



Calendar Year: 2026/2027

PROGRAM PLANNING GUIDE

Name: _____

ID:

Bachelor of Fine Arts - New Media / Bachelor of Science

New Media / Computer Science



Through new media studies, you'll explore the interconnectivity between technology, art, industry, and culture. Examine, study and create using a wide range of technologies and techniques in graphic, web and interaction design, 3D modelling, animation, video game design and development, screenwriting, and new media theory. Combine your foundation in new media with studies in computer science, delving into the study of algorithms, data structures and their applications to develop efficient solutions to global problems.

What determines my program requirements?

Please refer to the Academic Calendar (www.ulethbridge.ca/ross/academic-calendar) for complete program information.

Calendar Year: 2026/2027 - Your calendar year is set to the academic year you are admitted (or readmitted) and you should follow the requirements for that year for the duration of your program.

Faculty/School: Faculty of Arts and Science (www.ulethbridge.ca/artsci) and Faculty of Fine Arts (www.ulethbridge.ca/fine-arts)

Program(s): Bachelor of Fine Arts - New Media / Bachelor of Science

Major(s): New Media / Computer Science

Minor: A defined set of courses, designed to provide depth in a particular discipline, study in an interdisciplinary area, or focus on a theme-related topic. To learn more about optional minors see www.ulethbridge.ca/ross/minors.

Am I admissible to this program?

Admission: www.ulethbridge.ca/ross/admissions/undergrad

Transfer: www.ulethbridge.ca/ross/transfer-resources

When/How do I apply to the University?

Deadlines: www.ulethbridge.ca/ross/admissions/undergrad/deadlines

Step-by-Step: www.ulethbridge.ca/ross/admissions/step-by-step

Where can I find information on courses?

Course Catalogue: www.ulethbridge.ca/ross/courses

Registration Guide: www.ulethbridge.ca/ross/registration-guide

When can I register for classes?

Register early! (March for Summer and Fall; November for Winter)

Registration Dates: www.ulethbridge.ca/ross/registration-dates

How can I enhance my program?

Career Bridge: www.ulethbridge.ca/career-bridge

Co-op Education: www.ulethbridge.ca/career-bridge/co-operative-education

Honours Thesis: www.ulethbridge.ca/ross/undergraduate-thesis

Double Major: www.ulethbridge.ca/ross/double-major

What supports are available to students?

Student Services: www.ulethbridge.ca/campus-life/student-services

Student Success Centre: www.ulethbridge.ca/student-success-centre

Accessible Learning: www.ulethbridge.ca/ross/alc

Counselling Services: www.ulethbridge.ca/counselling



Version: February 17, 2026

Contact an Academic Advisor (www.ulethbridge.ca/ross/academic-advising) for advising information

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 ensuring they have met program requirements. This guide should be used in conjunction with the University of Lethbridge Academic Calendar, which is the final authority on program requirements and academic regulations.



Name: _____

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Program Requirements

- _____ 1. Computer Science 1620 - Fundamentals of Programming I
- _____ 2. Computer Science 1820 - Discrete Structures
- _____ 3. Computer Science 2610 - Introduction to Digital Systems
- _____ 4. Computer Science 2620 - Fundamentals of Programming II
- _____ 5. Computer Science 2720 - Practical Software Development
- _____ 6. Computer Science 3615 - Computer Architecture
- _____ 7. Computer Science 3620 - Data Structures and Algorithms
- _____ 8. Computer Science 3740 - Programming Languages
- _____ 9. Fine Arts 2001/Liberal Education 2001 - Introduction to Visual and Cultural Studies
- _____ 10. Mathematics 2000 - Mathematical Concepts
- _____ 11. New Media 1000 - Introduction to New Media Practices
- _____ 12. New Media 1150 - What is New Media?
- _____ 13. New Media 1690 - Creative Approaches to Complex Issues
- _____ 14. New Media 2005 - Design Foundations
- _____ 15. New Media 2030 - Audio and Video Foundations
- _____ 16. New Media 2150 - Critical Contexts for New Media I
- _____ 17. New Media 2310 - Game Design Foundations
- _____ 18. New Media 2380 - Programming Foundations
- _____ 19. New Media 2420 - Narrative and Storytelling Foundations
- _____ 20. New Media 2901 - Professional Practice I
- _____ 21. New Media 3150 - Critical Contexts for New Media II
- _____ 22. New Media 3660 - Principles and Practices of Networked Media
- _____ 23. New Media 3670 - Principles and Practices of Spatial Media
- _____ 24. New Media 3680 - Principles and Practices of Interactive Media
- _____ 25. New Media 3900 - Professional Practice II
- _____ 26.-27. New Media 4690 - Convergence (6.0 credit hours)

- _____ 28. **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

- _____ 29.-31. Three New Media electives (9.0 credit hours) at the 3000/4000 level
- _____ 29. _____
 - _____ 30. _____
 - _____ 31. _____

