

Advert - Digital Media Mgmt (ADMM)

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod</i>	<i>Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>ADMM-SEM1</b>							
DIGITAL STRATEGY 1		INAD 5500		INAD 5501, INAD 5503, INAD 5504	2	0	1
CONTENT MANAGEMENT 1		INAD 5501		INAD 5500, INAD 5503, INAD 5504	2	0	1
Search Marketing & Search Engine Optimization		INAD 5503		INAD 5500, INAD 5501, INAD 5504	2	0	1
COPYWRITING FOR DIGITAL MEDIA		INAD 5504		INAD 5500, INAD 5501, INAD 5503	2	0	1
Interpersonal Communication and Group Dynamics		INAD 5507			2	0	1
Graphic Design for Digital Media 1		INAD 5508			2	0	1
					<b>12</b>	<b>0</b>	<b>6</b>
<b>ADMM-SEM2</b>							
DIGITAL STRATEGY 2		INAD 6500	INAD 5500		2	0	1
CONTENT MANAGEMENT 2		INAD 6501	INAD 5501		2	0	1
DIGITAL ANALYTICS MANAGEMENT		INAD 6502			2	0	1
Search Marketing and Search Engine Optimization 2		INAD 6503	INAD 5503		2	0	1
Creating a Personal Brand - Personal Branding Digital Footprint		INAD 6504	INAD 5504		2	0	1
Graphic Design for Digital Media 2		INAD 6506	INAD 5508		2	0	1
Digital Media Acct Management		INAD 6507	INAD 5507		0	3	
					<b>12</b>	<b>3</b>	<b>6</b>

Advertising and Marketing Comm (AVMC)

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod</i>	<i>Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>AVMC-SEM1</b>							
Communication Foundations		COMM 1100			2	0	1
Introduction to Advertising and Integrated Marketing Communications		COMS 1107			3	0	
Copywriting for Advertising		COMS 1108			0	3	
Administrative Applications for Advertising		COMS 1109			0	3	
Design for Advertising (Theory)		DESG 1102			0	3	
General Elective Credit		GNED 0000			3	0	
Photography Image and Editing		PHOT 1100			0	3	
					<b>8</b>	<b>12</b>	<b>1</b>
<b>AVMC-SEM2</b>							
Selling and Presentation Techniques		COMS 1217	COMM 1100, COMS 1107		3	0	
Design for Print Advertising		DESG 1204	DESG 1102, PHOT 1100		0	3	
Design for Online Advertising 1		DESG 1205	DESG 1102, PHOT 1100		0	3	
General Elective Credit		GNED 0000			3	0	
Media Fundamentals		MDIA 1200	COMS 1107		3	0	
Digital Strategy and Insights		MKTG 1207	COMS 1107		3	0	
Marketing Research and Planning		MKTG 1208	COMS 1107		3	0	
					<b>15</b>	<b>6</b>	

Advertising and Marketing Comm (AVMC)

Weekly  
Breakdown

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<b>AVMC-SEM3</b>							
Search Marketing and SEO		COMS 2107	MKTG 1207		3	0	
Strat Writing for Advs and PR		COMS 2108	COMM 1100, MKTG 1207		3	0	
Design for Online Advertising 2		DESG 2103	DESG 1205		0	3	
General Elective Credit		GNED 0000			3	0	
Strategic Media Planning		MDIA 2100	MDIA 1200, MKTG 1208		3	0	
Project Management		PJMT 2101	MKTG 1207		3	0	
Advertising Account Management	GRP1	MGMT 2106	COMS 1217		0	3	
Advertising Creative Production	GRP2	MDIA 2101	DESG 1204		0	4	
					<b>15</b>	<b>10</b>	
<b>AVMC-SEM4</b>							
Cross-Functional Collaboration		MGMT 3211			3	0	
Advertising Account Management	GRP1	MGMT 2106	COMS 1217		0	3	
Advertising Creative Production	GRP2	MDIA 2101	DESG 1204		0	4	
Emerging Trends and Tools in Advertising	MOD1	COMP 2211			3	0	
Portfolio Development for Advertising	MOD1	DESG 2204	SPEC 0000		0	3	
Professional Practice for Advertising	MOD1	FDPL 2202	SPEC 0000		3	0	
Digital Analytics	MOD1	RSCH 2200	COMS 2107, MKTG 1207		3	0	
Field Placement	MOD2	AVMC 2200	SPEC 0000		0	0	200
					<b>12</b>	<b>10</b>	<b>200</b>

Animation - Digital Production (ADP)

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod</i>	<i>Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>ADP-SEM1</b>							
Introduction to Animating		ANIM 1301			0	4	
Cinematic Arts for Animation		CINE 1301			0	2	
Communication Foundations		COMM 1100			2	0	1
Drawing Anatomy		DRAW 1311			0	3	
General Elective Credit		GNED 0000			3	0	
Digital Image Editing		IMGE 1300			0	2	
Introduction to Modelling and Rigging		MDRG 1301			0	2	
Introduction to Pre-Production		PPDN 1301			0	3	0
					<b>5</b>	<b>16</b>	<b>1</b>
<b>ADP-SEM2</b>							
Pre-Production Basics		ANIM 1205	ANIM 1301, CINE 1301, DRAW 1311, PPDN 1301		0	3	
3D Animating Basics		ANIM 2301	ANIM 1301, CINE 1301, DRAW 1311, PPDN 1301		0	3	
2D Animating Basics		ANIM 2303	ANIM 1301, CINE 1301, DRAW 1311, PPDN 1301		0	2	
Character Posing		ANIM 2305	ANIM 1301, CINE 1301, DRAW 1311, PPDN 1301		0	3	
Cinematic Scene Anatomy		CINE 2301	ANIM 1301, CINE 1301, IMGE 1300, MDRG 1301, PPDN 1301		0	2	
Story and Gesture Drawing		DRAW 2308	ANIM 1301, CINE 1301, DRAW 1311, PPDN 1301		0	3	
Basic Modelling and Rigging		MDRG 2301	IMGE 1300, MDRG 1301		0	2	
Introduction to Rendering		REND 2301	IMGE 1300, MDRG 1301		0	2	
FNMI Elective	OPT1	FNMI 0000			3	0	
					<b>3</b>	<b>20</b>	

