a Social Science designation, see the 2019/2020 Calendar List II: Social Science Courses (p. 83).

Some senior courses are scheduled for alternate years. Since these courses are frequently sequential and dependent upon adequate preparation, students are urged to seek advice before the end of their third term in planning a major and selecting courses.

It is strongly recommended that a student attain a grade of ‘C’ or higher in any course used to satisfy prerequisites for courses in Computer Science and Mathematics.
Sample Sequencing Plan

Shown below is a sample sequence of courses for your degree. If you follow this plan, you should be able to graduate in five years, provided you complete five courses per term. Students who wish to alter this sequence with regard to the specifically listed Fine Arts courses should consult with an Academic Advisor in the Faculty of Fine Arts.

<table>
<thead>
<tr>
<th>Year 1, Fall</th>
<th>Year 1, Spring</th>
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</thead>
<tbody>
<tr>
<td>Art 2031</td>
<td>Art 2032</td>
</tr>
<tr>
<td>Computer Science 1620</td>
<td>Computer Science 2620</td>
</tr>
<tr>
<td>Computer Science 1820</td>
<td>Mathematics 2000</td>
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<tr>
<td>New Media 1000</td>
<td>New Media 2010</td>
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<tr>
<td>New Media 2005</td>
<td>New Media 2030</td>
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<table>
<thead>
<tr>
<th>Year 2, Fall</th>
<th>Year 2, Spring</th>
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</thead>
<tbody>
<tr>
<td>Cinema 1000</td>
<td>Computer Science 2720</td>
</tr>
<tr>
<td>Computer Science 2610</td>
<td>Computer Science 3620</td>
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<tr>
<td>New Media 2150</td>
<td>New Media 3150</td>
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<tr>
<td>New Media 3380</td>
<td>New Media 3420</td>
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<tr>
<td>Mathematics or Statistics List course</td>
<td>Social Science</td>
</tr>
</tbody>
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<thead>
<tr>
<th>Year 3, Fall</th>
<th>Year 3, Spring</th>
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<tbody>
<tr>
<td>Computer Science 3615</td>
<td>Computer Science 3740</td>
</tr>
<tr>
<td>Computer Science 3000/4000 level</td>
<td>Computer Science 3000/4000 level</td>
</tr>
<tr>
<td>New Media 3030</td>
<td>New Media 3680</td>
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<tr>
<td>New Media 3520</td>
<td>New Media 3900</td>
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<tr>
<td>Social Science</td>
<td>Social Science</td>
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<thead>
<tr>
<th>Year 4, Fall</th>
<th>Year 4, Spring</th>
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<tbody>
<tr>
<td>Computer Science 3000/4000 level</td>
<td>Computer Science 3000/4000 level</td>
</tr>
<tr>
<td>Cinema or New Media List course</td>
<td>Cinema or New Media List course</td>
</tr>
<tr>
<td>Social Science</td>
<td>Fine Arts Elective</td>
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<tr>
<td>Fine Arts Elective</td>
<td>Arts and Science Elective</td>
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<thead>
<tr>
<th>Year 5, Fall</th>
<th>Year 5, Spring</th>
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<tbody>
<tr>
<td>Computer Science 3000/4000 level</td>
<td>New Media 4651 (^1)</td>
</tr>
<tr>
<td>Computer Science 4000 level</td>
<td>New Media 4661 (^2)</td>
</tr>
<tr>
<td>Computer Science 4000 level</td>
<td>Computer Science 3000/4000 level</td>
</tr>
<tr>
<td>Computer Science 4000 level</td>
<td>Cinema or New Media List course</td>
</tr>
<tr>
<td>Fine Arts Elective</td>
<td>Fine Arts Elective</td>
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<tr>
<td>Arts and Science Elective</td>
<td>Arts and Science Elective</td>
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<tr>
<th>OR</th>
<th>Year 5, Spring</th>
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<tbody>
<tr>
<td>Computer Science 3000/4000 level</td>
<td>New Media 4690 (^2) or New Media 4995 (^2)</td>
</tr>
<tr>
<td>Computer Science 4000 level</td>
<td>Computer Science 4000 level</td>
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<tr>
<td>Cinema or New Media 3000/4000 level</td>
<td>Cinema or New Media 3000/4000 level</td>
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\(^1\) 12.0 credit hours
\(^2\) 6.0 credit hours