- _____ 32.-37. Six additional courses (18.0 credit hours) in Computer Science at the 3000/4000 level
- _____ 32. _____
 - _____ 33. _____
 - _____ 34. _____
 - _____ 35. _____
 - _____ 36. _____
 - _____ 37. _____

- _____ 38.-39. 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)
- _____ 38. _____
 - _____ 39. _____

- _____ 40.-43. Four courses (12.0 credit hours) from List II: Social Sciences
- _____ 40. _____
 - _____ 41. _____
 - _____ 42. _____
 - _____ 43. _____

- _____ 44.-47. Four additional courses (12.0 credit hours) from the Faculty of Fine Arts
- _____ 44. _____
 - _____ 45. _____
 - _____ 46. _____
 - _____ 47. _____

- _____ 48.-50. Three additional courses (9.0 credit hours) from the Faculty of Arts and Science or School of Liberal Education
- _____ 48. _____
 - _____ 49. _____
 - _____ 50. _____

Notes

To determine if a given course has a Social Science designation, see List II: Social Science Courses (see **School of Liberal Education** in the 2026/2027 University of Lethbridge Calendar, www.ulethbridge.ca/ross/academic-calendar).

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.



Name: _____

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General Requirements

- _____ A minimum of 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 (no courses labelled ACCT, AGEM, AMHC, CDEV, CRED, DGTR, EDUC, FINC, GLBU, HLSC, HRLR, IGBM, INHL, MGT, MKTG, NURS, PUBH, or TREC unless cross-listed with a course from one of the above faculties) 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.
- _____ A maximum of three Independent Study courses (9.0 credit hours) may be completed for credit towards the program.
- _____ A maximum of three Disciplinary Credit Applied Studies (9.0 credit hours).
- _____ Completion of the Liberal Education List Requirement (see **School of Liberal Education** in the 2026/2027 University of Lethbridge Calendar, www.ulethbridge.ca/ross/academic-calendar).
- _____ 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.

A **maximum** of 12 courses (36.0 credit hours) may be completed at the 1000 level (or lower) for credit towards the degree, excluding activity courses (labelled PHAC and MUSE) and courses numbered in the range of 0520 to 0530.

1.-12. Introductory Course Limit

- _____ 1. _____
- _____ 2. _____
- _____ 3. _____
- _____ 4. _____
- _____ 5. _____
- _____ 6. _____
- _____ 7. _____
- _____ 8. _____
- _____ 9. _____
- _____ 10. _____
- _____ 11. _____
- _____ 12. _____

Optional Minor: _____

For information about minors see **Minors** in the 2026/2027 University of Lethbridge Calendar, www.ulethbridge.ca/ross/academic-calendar. Consult with an Academic Advisor if you wish to add a minor to your program.

1.-6. Required Courses

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



Shown below is the recommended sequence of courses for your degree. Consult timetables for course offerings, prerequisites, and corequisites before registering each term as some courses may have limited offerings (ie. once a year, alternating years, or only offered in the Fall or Winter terms). Consult with an Academic Advisor in your faculty if you wish to alter this sequence with regard to the specifically listed courses.

Note that this sequence was prepared based on course scheduling at the time of publication and may change during your studies.

First Year (Fall)

Computer Science 1620
Computer Science 1820
New Media 1000
New Media 1150
Social Science

First Year (Winter)

Computer Science 2620
Mathematics 2000
New Media 1690
Two of: New Media 2005, New Media 2030, New Media 2310,
New Media 2380, or New Media 2420

Second Year (Fall)

Computer Science 2610
New Media 2150
Two of: New Media 2005, New Media 2030, New Media 2310,
New Media 2380, or New Media 2420
Mathematics or Statistics List course

Second Year (Winter)

Computer Science 2720
Computer Science 3620
Fine Arts 2001/Liberal Education 2001
New Media 2901
One of: New Media 2005, New Media 2030, New Media 2310,
New Media 2380, or New Media 2420

Third Year (Fall)

Computer Science 3615
Computer Science 3740
New Media 3150
One of: New Media 3660, New Media 3670, or New Media 3680
Social Science

Third Year (Winter)

Computer Science 3000/4000 level
Computer Science 3000/4000 level
Two of: New Media 3660, New Media 3670, or New Media 3680
Social Science

Fourth Year (Fall)

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

Fourth Year (Winter)

Computer Science 3000/4000 level
Computer Science 3000/4000 level
New Media 3900
New Media 3000/4000 level
Arts and Science Elective

Fifth Year (Fall)

Computer Science 3000/4000 level
Computer Science 4000 level
One of: Computer Science 4000 level or New Media 3000/4000 level
Fine Arts Elective
Arts and Science Elective

Fifth Year (Winter)

New Media 4690 (6.0 credit hours)
One of: Computer Science 4000 level or New Media 3000/4000 level
Fine Arts Elective
Fine Arts Elective