Animation - Digital Production (ADP)

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>ADP-SEM3</b>						
3D Animating 1	ANIM 3300	ANIM 2301, ANIM 2303, ANIM 2305, CINE 2301, DRAW 2308, PPDN 1301		0	3	
2D Animating 1	ANIM 3302	ANIM 2301, ANIM 2303, ANIM 2305, CINE 2301, DRAW 2308, PPDN 1301		0	2	
Walks and Cycles 1	ANIM 3304	ANIM 2301, ANIM 2303, ANIM 2305, CINE 2301, DRAW 2308, PPDN 1301		0	2	
Animating to Sound	ANIM 3306	ANIM 2301, ANIM 2303, ANIM 2305, CINE 2301, DRAW 2308, PPDN 1301		0	3	
Cinematic Sequences	CINE 3301	ANIM 2301, ANIM 2303, ANIM 2305, CINE 2301, DRAW 2308, PPDN 1301		0	3	
Life Drawing for Animation	DRAW 3311	DRAW 2308, PPDN 1301		0	3	
Modelling and Rigging 1	MDRG 3300	DRAW 2308, MDRG 2301, PPDN 1301, REND 2301		0	3	
Rendering 1	REND 3300	DRAW 2308, MDRG 2301, PPDN 1301, REND 2301		0	2	
				<b>0</b>	<b>21</b>	
<b>ADP-SEM4</b>						
3D Animating 2	ANIM 4301	ANIM 3300, ANIM 3302, ANIM 3304, ANIM 3306, CINE 3301, DRAW 3311		0	3	
2D Animating 2	ANIM 4304	ANIM 3300, ANIM 3302, ANIM 3304, ANIM 3306, CINE 3301, DRAW 3311		0	2	
Walks and Cycles 2	ANIM 4306	ANIM 3300, ANIM 3302, ANIM 3304, ANIM 3306, CINE 3301, DRAW 3311		0	2	
Compositing	CINE 4300	ANIM 3300, ANIM 3302, ANIM 3304, ANIM 3306, MDRG 3300, REND 3300		0	3	
General Elective Credit	GNED 0000			3	0	
Modelling and Rigging 2	MDRG 4300	MDRG 3300, REND 3300		0	3	
Introduction to Portfolio	PORT 4305	ANIM 3300, ANIM 3302, ANIM 3304, ANIM 3306, CINE 3301, MDRG 3300, REND 3300	ANIM 4301, ANIM 4304, ANIM 4306, CINE 4300, MDRG 4300, PPDN 4300, REND 4301	0	2	
Location and Background Design	PPDN 4300	DRAW 3311, MDRG 3300, REND 3300		0	3	
Rendering 2	REND 4301	MDRG 3300, REND 3300		0	2	
				<b>3</b>	<b>20</b>	

Animation - Digital Production (ADP)

Weekly Breakdown

Course Name	Mod Code	Prerequisites	Corequisites	Lec Hrs	Lab Hrs	FP/Alt Hrs
<b>ADP-SEM5</b>						
Motion Capture Studio	ANIM 3100	ANIM 4301, ANIM 4304, ANIM 4306, CINE 4300, MDRG 4300, PORT 4305, PPDN 4300, REND 4301		0	3	
Advanced 3D Animating	ANIM 5300	ANIM 4301, ANIM 4304, ANIM 4306, CINE 4300, MDRG 4300, PORT 4305, PPDN 4300, REND 4301		0	4	
Advanced 2D Animating	ANIM 5301	ANIM 4301, ANIM 4304, ANIM 4306, CINE 4300, MDRG 4300, PORT 4305, PPDN 4300, REND 4301		0	3	
Advanced Modelling and Rigging	MDRG 5300	ANIM 4301, ANIM 4304, ANIM 4306, CINE 4300, MDRG 4300, PORT 4305, PPDN 4300, REND 4301		0	3	
Portfolio and Pipeline	PORT 5301	ANIM 4301, ANIM 4304, ANIM 4306, CINE 4300, MDRG 4300, PORT 4305, PPDN 4300, REND 4301		0	3	
Project Pre-Production	PPDN 5300	ANIM 4301, ANIM 4304, ANIM 4306, CINE 4300, MDRG 4300, PORT 4305, PPDN 4300, REND 4301		0	3	
Rendering and Effects	REND 5301	ANIM 4301, ANIM 4304, ANIM 4306, CINE 4300, MDRG 4300, PORT 4305, PPDN 4300, REND 4301		0	3	
				<b>0</b>	<b>22</b>	
<b>ADP-SEM6</b>						
Portfolio and Reel Production	ANIM 3200	ANIM 3100, ANIM 5300, ANIM 5301, MDRG 5300, PORT 5301, PPDN 5300, REND 5301	ANIM 3201, ANIM 3202, ANIM 6300, ANIM 6301, MDRG 6300, REND 6301	0	3	
Post Production	ANIM 3201	ANIM 3100, ANIM 5300, ANIM 5301, MDRG 5300, PORT 5301, PPDN 5300, REND 5301	ANIM 3200, ANIM 3202, ANIM 6300, ANIM 6301, MDRG 6300, REND 6301	0	3	
Capstone Production	ANIM 3202	ANIM 3100, ANIM 5300, ANIM 5301, MDRG 5300, PORT 5301, PPDN 5300, REND 5301	ANIM 3200, ANIM 3201, ANIM 6300, ANIM 6301, MDRG 6300, REND 6301	0	4	
3D Animating Production	ANIM 6300	ANIM 3100, ANIM 5300, ANIM 5301		0	4	
2D Animating Production	ANIM 6301	ANIM 3100, ANIM 5300, ANIM 5301		0	3	
Modelling and Rigging Production	MDRG 6300	MDRG 5300, REND 5301		0	3	
Rendering and Effects Production	REND 6301	MDRG 5300, REND 5301		0	3	
				<b>0</b>	<b>23</b>	

