Program Planning Guide

Department: New Media
Calendar Year: 2019/2020
Name: ____________________________
ID: ____________________________

Department of New Media:
www.uleth.ca/fine-arts/study/new-media

Academic Calendar:
www.uleth.ca/ross/academic-calendar

High School Admission Requirements:
www.uleth.ca/ross/admissions/undergrad/high-school

Co-operative Education:
www.uleth.ca/artsci/coop

Current and Past Program Planning Guides:
www.uleth.ca/ross/ppgs

Faculty of Fine Arts Advising:
www.uleth.ca/fine-arts/student-support/advising
finearts.advising@uleth.ca
403-329-2691
W660

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 for advising information.
# Program Worksheet

Name: ___________________________________________  ID: ________________________

1. Art 2031 - Foundation Studio (Drawing and Image)
2. Art 2032 - Foundation Studio (Object and Space)
3. Cinema 1000 - Introduction to Cinema Studies
4. New Media 1000 - Introduction to New Media
5. New Media 2005 - Design Fundamentals for New Media
6. New Media 2010 - Visual Communications for New Media
7. New Media 2030 - Digital Video Production
8. New Media 2150 - History and Theory of New Media
9. New Media 3030 - 3-D Computer Modelling and Animation
10. New Media 3150 - Seminar in New Media Studies
11. New Media 3380 - Programming for Artists
12. New Media 3420 - Narrative for New Media
13. New Media 3520 - Web Design and Development
14. New Media 3680 - Interaction Design
15. New Media 3900 - Portfolio and Professional Practice
16. 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
17. 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
18. 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.

- New Media 4650 - Seminar in Film Studies
- New Media 4850 - Seminar in New Media Studies
- New Media 4910 - Seminar in Theory and Aesthetics of Digital Games
- New Media 4920 - Seminar in Film and Video Production
- New Media 4930 - Seminar in Writing for Comedy
- New Media 4940 - Seminar in Media, Advertising, and Consumer Culture
- New Media 4950 - Seminar in History of Animation
- New Media 4960 - Seminar in History of American Cinema
- New Media 4970 - Seminar in Documentary Film Studies
- New Media 4980 - Seminar in Film Noir and Crime Cinema
- New Media 4990 - Seminar in Film Comedy
- New Media 5000 - Seminar in Expanded Cinema
- New Media 5050 - Seminar in History of Animation
- New Media 5100 - Seminar in History of Modern Media, War and Propaganda
Bachelor of Fine Arts - New Media

23-27. Five additional courses from the Faculty of Fine Arts including at least two courses at the 3000/4000 level.
   23. ______________________________________
   24. ______________________________________
   25. ______________________________________
   26. ______________________________________ (3000/4000 level)
   27. ______________________________________ (3000/4000 level)

28-32. Five electives (15.0 credit hours) from any Faculty or School.
   28. ______________________________________
   29. ______________________________________
   30. ______________________________________
   31. ______________________________________
   32. ______________________________________

Note: Students completing an optional Concentration in Animation and Gaming, Cinema Production, or Web and Graphic Design will include those courses within #23-32 above. See right for the optional Concentration course lists.

Liberal Education List Requirement:

Social Science
   33. ______________________________________
   34. ______________________________________
   35. ______________________________________
   36. ______________________________________

Science
   37. ______________________________________
   38. ______________________________________
   39. ______________________________________
   40. ______________________________________

Students may opt to further specialize in one of three areas by completing one of the following concentrations. Concentrations are optional. Students may not double count New Media or Cinema courses to meet degree requirements that can only be met by either discipline. The completed concentration will be acknowledged on the official academic transcript.

