



Major Program Requirements - Fall 2007 and later

MEDIA ARTS CONCENTRATION

WQB Requirements: "Writing, Quantitative and Breadth"

WQB requirement details and a list of qualifying courses can be found at students.sfu.ca/wqb. Students must earn a grade of 'C-' or better to obtain W, Q or B credit. These requirements should overlap with regular degree requirements. Breadth (B) courses MUST be taken outside SIAT.

Writing (W) - 6 credits

- _____ (3)
- IAT 309W (3)

Example: TECH 101W

Quantitative (Q) - 6 credits

- _____ (3)
- _____ (3)

Examples: MATH 130 / 150 / 151 / 157,
MACM 101, CMPT 120, IAT 265

Breadth (B) - 24 credits

- B-Hum (6) _____ / 6
- B-Sci (6) _____ / 6
- B-Soc (6) _____ / 6
- Additional credits (6) _____ / 6
- no designation required _____ / 6

Major Program Requirements

- Lower division requirements of the SIAT Lower Division Core Requirements.
- Upper division requirements of at least one of the three concentrations in SIAT.
- Lower and upper division requirements of either the Bachelor of Arts (B.A.) or the Bachelor of Science (B.Sc.) requirements.
- A minimum of 120 credit hours, including 45 upper division (300/400 level) credits must be completed to be eligible for graduation.

First Year: Lower Division Requirements (21 credits)

- CMPT 120 - Intro. to Computing Science & Programming I
- IAT 100 - Systems of Media Representation
- IAT 102 - Graphic Design
- TECH 101/ TECH 101 (W) **OR** other approved first year course (Advisor Approved) _____
- TECH 106 - Spatial Thinking and Communicating **OR** other approved first year course (Advisor Approved) _____
- TECH 114 - Technology in Everyday Contexts (B-Soc) **OR** other approved first year course (Advisor Approved) _____
- TECH 124 - Design Thinking (B-Soc) **OR** other approved first year course (Advisor Approved) _____

Second Year: Lower Division Requirements (21 credits)

- IAT 201 - Human Computer Interaction and Cognition
- IAT 202 - New Media Images
- IAT 222 - Interactive Arts
- IAT 233 - Spatial Design
- IAT 235 - Information Design
- IAT 265 - Multimedia Programming
- IAT 267 - Introduction to Technological Systems

Degree Requirements: BA or BSc (6 credits)

Depending on whether you are pursuing a B.A. or a B.Sc., complete one of the following:

BACHELOR OF ARTS

- IAT 206 - Media Across Cultures
- MATH 130 - Geometry for Computer Graphics
- OR** MATH 150 - Calculus I with Review
- OR** MATH 151 - Calculus I
- OR** MATH 154 - Calculus I for the Biological Sciences
- OR** MATH 157 - Calculus for the Social Sciences I
- OR** MACM 101 - Discrete Mathematics I

BACHELOR OF SCIENCE

- MACM 101 - Discrete Mathematics I
- Lower division science course (3 credits)

From Computing Science, Engineering Science, Kinesiology, Mathematics, Statistics, or Physics

DISCLAIMER
Each student is responsible for ensuring that his or her academic choices meet the requirements for graduation. All requirements are outlined in the SFU Calendar, which is available at the Registrar's Office or online [see www.students.sfu.ca/calendar]. Please note that the SFU Calendar is considered the authority for official information, therefore students should refer to the calendar for information pertaining to Program Requirements, including course prerequisites. SIAT advisors and staff are available to give advice and guidance. However, the student has ultimate responsibility for completeness and correctness of course selection, for compliance with and completion of the program and degree requirements and for observance of regulations and deadlines.

Degree Requirements

MEDIA ARTS - All students (18 credits)
UPPER DIVISION CONCENTRATION

- IAT 313 - Narrative and New Media
- IAT 320 - Body Interface
- IAT 343 - Animation
- IAT 344 - Moving Images
- IAT 443 - Interactive Video
- IAT 445 - Immersive Environments

BACHELOR OF ARTS (15 credits)

+ 6 UPPER DIVISION ARTS CREDITS from the following:

- IAT 312 - Foundations of Game Design
- IAT 334 - Interface Design
- IAT 338 - Interactive Objects and Environments
- IAT 380 - Special Topics in IAT (Arts)
- IAT 391 - Italian Design History
- IAT 392 - Italian Design in Context: Learning from La Citta
- IAT 393 - Interaction Design Workshop I
- IAT 431 - Speculative Design
- IAT 480 - Special Topics in IAT (Arts)

or any upper division course from Communication, Cognitive Science, Contemporary Arts, Human Geography, Philosophy, Business, or Psychology.

- _____
- _____

+ UPPER DIVISION "W" COURSE:

- IAT 309w - Writing for Design, Media and Informatics

+ STUDIO CAPSTONE:

- IAT 403 - Interdisciplinary Design Studio I (Arts)
- IAT 405 - Interdisciplinary Design Studio II (Arts)

BACHELOR OF SCIENCE (33 credits)

+ 24 UPPER DIVISION SCIENCE CREDITS from the following:

- IAT 333 - Interaction Design Methods
- IAT 336 - Materials in Design
- IAT 337 - Representation and Fabrication
- IAT 351 - Advanced Human-Computer Interaction
- IAT 352 - Knowledge Media Architectures
- IAT 355 - Introduction to Visual Analytics
- IAT 381 - Special Topics in IAT (Science)
- IAT 394 - Interaction Design Workshop II
- IAT 410 - Advanced Game Design
- IAT 432 - Design Evaluation
- IAT 452 - Developing Design Tools
- IAT 455 - Computational Media
- IAT 481 - Special Topics in IAT (Science)

or any upper division science course from Computing Science, Engineering Science, Kinesiology, Mathematics, Statistics, Physics, or Psychology.

- _____ _____ _____ _____
- _____ _____ _____ _____

+ UPPER DIVISION "W" COURSE:

- IAT 309w - Writing for Design, Media and Informatics

+ STUDIO CAPSTONE:

- IAT 402 - Interdisciplinary Design Studio I (Science)
- IAT 404 - Interdisciplinary Design Studio II (Science)

Elective Requirements

BACHELOR OF ARTS (39 credits)
UPPER DIVISION CONCENTRATION/ELECTIVES

12 additional 300 or 400 level credits from any program. This will bring your upper division credits to a required minimum of 45.

- _____
- _____
- _____
- _____

+ ADDITIONAL ELECTIVE REQUIREMENTS 27 additional 100 / 200 / 300 / 400 level credits, from any program. These remaining electives will bring your total credit hours to the required minimum of 120 to be eligible to graduate.

- _____ _____
- _____ _____
- _____ _____
- _____ _____
- _____ _____

BACHELOR OF SCIENCE (21 credits)

ADDITIONAL ELECTIVE REQUIREMENTS 21 additional 100 / 200 / 300 / 400 level credits, from any program. These remaining electives will bring your total credit hours to the required minimum of 120 to be eligible to graduate.

- _____ _____
- _____ _____
- _____ _____
- _____ _____