**Broad - Radio and Contem Media (BRCM)**

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod</i>	<i>Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>BRCM-SEM1</b>							
INTRODUCTION TO BROADCAST TECHNOLOGIES		BRCM 1100			0	3	
ON-AIR HOSTING AND SHOW PREPARATION I		BRCM 1200			0	3	8
INTRODUCTION TO NEWS WRITING		BRCM 1300			0	3	
ENTERTAINMENT COMMUNICATION I		COMM 1135			3	0	
General Elective Credit		GNED 0000			3	0	
INDIGENOUS PERSPECTIVES IN CONTEMPORARY MEDIA		INDG 1101			3	0	
DIGITAL PHOTOGRAPHY & EDITING		PHOT 1101			0	3	
					<b>9</b>	<b>12</b>	<b>8</b>
<b>BRCM-SEM2</b>							
ON-AIR HOSTING AND SHOW PREPARATION II		BRCM 2201	BRCM 1200		0	6	8
WRITING FOR BROADCAST		BRCM 2300	BRCM 1300		0	3	
VIDEO CAPTURE I (DOCUMENTARY)		BRCM 2401			0	3	
VIDEO EDITING I		BRCM 2402			0	3	
EMERGING DIGITAL PLATFORMS FOR BROADCAST		DIGI 1302			0	3	
General Elective Credit		GNED 0000			3	0	
					<b>3</b>	<b>18</b>	<b>8</b>

**Broad - Radio and Contem Media (BRCM)**

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod</i>	<i>Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>BRCM-SEM3</b>							
INTERVIEWING & RESEARCH FOR CONTEMPORARY MEDIA		BRCM 3100	BRCM 2300		0	3	8
SALES, MARKETING & PROMOTIONS		BRCM 3200	COMM 1135		0	3	
TALK RADIO AND FEATURE WRITING I		BRCM 3301	BRCM 1100		0	6	
STUDIO EXPERIENCE WORKSHOP I		BRCM 3400	BRCM 2201		0	3	
General Elective Credit		GNED 0000			3	0	
VIDEO CAPTURE II (NARRATIVE)		VIDC 3402	BRCM 2401		0	3	
					<b>3</b>	<b>18</b>	<b>8</b>
<b>BRCM-SEM4</b>							
MOBILE REPORTING	MOD1	BRCM 4100	DIGI 1302		0	3	8
RADIO PROGRAMMING	MOD1	BRCM 4200	BRCM 3301		0	3	
TALK RADIO AND FEATURE WRITING II	MOD1	BRCM 4301	BRCM 3301		0	6	
STUDIO EXPERIENCE WORKSHOP II	MOD1	BRCM 4400	BRCM 3400		0	3	
FIELD PLACEMENT SEMINAR	MOD1	FWKS 4500	SPEC 0000		3	0	
VIDEO EDITING II FOR BROADCAST	MOD1	VIDE 4402	BRCM 2402		0	3	
FIELD PLACEMENT FOR BROADCAST	MOD2	FWK 4600	SPEC 0000		0	0	280
					<b>3</b>	<b>18</b>	<b>288</b>



Fine Arts - Advanced (FINE)

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod</i>	<i>Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>FINE-SEM1</b>							
Communication for Design		COMM 1312			3	0	
Ideas and Images for Art and Design		DESF 1304			2	0	
Digital Resources for Art and Design		DIGI 1300			0	2	
Drawing I		DRAW 1310			0	3	
Art of Photography		PHOT 1320			0	2	
Studio Practice I - Design Essentials		STPR 1301			0	3	
Studio Practice I - Art Essentials		STPR 1302			0	3	
					<b>5</b>	<b>13</b>	
<b>FINE-SEM2</b>							
Digital Drawing		DRAW 2304			0	2	
Drawing II		DRAW 2310			0	3	
Fundamentals of Digital Audio and Video Production		FDAV 2300			0	3	
General Elective Credit		GNED 0000			3	0	
Presentation and Portfolio Techniques		PRES 2303			2	0	
Studio Practice II (3D Art and Design)		STPR 2300			0	5	
					<b>5</b>	<b>13</b>	

Fine Arts - Advanced (FINE)

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod</i>	<i>Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>FINE-SEM3</b>							
Drawing III (Advanced Figurative)		DRAW 3310	DRAW 2310		0	3	
Art Survey I (Pre-History to 20th Century)		FAAC 3301	DESF 1304		3	0	
Contemporary Creative Studio		FADS 3301	DESF 1304, FDAV 2300, STPR 2300		0	3	
Fabrication Studio I		FAFS 3300	STPR 2300		0	3	
Painting I		FAPA 3300	DRAW 2310		0	3	
Videography for Fine Arts		VPFA 3300	FDAV 2300		0	3	
					<b>3</b>	<b>15</b>	
<b>FINE-SEM4</b>							
Drawing IV (Contemporary)		DRAW 4310	DRAW 3310		0	3	
Art Survey II (20th Century to Contemporary)		FAAC 4301	DESF 1304		3	0	
Fabrication Studio II		FAFS 4300	FAFS 3300		0	3	
Painting II		FAPA 4300	FAPA 3300		0	3	
General Elective Credit		GNED 0000			3	0	
Digital Media for Fine Arts		WEBD 4401			0	3	
					<b>6</b>	<b>12</b>	
<b>FINE-SEM5</b>							
Drawing V (Explorative)		DRAW 5301	DRAW 4310		0	2	
Community Collaboration - Service Learning I		FACC 5300	FDAV 2300, STPR 2300, WEBD 4401		0	3	
Contemporary Studio Practice in the Global Context		FACS 5300	DRAW 4310, FAFS 4300, FAPA 4300		3	0	
Rapid Prototyping and Modelling		FAFS 6300			0	3	
Studio Thesis 1 (Research)		FATH 5310		FACS 5300	0	4	
General Elective Credit		GNED 0000			3	0	
					<b>6</b>	<b>12</b>	