Animation and Gaming Concentration (optional)
   1. New Media 3310 - Game Design: Theory and Practice
   2. New Media 3640 - Character Animation I
   3-5. Three of:
      1. New Media 3710 - Creative Foundations For Game Development
      2. New Media 4620 - Character Animation II
      3. New Media 4710 - Video Game Production
      4. New Media 4830 - Theory and Practice of Motion Capture

Cinema Production Concentration (optional)
   1. Cinema 3010 - Cinematography and Lighting
   2. Cinema 3110 - Postproduction and Visual Effects
   3. Cinema 4010 - Narrative Production Techniques
   4-5. Two of:
      1. Cinema 3810 - Expanded Cinema
      2. Cinema 4420 - Screenwriting
      3. Cinema 4820 - Writing for Comedy
      4. New Media 3640 - Character Animation I

Web and Graphic Design Concentration (optional)
   1. New Media 3720 - The Dynamic Web
   2. New Media 4520 - Advanced Web Design
   3-5. Three of:
      1. New Media 2015 - Digital Drawing and Animation
      2. New Media 2040 - Function and Culture of Design
      3. New Media 3040 - Colour Theory and Digital Photo Manipulation
      4. New Media 3820 - Information Design
### 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 four years, provided you complete five courses per term. Students who wish to alter this sequence with regard to the specifically listed 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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<tbody>
<tr>
<td>New Media 1000</td>
<td>Cinema 1000</td>
</tr>
<tr>
<td>New Media 2005</td>
<td>New Media 2010</td>
</tr>
<tr>
<td>New Media 2150</td>
<td>New Media 2030</td>
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<tr>
<td>Art 2031 or Lib Ed List</td>
<td>Art 2031 or Lib Ed List</td>
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<tr>
<td>Requirement</td>
<td>Requirement</td>
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<tr>
<td>Art 2032 or Lib Ed List</td>
<td>Art 2032 or Lib Ed List</td>
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<tr>
<td>Requirement</td>
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<tr>
<th>Year 2, Fall</th>
<th>Year 2, Spring</th>
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<tbody>
<tr>
<td>New Media 3030</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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<td>New Media 3520</td>
<td>Lib Ed List Requirement</td>
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<tr>
<td>Fine Arts Elective</td>
<td>Elective</td>
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<tr>
<td>Lib Ed List Requirement</td>
<td>Elective</td>
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<tr>
<th>Year 3, Fall</th>
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<tbody>
<tr>
<td>New Media Elective</td>
<td>New Media 3680</td>
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<tr>
<td>New Media Elective</td>
<td>New Media 3900</td>
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<tr>
<td>Fine Arts Elective</td>
<td>Fine Arts Elective (3000/4000 level)</td>
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<tr>
<td>Lib Ed List Requirement</td>
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<tr>
<th>Year 4, Fall</th>
<th>Year 4, Spring</th>
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</thead>
<tbody>
<tr>
<td>Fine Arts Elective (3000/4000 level)</td>
<td>New Media 4651(^1)</td>
</tr>
<tr>
<td>Fine Arts Elective</td>
<td>New Media 4661</td>
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<tr>
<td>Lib Ed List Requirement</td>
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<td>Elective</td>
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**OR**

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<tr>
<th>Year 4, Fall</th>
<th>Year 4, Spring</th>
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<tbody>
<tr>
<td>Fine Arts Elective (3000/4000 level)</td>
<td>New Media 4690(^1) or New Media 4995(^2)</td>
</tr>
<tr>
<td>Fine Arts Elective</td>
<td>Cinema or New Media Elective (3000/4000 level)</td>
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<tr>
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<tr>
<td>Lib Ed List Requirement</td>
<td>Lib Ed List Requirement</td>
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<tr>
<td>Elective</td>
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1. 12.0 credit hours  
2. 6.0 credit hours

### Minor (Optional):

See the 2019/2020 Calendar, p. 277, for eligible minors.

1.  
2.  
3.  
4.  
5.  

### Other Graduation Requirements:

- Minimum of 40 courses (120.0 credit hours).
- Cumulative GPA of at least 2.00.
- Cumulative GPA of at least 2.50 in all Department of New Media courses.
- 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.
- Thirteen 3000/4000-level courses (39.0 credit hours) in Fine Arts (New Media, Cinema, Art, Art History, Drama, Fine Arts, Museum Studies, Music and/or Music Studio).
- Not more than 10 1000-level courses.
- Not more than five Independent Studies (15.0 credit hours).
- Residence requirement: 20 courses, including a minimum of 12 from the Department of New Media of which at least 7 must be at the 3000/4000 level.