

Digital Humanities Major/Minor List For 2022

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
- 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			
COMP SCI	1015	Introduction to Applied Programming	3
COMP SCI	1102	Object Oriented Programming*	3
COMP SCI	1104	Grand Challenges in Computer Science*	3
EDUC	1017OL	Introduction to Online Educational Media	3
MDIA	1007	Digital Platforms^	3
MDIA	1017	3D Imaging	3
MDIA	1018	Design Fundamentals	3
MDIA	1022	Introduction to Virtual Reality Design	3
Level 2 (A minimum of 3 units at level 1 must be taken before taking level 2 courses)			
COMP SCI	2203	Problem Solving & Software Development**	3
CRIM	2001	Advanced Criminological Theory	3
GEOG	2129	Intro to Geographic Information Systems (GIS)	3
HIST	2089	History of Science, Technology and Medicine	3
MDIA	2223	Virtual Reality Design and Development	3
MDIA	2224	Virtual Reality Design and Development II	3
MDIA	2228	Narrative and Games	3
MDIA	2336	Stories on Screen^	3
PHIL	2030	Cognitive Science: Minds, Brains & Computers	3
PHIL	2050	Philosophy of Science	3
Level 3 (A minimum of 3 units at level 2 must be taken before taking level 3 courses)			
ANTH	3034	Visual and Media Anthropology	3
ARTS	3011	Humans and Technology: From Stone Tools to Cyborgs	3
ENTREP	3900	eChallenge	3

GEOG	3027	Advanced Geographic Information Systems (GIS)	3
MDIA	3313	Asian Film Studies	3
MDIA	3328	News in the Digital Age	3
MDIA	3331	Popular Media: Text, Audience, Industry	3
SCIENCE	3200	Communicating Science III	3
Capstone (Major Only) (A minimum of 15 units in the major must be completed before taking the capstone)			
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

^ Students undertaking MDIA 1007 Digital Platforms and MDIA 2336 Stories on Screen as a core course to their degree, cannot undertake these courses in the Digital Humanities Major.

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

Courses not offered in 2022 that may be available to study in subsequent years:

Level 1			
MDIA	1016	Superheroes, Cinema and Comics	3
Level 2			
ARTS	2003	Science as a Social Enterprise	3
CRWR	2067	Electronic Writing: Techniques and Practices	3
HIST	2084	Europe in War and Revolution 1913-1933	3
Level 3			
MDIA	3306	User Experience Design	3
MDIA	3307	Surveillance and Big Data	3