Fine Arts - Advanced (FINE)

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod</i>	<i>Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>FINE-SEM6</b>							
Entrepreneurship and Professional Practice for Fine Art		ENTR 6305			3	0	
Community Collaboration - Service Learning II		FACC 6300	FACC 5300		0	3	
Contemporary Sculpture		FAFS 5300	FAFS 4300		0	3	
Studio Thesis II (Presentation)		FATH 6300	FATH 5310		0	6	
Field Trips and Visiting Lecture for Fine Arts		FTVL 6300			3	0	
					<b>6</b>	<b>12</b>	

Foundations in Art and Design (FAD)

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod</i>	<i>Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>FAD-SEM1</b>							
Communication for Design		COMM 1312			3	0	
Ideas and Images for Art and Design		DESF 1304			2	0	
Digital Resources for Art and Design		DIGI 1300			0	2	
Drawing I		DRAW 1310			0	3	
Art of Photography		PHOT 1320			0	2	
Studio Practice I - Design Essentials		STPR 1301			0	3	
Studio Practice I - Art Essentials		STPR 1302			0	3	
					<b>5</b>	<b>13</b>	
<b>FAD-SEM2</b>							
Digital Drawing		DRAW 2304			0	2	
Drawing II		DRAW 2310			0	3	
Fundamentals of Digital Audio and Video Production		FDAV 2300			0	3	
Presentation and Portfolio Techniques		PRES 2303			2	0	
Studio Practice II (3D Art and Design)		STPR 2300			0	5	
General Elective Credit	OPT1	GNED 0000			3	0	
					<b>5</b>	<b>13</b>	

Game - Art (GART)

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod</i>	<i>Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>GART-SEM1</b>							
Communication Foundations		COMM 1100			2	0	1
Pre-production 1		DESG 1100			0	3	
Traditional Art 1		FINE 1100			0	3	
Animating I - Games		GAME 1103			0	3	
Modelling 1		GAME 1104			0	3	
Real Time Engines		GAME 1105			0	3	
Surfacing 1		GAME 1106			0	3	
					<b>2</b>	<b>18</b>	<b>1</b>
<b>GART-SEM2</b>							
Pre-production 2		DESG 1200	DESG 1100		0	3	
Traditional Art 2		FINE 1200	FINE 1100		0	3	
Animating 2		GAME 1204	GAME 1103		0	3	
Real Time Engines 2		GAME 1205	GAME 1104, GAME 1105, GAME 1106		0	3	
Modelling 2		GAME 1206	GAME 1104, GAME 1105, GAME 1106		0	3	
Surfacing 2		GAME 1207	GAME 1104, GAME 1105, GAME 1106		0	3	
FNMI Elective	OPT1	FNMI 0000			3	0	
					<b>3</b>	<b>18</b>	

Game - Art (GART)

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod</i>	<i>Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>GART-SEM3</b>							
Pre-production 3		DESG 2100	DESG 1200, FINE 1200, GAME 1204, GAME 1205, GAME 1206, GAME 1207		0	3	
Animating 3		GAME 2100	GAME 1204		0	4	
Environment Art 1		GAME 2101	DESG 1200, FINE 1200, GAME 1204, GAME 1205, GAME 1206, GAME 1207		0	3	
Modelling 3		GAME 2102	DESG 1200, FINE 1200, GAME 1204, GAME 1205, GAME 1206, GAME 1207		0	3	
Surfacing 3		GAME 2103	DESG 1200, FINE 1200, GAME 1204, GAME 1205, GAME 1206, GAME 1207		0	3	
General Elective Credit		GNED 0000			3	0	
Asset Production Workshop 1		PJMT 2100			0	4	
					<b>3</b>	<b>20</b>	
<b>GART-SEM4</b>							
Pre-production 4		DESG 2200	DESG 2100, PJMT 2100		0	3	
Animating 4		GAME 2200	GAME 2100, PJMT 2100		0	4	
Environment Art 2		GAME 2201	DESG 2100, GAME 2101, GAME 2102, GAME 2103, PJMT 2100		0	3	
Modelling 4		GAME 2202	DESG 2100, GAME 2101, GAME 2102, GAME 2103, PJMT 2100		0	3	
Surfacing 4		GAME 2203	DESG 2100, GAME 2101, GAME 2102, GAME 2103, PJMT 2100		0	3	
General Elective Credit		GNED 0000			3	0	
Asset Production Workshop 2		PJMT 2201	DESG 2100, PJMT 2100		0	4	
					<b>3</b>	<b>20</b>	

Game - Art (GART)

