

University of  
Lethbridge



## Program Planning Guide

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

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

Calendar Year: 2023/2024

### Major in New Media:

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

### Major in Computer Science:

[www.ulethbridge.ca/artsci/math-computer-science](http://www.ulethbridge.ca/artsci/math-computer-science)

### Academic Calendar:

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

### High School Admission Requirements:

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

### Current and Past Program Planning Guides:

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

### Co-operative Education:

[www.ulethbridge.ca/career-bridge/co-operative-education](http://www.ulethbridge.ca/career-bridge/co-operative-education)

### Faculty of Arts and Science Advising:

[www.ulethbridge.ca/artsci/advising](http://www.ulethbridge.ca/artsci/advising)  
[artsci.advising@uleth.ca](mailto:artsci.advising@uleth.ca)  
403-329-5106  
M2102

### Faculty of Fine Arts Advising:

[www.ulethbridge.ca/fine-arts/student-support/advising](http://www.ulethbridge.ca/fine-arts/student-support/advising)  
[finearts.advising@uleth.ca](mailto: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.ulethbridge.ca/ross/academic-advising](http://www.ulethbridge.ca/ross/academic-advising)) for advising information.

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

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

**Degree requirements**

- \_\_\_\_\_ Art 2033 - Spatial Practice I
- \_\_\_\_\_ 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 - Video Fundamentals
- \_\_\_\_\_ 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:**

- \_\_\_\_\_ 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 3810 - Expanded Cinema
- \_\_\_\_\_ New Media 3820 - Information Design
- \_\_\_\_\_ New Media 4420/Cinema 4420 - Screenwriting
- \_\_\_\_\_ New Media 4520 - Advanced Web Design
- \_\_\_\_\_ New Media 4820/Cinema 4820 - Writing for Comedy
- \_\_\_\_\_ 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:**

- \_\_\_\_\_ Art History 1001 - World Art Before 1400
- \_\_\_\_\_ Art History 1002 - World Art Since 1400

**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 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**

To determine if a given course has a Social Science designation, see List II: Social Science Courses (refer to the 2023/2024 University of Lethbridge Calendar, 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.

**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 New Media courses.

\_\_\_\_\_ Completion of the Liberal Education List Requirement (refer to the 2023/2024 University of Lethbridge Calendar, p. 83).

\_\_\_\_\_ 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 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 2033 or Art History 1001  
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 <sup>1</sup>  
Computer Science 3740 <sup>1</sup>  
New Media 3030  
New Media 3520  
Social Science

### Year 4, Fall

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

### Year 1, Spring

Art 2033 or Art History 1002  
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 3000/4000 level  
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  
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 <sup>2</sup>  
New Media 4661 <sup>3</sup>

**OR**

### Year 5, Fall

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

### Year 5, Spring

New Media 4690 <sup>3</sup> or New Media 4995 <sup>3</sup>  
Computer Science 4000 level  
New Media 3000/4000 level  
New Media 3000/4000 level

<sup>1</sup> Term of offering may vary.

<sup>2</sup> 12.0 credit hours.

<sup>3</sup> 6.0 credit hours.