

University of
Lethbridge



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

Name: _____

ID: _____

Department of New Media:

www.uleth.ca/fine-arts/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

Faculty of Fine Arts Advising:

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

Faculty of Arts and Science Advising:

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

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 in the Faculty of Fine Arts or Faculty of Arts and Science for advising information.

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
- _____ 4. Computer Science 1620 - Fundamentals of Programming I
- _____ 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
- _____ 12. Mathematics 2000 - Mathematical Concepts
- _____ 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. _____

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

33. _____ 36. _____

34. _____ 37. _____

35. _____ 38. _____

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)

39. _____ 40. _____

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

41. _____ 43. _____

42. _____ 44. _____

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

45. _____ 47. _____

46. _____

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

48. _____ 50. _____

49. _____

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 in 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.

<p>Year 1, Fall Art 2031 Computer Science 1620 Computer Science 1820 New Media 1000 New Media 2005</p> <p>Year 2, Fall Cinema 1000 Computer Science 2610 New Media 2150 New Media 3380 Mathematics or Statistics List course</p> <p>Year 3, Fall Computer Science 3615 Computer Science 3000/4000 level New Media 3030 New Media 3520 Social Science</p> <p>Year 4, Fall Computer Science 3000/4000 level Cinema or New Media List course Social Science Fine Arts Elective Arts and Science Elective</p>	<p>Year 1, Spring Art 2032 Computer Science 2620 Mathematics 2000 New Media 2010 New Media 2030</p> <p>Year 2, Spring Computer Science 2720 Computer Science 3620 New Media 3150 New Media 3420 Social Science</p> <p>Year 3, Spring Computer Science 3740 Computer Science 3000/4000 level New Media 3680 New Media 3900 Social Science</p> <p>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</p>
---	---

<p>Year 5, Fall Computer Science 3000/4000 level Computer Science 4000 level Computer Science 4000 level Fine Arts Elective Arts and Science Elective</p>	<p>Year 5, Spring New Media 4651¹ New Media 4661²</p>
OR	
<p>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</p>	<p>Year 5, Spring New Media 4690² or New Media 4995² Computer Science 4000 level Cinema or New Media 3000/4000 level Cinema or New Media 3000/4000 level</p>

¹ 12.0 credit hours

² 6.0 credit hours