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod</i>	<i>Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>GART-SEM5</b>							
Animating 5		GAME 3100	DESG 2200, GAME 2200, GAME 2201, GAME 2202, GAME 2203, PJMT 2201		0	3	
Environment Art 3		GAME 3101	DESG 2200, GAME 2200, GAME 2201, GAME 2202, GAME 2203, PJMT 2201		0	3	
Modelling 5		GAME 3102	DESG 2200, GAME 2200, GAME 2201, GAME 2202, GAME 2203, PJMT 2201		0	3	
Surfacing 5		GAME 3103	DESG 2200, GAME 2200, GAME 2201, GAME 2202, GAME 2203, PJMT 2201		0	3	
Technical Artistry		GAME 3104	DESG 2200, GAME 2200, GAME 2201, GAME 2202, GAME 2203, PJMT 2201		0	3	
Game Proposals		GART 3100	DESG 2200, GAME 2200, GAME 2201, GAME 2202, GAME 2203, PJMT 2201		0	3	
Asset Production Workshop 3		PJMT 3100	DESG 2200, GAME 2200, GAME 2201, GAME 2202, GAME 2203, PJMT 2201		0	3	
					<b>0</b>	<b>21</b>	
<b>GART-SEM6</b>							
Portfolio Development		GAME 3200	GAME 3100, GAME 3101, GAME 3102, GAME 3103, GAME 3104, GART 3100, PJMT 3100		0	4	
Post-production Studio		GAME 3201	GAME 3100, GAME 3101, GAME 3102, GAME 3103, GAME 3104, GART 3100, PJMT 3100		0	4	
Game Design Studio		GART 3200	GAME 3100, GAME 3101, GAME 3102, GAME 3103, GAME 3104, GART 3100, PJMT 3100		0	4	
Applied Projects and Research		GART 3201	GAME 3100, GAME 3101, GAME 3102, GAME 3103, GAME 3104, GART 3100, PJMT 3100		0	4	
Asset Production Studio		PJMT 3200	GAME 3100, GAME 3101, GAME 3102, GAME 3103, GAME 3104, GART 3100, PJMT 3100		0	4	
					<b>0</b>	<b>20</b>	

Graphic Design (GDES)

Weekly Breakdown

Course Name	Mod	Code	Prerequisites	Corequisites	Lec Hrs	Lab Hrs	FP/Alt Hrs
<b>GDES-SEM1</b>							
DESIGN I		DEGN 1300		TYPO 1300	0	3	
DESIGN TOOLS I		DEGN 1301			0	3	
General Elective Credit		GNED 0000			3	0	
NEW MEDIA DESIGN I		NMED 1300			0	3	
PHOTOGRAPHY & ILLUSTRATION		PHOT 1312			0	3	
TYPOGRAPHY I		TYPO 1300		DEGN 1300	0	3	
					<b>3</b>	<b>15</b>	
<b>GDES-SEM2</b>							
Communication for Design		COMM 1312			3	0	
DESIGN II		DEGN 2300	DEGN 1300, TYPO 1300		0	3	
DESIGN TOOLS II		DEGN 2301	DEGN 1301		0	3	
3D & MATERIALS		DEGN 2303	DEGN 1300		0	3	
NEW MEDIA DESIGN II		NMED 2300	NMED 1300		0	3	
TYPOGRAPHY II		TYPO 2300	TYPO 1300		0	3	
					<b>3</b>	<b>15</b>	
<b>GDES-SEM3</b>							
ADVERTISING & CAMPAIGNS		ADCM 1300	DEGN 2300		0	3	
BRANDING IDENTITY		BRND 1300	DEGN 2300		0	3	
DESIGN TOOLS III		DEGN 3301	DEGN 2301		0	3	
General Elective Credit		GNED 0000			3	0	
NEW MEDIA DESIGN III		NMED 3300	NMED 2300		0	3	
TYPOGRAPHY III		TYPO 3300	TYPO 2300		0	3	
					<b>3</b>	<b>15</b>	



Graphic Design (GDES)

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod</i>	<i>Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>GDES-SEM4</b>							
DESIGN STUDIO		DEGN 4302			0	3	
EDITORIAL DESIGN		DESN 4302	ADCM 1300, BRND 1300, DEGN 3301, NMED 3300, TYPO 3300		0	3	
PACKAGING DESIGN		DESN 4304	ADCM 1300, BRND 1300, DEGN 2303, DEGN 3301, NMED 3300, TYPO 3300		0	3	
WORKFLOW PRODUCTION		DESN 4305	ADCM 1300, BRND 1300, DEGN 3301, NMED 3300, TYPO 3300		0	3	
NEW MEDIA DESIGN IV		NMED 4300	NMED 3300		0	3	
PORTFOLIO ASSESSMENT		PORT 2300	ADCM 1300, BRND 1300, DEGN 3301, NMED 3300, TYPO 3300	DESN 4302, DESN 4304, DESN 4305, NMED 4300, VISU 1300	0	0	
VISUAL STYLE		VISU 1300			3	0	
					<b>3</b>	<b>15</b>	
<b>GDES-SEM5</b>							
THE BUSINESS OF GRAPHIC DESIGN		BGES 1300	SPEC 0000		0	3	
General Elective Credit		GNED 0000			3	0	
PORTFOLIO STUDIES		PORT 5300	SPEC 0000		0	12	
					<b>3</b>	<b>15</b>	
<b>GDES-SEM6</b>							
FIELD PLACEMENT - GRAPHICS		FWK 6303	SPEC 0000		0	0	560
					<b>0</b>	<b>0</b>	<b>560</b>

Interactive Media Design (IMDE)

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod</i>	<i>Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>IMDE-SEM1</b>							
Communication Foundations		COMM 1100			2	0	1
Design and Conceptual Process		CWD 1400			0	3	
Web Design 1		CWMD 1100			0	3	
Digital Illustration and Imaging		CWMD 1200			0	3	
Photography for Integrated Media		CWMD 1300			0	3	3
Web Technologies		CWMD 1500			0	2	
General Elective Credit		GNED 0000			3	0	
					<b>5</b>	<b>14</b>	<b>4</b>
<b>IMDE-SEM2</b>							
Web Design 2		CWD 2100	CWMD 1100		0	3	
Prototyping for Interactive Media		CWMD 2200	CWD 1400, CWMD 1200	CWMD 2500	0	3	
Video and Audio Production		CWMD 2300		CWMD 2500	0	3	
Interactive Design and Animation 1		CWMD 2500	CWMD 1200	CWMD 2200	0	3	
Coding for Design		CWMD 2601	CWMD 1100	CWD 2100	0	4	
General Elective Credit		GNED 0000			3	0	
					<b>3</b>	<b>16</b>	

Interactive Media Design (IMDE)

