

This list applies to the following programs:

- Bachelor of Arts
- Bachelor of Arts (Advanced)
- Bachelor of Arts (Advanced) with Bachelor of Laws
- Bachelor of Arts (Advanced) with Bachelor of Laws (Honours)
- Bachelor of Arts with Bachelor of Economics
- Bachelor of Arts with Bachelor of Music
- Bachelor of Arts with Bachelor of Science
- Bachelor of International Relations with Bachelor of Arts
- Bachelor of Media with Bachelor of Arts
- Diploma in Arts

MAJOR	MINOR
<p>24 units of courses including:</p> <ul style="list-style-type: none"> • Level 1: at least 3 units and no more than 6 units • Level 2: at least 3 units • Level 3: at least 12 units including the capstone course <p>The simplest way to plan your major is:</p> <ul style="list-style-type: none"> • Level 1: 6 units • Level 2: 6 units • Level 3: 12 units including 6 unit capstone course 	<p>18 units of courses including:</p> <ul style="list-style-type: none"> • Level 1: at least 3 units and no more than 6 units • Level 2: at least 3 units • Level 3: at least 6 units <p>The simplest way to plan your minor is:</p> <ul style="list-style-type: none"> • Level 1: 6 units • Level 2: 6 units • Level 3: 6 units (no capstone required)

Term	Course code	Course name	Units
Level 1			
S1	MDIA 1007	Digital Platforms	3
Plus 3 units from the following:			
S1/S2	COMP SCI 1101	Introduction to Programming	3
S1/S2	COMP SCI 1102	Object Oriented Programming*	3
S2	COMP SCI 1104	Grand Challenges in Computer Science*	3
S2	MDIA 1016	Superheroes, Cinema and Comics	3
S1	MDIA 1017	3D Imaging	3
S2	MDIA 1018	From Storytelling to Data Mining	3
Level 2 (A minimum of 3 units at level 1 must be taken before taking level 2 courses)			
S2	COMP SCI 2203	Problem Solving & Software Development**	3
S1	CRIM 2001	Advanced Criminological Theory	3
S1	GEOG 2129	Intro to Geographic Information Systems (GIS)	3
S1	MDIA 2223	Virtual Reality Design and Development	3
S2	MDIA 2224	Virtual Reality Design and Development II	3
S2	MDIA 2336	Digital Storytelling	3
S2	PHIL 2030	Cognitive Science: Minds, Brains & Computers	3
S2	PHIL 2050	Philosophy of Science	3
Level 3 (A minimum of 3 units at level 2 must be taken before taking level 3 courses)			
S1	ANTH 3034	Visual and Media Anthropology	3
SS	ARTS 3011	Humans and Technology: From Stone Tools to Cyborgs	3
Summer/S2	ENTREP 3900	eChallenge	3
S2	GEOG 3027	Advanced Geographic Information Systems (GIS)	3
S2	MDIA 3306	User Experience Design	3

Please read ALL pages of this document. Courses that may be available to study in subsequent years are detailed over page.

S1	MDIA	3313	Asian Film Studies	3
S2	MDIA	3328	News in the Digital Age	3
Winter	SCIENCE	3200	Communicating Science III	3
Capstone (Major Only) (A minimum of 15 units in the major must be completed before taking the capstone)				
S2	HIST	3059	Digital Worlds: Past, Present and Future	6

*Subject to approval.

**One of COMP SCI 1103, COMP SCI 1203, COMP SCI 2103, COMP SCI 2202 or COMP SCI 2202B

Cannot cross count courses that are in more than one closed elective or program.

Courses not offered 2021 that may be available to study in subsequent years:

Level 2				
ARTS	2003	Science as a Social Enterprise		3
CRWR	2067	Electronic Writing: Techniques and Practices		3
HIST	2084	Russia in War and Revolution 1917-1953		3
HIST	2089	History of Science, Technology and Medicine		3
MDIA	2331	Digital Games, Culture and Co-creation		3
Level 3				
MDIA	3307	Surveillance and Big Data		3