

## Honours Arts & Science and Media Arts

### ADMISSION

**Enrolment in this program is limited, and possession of the minimum requirements does not guarantee admission.**

Completion of Arts & Science I with a grade point average of at least 6.0, including a grade of at least C in MEDIAART 1A03.

### NOTES:

1. See additional notes in the Undergraduate Calendar, Faculty of Humanities, Department of Communication Studies and Media Arts.
2. Six units from the following list are required: ARTSSCI 3B03, 3BB3, one of 3RL3/3S03. Students who choose to take ARTSSCI 3RL3 or 3S03 may only use one of those courses towards satisfying 3 units of the requirement. Students are encouraged, however, to take additional units from this list as an elective.
3. Twelve units of Upper-Level Inquiry beyond Level I are required. Of these 12 units, only 3 units can come from Level III Inquiry courses (ARTSSCI 3C03, 3CL3, 3CU3, 3EH3, 3GJ3, 3TR3); at least 9 units of Level IV Inquiry courses (ARTSSCI 4CB3, 4CD3, 4CF3, 4CI3, 4CP3, 4CT3, 4DS3, 4EP3, 4HS3, 4LI3, 4LT3, 4ST3, 4VC3) are required. Additional units of Upper-Level Inquiry may be included as an elective with the permission of the Director.
4. Applicants must have completed MEDIAART 1A03 by April of the year in which application is made.
5. Applications for this program must be made during the Program/Plan selection process at the end of the Winter term.
6. Students entering this combination should be aware that, due to course sequencing and prerequisites, it takes a minimum of three years beyond Level I to complete program requirements.
7. Students must complete MEDIAART 2A06, 2B06, and 2G03 in the same academic year; then ~~3X03~~ 3Z03 plus 9 additional units of Level III Media Arts; then MEDIAART 4ST6.

### COURSE LIST 1

BIOLOGY 1A03, 1M03; CHEM 1A03, 1AA3; EARTHSC 1G03; ENVIRSC 1C03; PSYCH 1XX3

### COURSE LIST 2

ART 3IP3, 3PB3; MEDIAART 3AN3, 3C03, 3DS3, 3EE3, 3EW3, 3H03, 3I03, 3PC3, 3Q03, 3S03, 3VA3, 4F03

### COURSE LIST 3

CMST 3B03, 3Z03; HUMAN 2DH3; MEDIAART 3B03, 3BB3, 3K03, 3L03, 3MU3; THTRFLM 2BB3, 3OP6, 3PR3, 3PS3, 3S06

### REQUIREMENTS

*120 units total (Levels I-IV), of which 48 units may be Level I*

- 24 units ARTSSCI 1A03, 1AA3, 1B03, 1BB3, 1C06, 1D06
  - 3 units MEDIAART 1A03
  - 6 units from *Course List 1* (requirement must be completed by the end of Level II)
- 18 units ARTSSCI 2A06, 2D06, 2E03, 2R03
  - 6 units from ARTSSCI 3B03, 3BB3; one of 3RL3/3S03 (See *Note 2*)
  - 3 units Level III or IV ARTSSCI Inquiry (see *Note 2*)
  - 9 units Level IV ARTSSCI Inquiry (see *Note 2*)
- 24 units MEDIAART 2A06, 2B06, 2G03, 3Z03, 4ST6 (see *Note 7*)
  - 3 units from MEDIAART 3B03, 3BB3
- 12 units from *Course List 2* and *Course List 3*
- 12 units Electives (excluding *Course List 2*)

Prefix	Course List 1	
<b>BIOLOGY</b>	<b>1A03</b> - Cellular and Molecular Biology	<b>1M03</b> - Biodiversity, Evolution and Humanity
<b>CHEM</b>	<b>1A03</b> - Introductory Chemistry I	<b>1AA3</b> -Introductory Chemistry II
<b>EARTHSC</b>	<b>1G03</b> - Earth and the Environment	
<b>ENVIRSC</b>	<b>1C03</b> - Climate, Water and Environment	
<b>PSYCH</b>	<b>1XX3</b> - Foundations of Psychology, Neuroscience & Behaviour	

Prefix	Course List 2
<b>ART</b>	<b>3IP3</b> - Media Installation and Performance <b>3PB3</b> - Photography Beyond the Frame
<b>MEDIAART</b>	<b>3C03</b> - Interactive and Spatial Audio <b>3DS3</b> - Documentary Strategies <b>3EE3</b> - Graphic Design <b>3EW3</b> – Environmental and Wildlife Photography <b>3H03</b> - Time-Based Media II <b>3I03</b> -Narrative Strategies <b>3PC3</b> -Photographic Collage and Composite Images <b>3Q03</b> -Emerging Media <b>3S03</b> -Sound and Image <b>4F03</b> -Topics in Media Arts Production <b>3AN3</b> - Animation <b>3VA3</b> - Video Art and Digital Cinema

Prefix	Course List 3
<b>CMST</b>	<b>3B03</b> -Practical Aspects of Media Production <b>3Z03</b> - Mobile Practices, Technologies and Art
<b>HUMAN</b>	<b>2DH3</b> – Introduction to Digital Humanities
<b>MEDIAART</b>	<b>3B03</b> - Digital Cultures <b>3BB3</b> -New Media Art Practices <b>3K03</b> -Game Studies <b>3L03</b> - Game Design <b>3MU3</b> -Musics, Technologies and Audio Cultures
<b>THTRFLM</b>	<b>2BB3</b> - Designing as Devising <b>3OP6</b> - Organizing the Performance Space <b>3PR3</b> - Text-based Devising: Research and Development <b>3PS3</b> -Devising New Plays: Research and Development <b>3S06</b> - Major Production Workshop

## Other Listed Requirements

### **MEDIAARTS**

**1A03-** Media Arts

**2A06-** Design & Code

**2B06-** Time-Based Media I

**2G03-** Introduction to Digital Audio

**3B03-** Digital Cultures

**3BB3-** New Media Art Practices

**3Z03** – Production and Critique

**4ST6-** A/B - Senior Thesis Research and Production