Weekly  
Breakdown

Course Name		Mod	Code	Prerequisites	Corequisites	Lec Hrs	Lab Hrs	FP/Alt Hrs
<b>IMDE-SEM3</b>								
Interactive Design and Animation 2			CMP 3100	CWD 2100, CWMD 2200		0	3	1
Design Studio 1			CMP 3200	CWMD 2200	CMP 3501	0	3	
Motion Graphics 1			CMP 3300	CWMD 2200, CWMD 2300		0	3	2
Media Integration			CMP 3401	CWMD 2500, CWMD 2601		0	2	
Interactive Media			CMP 3501	CWMD 2500, CWMD 2601		0	4	3
General Elective Credit			GNED 0000			3	0	
						<b>3</b>	<b>15</b>	<b>6</b>
<b>IMDE-SEM4</b>								
Design Studio 2		MOD1	CMP 4100	CMP 3200	CMP 4400	0	3	
Interactive Design and Animation 3		MOD1	CMP 4200	CMP 3100	CMP 4400	0	3	
Motion Graphics 2		MOD1	CMP 4300	CMP 3300	CMP 4400	0	3	
Portfolio Development		MOD1	CMP 4400	SPEC 0000	CMP 4100, CMP 4200, CMP 4300	0	4	3
Collaborative Projects		MOD1	CMP 4500	SPEC 0000		0	3	0
Industry Preparation		MOD1	FTVL 4404			2	0	
Field Placement/Capstone Project - IMDE		MOD2	FWK 4505	SPEC 0000		0	0	200
						<b>2</b>	<b>16</b>	<b>203</b>

Interactive Media Design - Web (IMWD)

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod</i>	<i>Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>IMWD-SEM1</b>							
Communication Foundations		COMM 1100			2	0	1
Design and Conceptual Process		CWD 1400			0	3	
Web Design 1		CWMD 1100			0	3	
Digital Illustration and Imaging		CWMD 1200			0	3	
Photography for Integrated Media		CWMD 1300			0	3	3
Web Technologies		CWMD 1500			0	2	
General Elective Credit	OPT1	GNED 0000			3	0	
					<b>5</b>	<b>14</b>	<b>4</b>
<b>IMWD-SEM2</b>							
Web Design 2		COSC 1204	CWMD 1100		0	3	
Server-Side Scripting		COSC 1205	CWMD 1100		0	3	
Coding for the Web 1		COSC 1206	CWMD 1100		0	4	
Web Animation 1		COSC 1207	CWMD 1200		0	3	
Prototyping for Web		DESG 1210	CWD 1400, CWMD 1200		0	3	
General Elective Credit	OPT1	GNED 0000			3	0	
					<b>3</b>	<b>16</b>	

Interactive Media Design - Web (IMWD)

Weekly Breakdown

<i>Course Name</i>	<i>Mod</i>	<i>Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>IMWD-SEM3</b>							
Content Management Systems 1		COMP 2113	COSC 1204, COSC 1206, DESG 1210		0	3	
Web Design 3		COSC 2102	COSC 1206		0	3	6
Web Application Frameworks		COSC 2103	COSC 1206		0	3	
Coding for the Web 2		COSC 2104	COSC 1206		0	3	
Web Animation 2		COSC 2105	COSC 1207, DESG 1210		0	3	
General Elective Credit	OPT1	GNED 0000			3	0	
					<b>3</b>	<b>15</b>	<b>6</b>
<b>IMWD-SEM4</b>							
Content Management Systems 2	MOD1	COMP 2203	COMP 2113	DESG 2205	0	3	
Web Design 4	MOD1	COSC 2201	COSC 2102	DESG 2205	0	3	
Coding for the Web 3	MOD1	COSC 2202	COSC 2104		0	4	
Portfolio Development	MOD1	DESG 2205	SPEC 0000	COMP 2203, COSC 2201, COSC 2202	0	4	3
Industry Preparation	MOD1	FDPL 2200			0	2	
Collaborative Projects	MOD1	IMWD 2200	SPEC 0000		0	3	3
Field Placement/Capstone	MOD2	IMWD 2201	SPEC 0000		0	0	200
					<b>0</b>	<b>19</b>	<b>206</b>

Journalism & Creative Writing (JCW)

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod</i>	<i>Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>JCW-SEM1</b>							
INTRODUCTION TO NEWS WRITING		JOUR 1301			0	3	
INTERVIEWING & RESEARCH		JOUR 1303			0	3	
JOURNALISM - MASS MEDIA FUNDAMENTALS		JOUR 1306			0	3	3
WRITING FOR BROADCAST I		JOUR 2305			1	2	
VISUAL MEDIA I		VMDA 1300			0	3	
					<b>1</b>	<b>14</b>	<b>3</b>
<b>JCW-SEM2</b>							
BROADCAST PRODUCTION		BRPO 2300	JOUR 1303, JOUR 1306, JOUR 2305, VMDA 1300	VMDA 2300	0	3	
MEDIA LAW AND ETHICS		JMLE 1422			3	0	
PRINT & WEB DESIGN		MEDI 2304	JOUR 1303, JOUR 1306, VMDA 1300	VMDA 2300	0	3	
REPORTING I		REPT 2301	JOUR 1301, JOUR 1303, VMDA 1300		0	3	
VISUAL MEDIA II		VMDA 2300	JOUR 1303, JOUR 1306, JOUR 2305, VMDA 1300	BRPO 2300, MEDI 2304	0	3	
					<b>3</b>	<b>12</b>	
<b>JCW-SEM3</b>							
MEDIA PRODUCTION I		MEDI 3306	MEDI 2304, REPT 2301, VMDA 2300		0	8	
REPORTING II		REPT 3306	JOUR 1303, JOUR 2305, REPT 2301, VMDA 2300		0	3	
FEATURE WRITING & PUBLISHING I		REPT 3307	REPT 2301, WRIT 2305		0	3	
VISUAL MEDIA III		VMDA 3300	VMDA 1300, VMDA 2300		0	3	
					<b>0</b>	<b>17</b>	

