



Major Program Requirements

For students admitted to SIAT in Fall 2011 and later

DESIGN 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 cannot be fulfilled by IAT courses, unless you are pursuing a second major.

Writing (W) - 6 credits

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

Example: IAT 103W

Quantitative (Q) - 6 credits

- _____ (3)
- _____ (3)

Examples: MATH 130, 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.
- An SFU CGPA of 2.00 and an SFU UDGPA of 2.00 are the minimum required for graduation.
- During the course of your undergraduate degree, students may use up to five course repeats. Students may attempt a course up to two times (one repeat). If a student requires a third and final attempt (second repeat) at a course they will need to seek departmental permission. Please go to students.sfu.ca/calendar for more information or if you have any questions, please contact siat_advising@sfu.ca.

First Year: Lower Division Requirements (18 credits)

- CMPT 166 - An Animated Intro. to Programming OR CMPT 120 - Intro. to Computing Science & Programming I (Q/B-Sci) OR equivalent (CMPT 125, 126, 128).
 - IAT 100 - Digital Image Design
 - IAT 102 - Graphic Design
 - IAT 103W - Design Communication and Collaboration
 - IAT 106 - Spatial Thinking and Communicating
 - IAT 167 - Digital Games: Structure, Genre, Programming, and Play
- + B.A. or B.Sc. specific math requirement is to be completed in first year (see below Degree Requirements section).

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 (Q)
- 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 (Q)

Note: Students who wish to use MACM 101 or MATH 150/151/154/157 in lieu of MATH 130 must submit an appeal: www.siat.sfu.ca/forms

BACHELOR OF SCIENCE

- MACM 101 - Discrete Mathematics I (Q/B-Sci)
- Lower division science course (3 credits)

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

DESIGN - All students

UPPER DIVISION CONCENTRATION (18 credits)

- IAT 333 - Interaction Design Methods
- IAT 334 - Interface Design
- IAT 336 - Materials in Design
- IAT 337 - Representation and Fabrication
- IAT 338 - Interactive Objects and Environments
- IAT 431 - Speculative Design

Note to students pursuing a minor or second major:

Please note that you cannot use any upper division course(s) in this "SIAT Major Requirements" section (even if they are taken in other program areas) for formal credit towards an additional major or a minor.



BACHELOR OF ARTS

15 UPPER DIVISION ARTS CREDITS from the following:

- IAT 312 - Foundations in Game Design
- IAT 313 - Narrative and New Media
- IAT 320 - Body Interface
- IAT 343 - Animation
- IAT 344 - Moving Images
- IAT 380 - Special Topics in IAT (Arts)
- IAT 443 - Interactive Video
- IAT 445 - Immersive Environments
- IAT 480 - Special Topics in IAT (Arts)

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

- _____ _____ _____
- _____ _____

For Italia Field School Participants in 2010 and earlier:
IAT 391, 392 and 393 can be applied to the above requirement.

BACHELOR OF SCIENCE

15 UPPER DIVISION CREDITS from the following:

- 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 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, Cognitive Science, Kinesiology, Mathematics, Statistics, Physics, or Psychology.

- _____ _____ _____
- _____ _____

For Italia Field School Participants in 2010 and earlier:
IAT 394 can be applied to the above requirement.



STUDIO CAPSTONE - All students (6 credits):

- IAT 403 - Interdisciplinary Design Studio I (equivalent to 402) - Fall
- IAT 405 - Interdisciplinary Design Studio II (equivalent to 402) - Spring

Capstone Pre-requisites:

For the Fall 2011 offering, 63 units including:

- IAT 201, 265, 1 of 222, 235, 1 of 202, 233, 267
- An upper division "W" course
- 9 units of upper division IAT coursework

Elective Requirements

BACHELOR OF ARTS (36 credits)

Please note that courses taken in this "Elective Requirements" section can count towards an additional major or minor.

UPPER DIVISION "W" COURSE:

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

UPPER DIVISION ELECTIVES

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

- _____

ADDITIONAL ELECTIVE REQUIREMENTS 30 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 (36 credits)

UPPER DIVISION "W" COURSE:

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

UPPER DIVISION ELECTIVE

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

- _____

ADDITIONAL ELECTIVE REQUIREMENTS 30 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.

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