

University of  
Lethbridge



## Program Planning Guide

**Department:** New Media

**Calendar Year:** 2020/2021

**Name:** \_\_\_\_\_

**ID:** \_\_\_\_\_

New Media

Bachelor of Fine Arts - New Media

**Department of New Media:**

[www.uleth.ca/fine-arts/study/new-media](http://www.uleth.ca/fine-arts/study/new-media)

**Academic Calendar:**

[www.uleth.ca/ross/academic-calendar](http://www.uleth.ca/ross/academic-calendar)

**High School Admission Requirements:**

[www.uleth.ca/ross/admissions/undergrad/high-school](http://www.uleth.ca/ross/admissions/undergrad/high-school)

**Co-operative Education:**

[www.uleth.ca/artsci/coop](http://www.uleth.ca/artsci/coop)

**Current and Past Program Planning Guides:**

[www.uleth.ca/ross/ppgs](http://www.uleth.ca/ross/ppgs)

**Faculty of Fine Arts Advising:**

[www.uleth.ca/fine-arts/student-support/advising](http://www.uleth.ca/fine-arts/student-support/advising)  
[finearts.advising@uleth.ca](mailto: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 : \_\_\_\_\_

- |  |   |
|--|---|
| <p>_____ 1. Art 2031 - Foundation Studio (Drawing and Image)</p> <p>_____ 2. Art 2032 - Foundation Studio (Object and Space)</p> <p>_____ 3. Cinema 1000 - Introduction to Cinema Studies</p> <p>_____ 4. New Media 1000 - Introduction to New Media</p> <p>_____ 5. New Media 2005 - Design Fundamentals for New Media</p> <p>_____ 6. New Media 2010 - Visual Communications for New Media</p> <p>_____ 7. New Media 2030 - Digital Video Production</p> <p>_____ 8. New Media 2150 - History and Theory of New Media</p> <p>_____ 9. New Media 3030 - 3-D Computer Modelling and Animation</p> <p>_____ 10. New Media 3150 - Seminar in New Media Studies</p> <p>_____ 11. New Media 3380 - Programming for Artists</p> <p>_____ 12. New Media 3420 - Narrative for New Media</p> <p>_____ 13. New Media 3520 - Web Design and Development</p> <p>_____ 14. New Media 3680 - Interaction Design</p> <p>_____ 15. New Media 3900 - Portfolio and Professional Practice</p> <p>_____ 16. <b>One of:</b></p> <p>_____ Cinema 3010 - Cinematography and Lighting</p> <p>_____ Cinema 4010 - Narrative Production Techniques</p> <p>_____ Cinema 4420 - Screenwriting</p> <p>_____ Cinema 4820 - Writing for Comedy</p> <p>_____ New Media 3040 - Colour Theory and Digital Photo Manipulation</p> <p>_____ New Media 3110/Cinema 3110 - Postproduction and Visual Effects</p> <p>_____ New Media 3310 - Game Design: Theory and Practice</p> <p>_____ New Media 3640 - Character Animation I</p> <p>_____ New Media 3700 - Event and Exhibition Design</p> <p>_____ New Media 3720 - The Dynamic Web</p> <p>_____ New Media 3810 - Expanded Cinema</p> <p>_____ New Media 3820 - Information Design</p> <p>_____ New Media 4520 - Advanced Web Design</p> <p>_____ New Media 4830 - Theory and Practice of Motion Capture</p> | <p>_____ 17. <b>One of:</b></p> <p>_____ Cinema 3000 - Contemporary American Cinema</p> <p>_____ Cinema 3001 - Film Authorship</p> <p>_____ Cinema 3201- Documentary Film Studies</p> <p>_____ Cinema 3202 - Film Noir and Crime Cinema</p> <p>_____ Cinema 3203 - Film Comedy</p> <p>_____ Cinema 3550 - History of Animation</p> <p>_____ New Media 3250 - Media, Advertising, and Consumer Culture</p> <p>_____ New Media 3300 - Theory and Aesthetics of Digital Games</p> <p>_____ New Media 3560 - Popular Narrative</p> <p>_____ New Media 3650 - Modern Media, War and Propaganda</p> <p>_____ 18-22. <b>Either:</b></p> <p>_____ New Media 4651 - Internship (12.0 credit hours)</p> <p>_____ New Media 4661 - Internship Project (3.0 credit hours)</p> <p style="text-align: center;"><b>OR</b></p> <p>_____ <b>One of:</b></p> <p>_____ New Media 4690 - Advanced Studio (6.0 credit hours)</p> <p>_____ New Media 4995 - Undergraduate Thesis (6.0 credit hours)</p> <p>_____ <b>Three Cinema and/or New Media electives (9.0 credit hours) at the 3000/4000 level.</b></p> <p>_____</p> <p>_____</p> <p>_____</p> |
|--|---|