Journalism & Creative Writing (JCW)

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod</i>	<i>Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>JCW-SEM4</b>							
Critical and Opinion Writing		JOUR 1201	JOUR 1100, JOUR 1101		1	2	
FEATURE WRITING & PUBLISHING II		REPT 4304	REPT 3307		0	3	
MEDIA PRODUCTION II	MOD1	MEDI 4304	MEDI 3306		0	8	
REPORTING III	MOD1	REPT 4300	REPT 3306		0	3	
VISUAL MEDIA IV	MOD1	VMDA 4300	VMDA 3300		0	3	
					<b>1</b>	<b>19</b>	
<b>JCW-SEM5</b>							
FIELD PLACEMENT ORIENTATION		FWKS 3300	SPEC 0000		1	0	
					<b>1</b>	<b>0</b>	
<b>JCW-SEM6</b>							
FIELD PLACEMENT WORKSHOP		WKSP 4315	FWKS 3300	FREE 2300, MEDI 4304, REPT 4300, REPT 4304, VMDA 4300	1	0	
ENTREPRENEURSHIP & PROFESSIONAL PRACTICE	MOD1	FREE 2300	MEDI 3306		0	3	
					<b>1</b>	<b>3</b>	
<b>JCW-SEM7</b>							
FIELD PLACEMENT FOR JOURNALISM		FWKJ 4303	FWKS 3300, MEDI 3306, REPT 3306, REPT 3307, VMDA 3300	FREE 2300, MEDI 4304, REPT 4300, REPT 4304, VMDA 4300, WKSP 4315	0	0	280
					<b>0</b>	<b>0</b>	<b>280</b>

Journalism - Mass Media (JOMM)

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod</i>	<i>Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>JOMM-SEM1</b>							
Communication Foundations		COMM 1100			2	0	1
General Elective Credit		GNED 0000			3	0	
INTRODUCTION TO NEWS WRITING		JOUR 1301			0	3	
INTERVIEWING & RESEARCH		JOUR 1303			0	3	
JOURNALISM - MASS MEDIA FUNDAMENTALS		JOUR 1306			0	3	3
WRITING FOR BROADCAST I		JOUR 2305			1	2	
VISUAL MEDIA I		VMDA 1300			0	3	
					<b>6</b>	<b>14</b>	<b>4</b>
<b>JOMM-SEM2</b>							
BROADCAST PRODUCTION		BRPO 2300	JOUR 1303, JOUR 1306, JOUR 2305, VMDA 1300	VMDA 2300	0	3	
General Elective Credit		GNED 0000			3	0	
MEDIA LAW AND ETHICS		JMLE 1422			3	0	
PRINT & WEB DESIGN		MEDI 2304	JOUR 1303, JOUR 1306, VMDA 1300	VMDA 2300	0	3	
REPORTING I		REPT 2301	JOUR 1301, JOUR 1303, VMDA 1300		0	3	
VISUAL MEDIA II		VMDA 2300	JOUR 1303, JOUR 1306, JOUR 2305, VMDA 1300	BRPO 2300, MEDI 2304	0	3	
CRITICAL & OPINION WRITING		WRIT 2305	JOUR 1301, JOUR 1303		1	2	
					<b>7</b>	<b>14</b>	



Journalism - Mass Media (JOMM)

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod</i>	<i>Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>JOMM-SEM3</b>							
FIELD PLACEMENT ORIENTATION		FWKS 3300	SPEC 0000		1	0	
MEDIA PRODUCTION I		MEDI 3306	MEDI 2304, REPT 2301, VMDA 2300		0	8	
REPORTING II		REPT 3306	JOUR 1303, JOUR 2305, REPT 2301, VMDA 2300		0	3	
FEATURE WRITING & PUBLISHING I		REPT 3307	REPT 2301, WRIT 2305		0	3	
VISUAL MEDIA III		VMDA 3300	VMDA 1300, VMDA 2300		0	3	
FNMI Elective	OPT1	FNMI 0000			3	0	
					<b>4</b>	<b>17</b>	
<b>JOMM-SEM4</b>							
FIELD PLACEMENT FOR JOURNALISM		FWKJ 4303	FWKS 3300, MEDI 3306, REPT 3306, REPT 3307, VMDA 3300	FREE 2300, MEDI 4304, REPT 4300, REPT 4304, VMDA 4300, WKSP 4315	0	0	280
FEATURE WRITING & PUBLISHING II		REPT 4304	REPT 3307		0	3	
FIELD PLACEMENT WORKSHOP		WKSP 4315	FWKS 3300	FREE 2300, MEDI 4304, REPT 4300, REPT 4304, VMDA 4300	1	0	
ENTREPRENEURSHIP & PROFESSIONAL PRACTICE	MOD1	FREE 2300	MEDI 3306		0	3	
MEDIA PRODUCTION II	MOD1	MEDI 4304	MEDI 3306		0	8	
REPORTING III	MOD1	REPT 4300	REPT 3306		0	3	
VISUAL MEDIA IV	MOD1	VMDA 4300	VMDA 3300		0	3	
					<b>1</b>	<b>20</b>	<b>280</b>

## Media Fundamentals (MFUN)

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod</i>	<i>Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>MFUN-SEM1</b>							
Studio Workshop		DESG 1103			4	0	
Introduction to Observation and Perception		FINE 1101			3	0	
Composition and Design		FINE 1102			3	0	
Foundations of Visual Motion		MDIA 1100			3	0	
Fundamentals of Video Capture and Editing		MDIA 1101			3	0	
The Development of the Moving Image		PHOT 1102			3	0	
					<b>19</b>	<b>0</b>	
<b>MFUN-SEM2</b>							
Introduction to Motion Graphics		DESG 1206			3	0	
Introduction to Vector and Pixel Art		DESG 1207			3	0	
Portfolio Production		DESG 1208			4	0	
Observational Drawing 2		FINE 1201			3	0	
Storytelling Through Stop-Motion Technique		MDIA 1201			3	0	
Foundations of Post-Production for Digital Media		MDIA 1202			3	0	
					<b>19</b>	<b>0</b>	

