

University of
Lethbridge



Program Planning Guide

Name: _____

ID: _____

Calendar Year: 2021/2022

Major in New Media:

www.uleth.ca/fine-arts/study/new-media

Major in Computer Science:

www.uleth.ca/artsci/math-computer-science

Academic Calendar:

www.uleth.ca/ross/academic-calendar

High School Admission Requirements:

www.uleth.ca/ross/admissions/undergrad/high-school

Current and Past Program Planning Guides:

www.uleth.ca/ross/ppgs

Co-operative Education:

www.uleth.ca/career-bridge/co-operative-education

Faculty of Arts and Science Advising:

www.uleth.ca/artsci/advising
artsci.advising@uleth.ca
403-329-5106
M2102

Faculty of Fine Arts Advising:

www.uleth.ca/fine-arts/student-support/advising
finearts.advising@uleth.ca
403-329-2691
W660

New Media/Computer Science

Bachelor of Fine Arts - New Media/Bachelor of Science

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 (www.uleth.ca/ross/academic-advising) for advising information.

Name : _____

ID : _____

Degree requirements

- _____ Art 2031 - Foundation Studio (Drawing and Image)
- _____ Art 2032 - Foundation Studio (Object and Space)
- _____ Computer Science 1620 - Fundamentals of Programming I
- _____ Computer Science 1820 - Discrete Structures
- _____ Computer Science 2610 - Introduction to Digital Systems
- _____ Computer Science 2620 - Fundamentals of Programming II
- _____ Computer Science 2720 - Practical Software Development
- _____ Computer Science 3615 - Computer Architecture
- _____ Computer Science 3620 - Data Structures and Algorithms
- _____ Computer Science 3740 - Programming Languages
- _____ Mathematics 2000 - Mathematical Concepts
- _____ New Media 1000 - Introduction to New Media
- _____ New Media 2005 - Design Fundamentals for New Media
- _____ New Media 2010 - Visual Communications for New Media
- _____ New Media 2030 - Digital Video Production
- _____ New Media 2150 - Memes, Influencers, and Digital Convergence
- _____ New Media 3030 - 3-D Computer Modelling and Animation
- _____ New Media 3150 - Seminar in New Media Studies
- _____ New Media 3380 - Programming for Artists
- _____ New Media 3420 - Narrative for New Media
- _____ New Media 3520 - Web Design and Development
- _____ New Media 3680 - Interaction Design
- _____ New Media 3900 - Portfolio and Professional Practice

One of:

- _____ ¹ Cinema 3010 - Cinematography and Lighting
- _____ Cinema 4010 - Narrative Production Techniques
- _____ Cinema 4420 - Screenwriting
- _____ Cinema 4820 - Writing for Comedy
- _____ New Media 3040 - Colour Theory and Digital Photo Manipulation
- _____ ¹ New Media 3110/Cinema 3110 - Postproduction and Visual Effects
- _____ 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 3810 - Expanded Cinema
- _____ New Media 3820 - Information Design
- _____ New Media 4520 - Advanced Web Design
- _____ New Media 4830 - Theory and Practice of Motion Capture

One of:

- _____ New Media 3250 - Media, Advertising, and Consumer Culture
- _____ New Media 3300 - Theory and Aesthetics of Digital Games
- _____ New Media 3550/Cinema 3550 - History of Animation
- _____ New Media 3560 - Popular Narrative
- _____ New Media 3650 - Modern Media, War and Propaganda

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

_____ One New Media elective (3.0 credit hours) at the 3000/4000 level

1. _____

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. _____

2. _____

3. _____

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

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

_____ 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)

1. _____
2. _____

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

1. _____
2. _____
3. _____
4. _____

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

1. _____
2. _____
3. _____

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

1. _____
2. _____
3. _____

Recommended course:

Computer Science 3710 - Computer Graphics

Notes

**Prerequisite required: Cinema 1000*

To determine if a given course has a Social Science designation, see List II: Social Science Courses (refer to the 2021/2022 University of Lethbridge Calendar, p. 79).

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.

Other Graduation Requirements

_____ Completion of at least 50 courses (150.0 credit hours) from disciplines offered by the Faculty of Fine Arts, the Faculty of Arts and Science, or the School of Liberal Education with a GPA of at least 2.00 (on the University of Lethbridge 4.0 scale).

_____ A minimum cumulative GPA of 2.50 (on the University of Lethbridge 4.0 scale) on all Cinema and New Media courses.

_____ Completion of the Liberal Education List Requirement (refer to the 2021/2022 University of Lethbridge Calendar, p. 79).

_____ Not more than three Independent Study courses (9.0 credit hours) may be completed for credit towards the program.

_____ Residence requirement: a minimum of 15 courses from disciplines offered by the Faculty of Fine Arts and a minimum of 15 courses from disciplines offered by the Faculty of Arts and Science or the School of Liberal Education must be completed at the University of Lethbridge, including a minimum of seven courses (21.0 credit hours) in New Media and/or Cinema, and a minimum of seven courses (21.0 credit hours) in Computer Science.

Sample Sequencing Plan

Shown below is a sample sequence of courses for your degree. Consult timetables for course offerings, prerequisites, and corequisites before registering each 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. Note that this sequence was prepared based on current course scheduling. Course scheduling may change during your studies.

Year 1, Fall

Art 2031
Computer Science 1620
Computer Science 1820
New Media 1000
New Media 2005

Year 2, Fall

Computer Science 2610
New Media 2150
New Media 3380
Mathematics or Statistics List course
Social Science

Year 3, Fall

Computer Science 3615
Computer Science 3000/4000 level
New Media 3030
New Media 3520
Social Science

Year 4, Fall

Computer Science 3000/4000 level
Cinema or New Media List course
New Media 3000/4000 elective or Social Science
Fine Arts Elective
Arts and Science Elective

Year 1, Spring

Art 2032
Computer Science 2620
Mathematics 2000
New Media 2010
New Media 2030

Year 2, Spring

Computer Science 2720
Computer Science 3620
New Media 3150
New Media 3420
Social Science

Year 3, Spring

Computer Science 3740
Computer Science 3000/4000 level
New Media 3680
New Media 3900
New Media 3000/4000 elective or Social Science

Year 4, Spring

Computer Science 3000/4000 level
Computer Science 3000/4000 level
Cinema or New Media List course
Fine Arts Elective
Arts and Science Elective

Year 5, Fall

Computer Science 3000/4000 level
Computer Science 4000 level
Computer Science 4000 level
Fine Arts Elective
Arts and Science Elective

Year 5, Spring

New Media 4651 ¹
New Media 4661 ²

OR

Year 5, Fall

Computer Science 3000/4000 level
Computer Science 4000 level
Cinema or New Media 3000/4000 level
Fine Arts Elective
Arts and Science Elective

Year 5, Spring

New Media 4690 ² or New Media 4995 ²
Computer Science 4000 level
Cinema or New Media 3000/4000 level
Cinema or New Media 3000/4000 level

¹ 12.0 credit hours.

² 6.0 credit hours.