- \_\_\_\_\_ 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*

**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:**
- \_\_\_\_\_ New Media 2015 - Digital Drawing and Animation
- \_\_\_\_\_ New Media 3710 - Creative Foundations For Game Development
- \_\_\_\_\_ New Media 4620 - Character Animation II
- \_\_\_\_\_ New Media 4710 - Video Game Production
- \_\_\_\_\_ New Media 4830 - Theory and Practice of Motion Capture

**Cinema Production Concentration (optional)**

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

**Web and Graphic Design Concentration (optional)**

- \_\_\_\_\_ 1. New Media 3720 - The Dynamic Web
- \_\_\_\_\_ 2. New Media 4520 - Advanced Web Design
- \_\_\_\_\_ 3-5. **Three of:**
- \_\_\_\_\_ New Media 2015 - Digital Drawing and Animation
- \_\_\_\_\_ New Media 2040 - Function and Culture of Design
- \_\_\_\_\_ New Media 3040 - Colour Theory and Digital Photo Manipulation
- \_\_\_\_\_ 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.

<b>Year 1, Fall</b> New Media 1000 New Media 2005 New Media 2150 Art 2031 or Lib Ed List Requirement Art 2032 or Lib Ed List Requirement	<b>Year 1, Spring</b> Cinema 1000 New Media 2010 New Media 2030 Art 2031 or Lib Ed List Requirement Art 2032 or Lib Ed List Requirement
<b>Year 2, Fall</b> New Media 3030 New Media 3380 New Media 3520 Fine Arts Elective Lib Ed List Requirement	<b>Year 2, Spring</b> New Media 3150 New Media 3420 Lib Ed List Requirement Elective Elective
<b>Year 3, Fall</b> New Media Elective New Media Elective Fine Arts Elective Lib Ed List Requirement Elective	<b>Year 3, Spring</b> New Media 3680 New Media 3900 Fine Arts Elective (3000/4000 level) Lib Ed List Requirement Elective
<b>Year 4, Fall</b> Fine Arts Elective (3000/4000 level) Fine Arts Elective Lib Ed List Requirement Lib Ed List Requirement Elective	<b>Year 4, Spring</b> New Media 4651 <sup>1</sup> New Media 4661
<b>OR</b>	
<b>Year 4, Fall</b> Fine Arts Elective (3000/4000 level) Fine Arts Elective Cinema or New Media Elective (3000/4000 level) Lib Ed List Requirement Elective	<b>Year 4, Spring</b> New Media 4690 <sup>2</sup> or New Media 4995 <sup>2</sup> Cinema or New Media Elective (3000/4000 level) Cinema or New Media Elective (3000/4000 level) Lib Ed List Requirement

<sup>1</sup> 12.0 credit hours

<sup>2</sup> 6.0 credit hours

**Minor (Optional):** \_\_\_\_\_

See the 2020/2021 Calendar, p. 267, for eligible minors.

- |          |          |
|----------|----------|
| 1. _____ | 4. _____ |
| 2. _____ | 5. _____ |
| 3. _____ | 6. _____ |

### 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 2020/2021 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.