Music Business Administration (MBAD)

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod</i>	<i>Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>MBAD-SEM1</b>							
Communication Foundations		COMM 1100			2	0	1
Live Sound		ENGR 1100			3	0	
Music History and Appreciation		HIST 1100			3	0	
Event Planning and Management		MGMT 1103			3	0	
Networking and Personal Selling		MKTG 1103			3	0	
Music Business Practicum 1		MUSC 1100			1	0	25
Music Industry Overview 1		MUSC 1101			3	0	
					<b>18</b>	<b>0</b>	<b>26</b>
<b>MBAD-SEM2</b>							
Music Business Documentation 1		COMM 1223	COMM 1100		2	1	
Graphic Design Essentials		DESG 1209			0	3	
General Elective Credit		GNED 0000			3	0	
Contract Law		LAWW 1207			3	0	
Music Business Practicum 2		MUSC 1200			1	0	30
Music Industry Overview 2		MUSC 1201	MUSC 1101		2	0	1
Event Workshop 1		MUSC 1202	MGMT 1103		3	0	
					<b>14</b>	<b>4</b>	<b>31</b>

Music Business Administration (MBAD)

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod</i>	<i>Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>MBAD-SEM3</b>							
Music Business Documentation 2		COMM 2110	COMM 1100		1	2	
Copyright Law		LAWW 2100			3	0	
Music Industry Math		MATH 2100			3	0	
Music Marketing		MKTG 2102			3	0	
Music Business Practicum 3		MUSC 2100			1	0	30
Music Supervision and Video Production		MUSC 2101			3	0	
FNMI Elective	OPT1	FNMI 0000			3	0	
					<b>17</b>	<b>2</b>	<b>30</b>
<b>MBAD-SEM4</b>							
Accounting		ACCT 2214			3	0	
General Elective Credit		GNED 0000			3	0	
Tour Management		MGMT 2216			3	0	
Promotions and Publicity		MKTG 2203			3	0	
Music Business Practicum 4		MUSC 2200			1	0	30
Music Publishing		MUSC 2201	LAWW 2100		3	0	
Event Workshop 2		MUSC 2202	MUSC 1202		4	0	
					<b>20</b>	<b>0</b>	<b>30</b>

Music Business Management (MBUS)

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod</i>	<i>Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>MBUS-SEM1</b>							
Communication Foundations		COMM 1100			2	0	1
Live Sound		ENGR 1100			3	0	
Music History and Appreciation		HIST 1100			3	0	
Event Planning and Management		MGMT 1103			3	0	
Networking and Personal Selling		MKTG 1103			3	0	
Music Business Practicum 1		MUSC 1100			1	0	25
Music Industry Overview 1		MUSC 1101			3	0	
					<b>18</b>	<b>0</b>	<b>26</b>
<b>MBUS-SEM2</b>							
Music Business Documentation 1		COMM 1223	COMM 1100		2	1	
Graphic Design Essentials		DESG 1209			0	3	
General Elective Credit		GNED 0000			3	0	
Contract Law		LAWW 1207			3	0	
Music Business Practicum 2		MUSC 1200			1	0	30
Music Industry Overview 2		MUSC 1201	MUSC 1101		2	0	1
Event Workshop 1		MUSC 1202	MGMT 1103		3	0	
					<b>14</b>	<b>4</b>	<b>31</b>

Music Business Management (MBUS)

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod</i>	<i>Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>MBUS-SEM3</b>							
Music Business Documentation 2		COMM 2110	COMM 1100		1	2	
Copyright Law		LAWW 2100			3	0	
Music Industry Math		MATH 2100			3	0	
Music Marketing		MKTG 2102			3	0	
Music Business Practicum 3		MUSC 2100			1	0	30
Music Supervision and Video Production		MUSC 2101			3	0	
FNMI Elective	OPT1	FNMI 0000			3	0	
					<b>17</b>	<b>2</b>	<b>30</b>
<b>MBUS-SEM4</b>							
Accounting		ACCT 2214			3	0	
General Elective Credit		GNED 0000			3	0	
Tour Management		MGMT 2216			3	0	
Promotions and Publicity		MKTG 2203			3	0	
Music Business Practicum 4		MUSC 2200			1	0	30
Music Publishing		MUSC 2201	LAWW 2100		3	0	
Event Workshop 2		MUSC 2202	MUSC 1202		4	0	
					<b>20</b>	<b>0</b>	<b>30</b>

Music Business Management (MBUS)

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod</i>	<i>Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>MBUS-SEM5</b>							
Digital Business		COMR 3100			0	3	
Field Placement Preparation		FDPL 3104			1	0	
Content Creation		MDIA 3100			0	3	
Artist Management		MGMT 3105			3	0	
Venue Management and Concert Promotion		MGMT 3209			3	0	
International Markets		MKTG 3209			3	0	
Independent Research Project 1		MUSC 3100			3	0	
					<b>13</b>	<b>6</b>	
<b>MBUS-SEM6</b>							
Entrepreneurship		ENTR 3200			3	0	
Field Placement		MBUS 3200	SPEC 0000		1	0	392
Independent Research Project 2		MUSC 3200			3	0	
					<b>7</b>	<b>0</b>	<b>392</b>

Photography (PHGR)

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod</i>	<i>Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>PHGR-SEM1</b>							
AUDIO CAPTURE		AUDI 1400			1	2	
FUNDAMENTALS OF LIGHTING		FUND 1400			1	2	
General Elective Credit		GNED 0000			3	0	
IMAGE PROCESSING I		IMGE 1400			0	3	
PHOTOGRAPHY I		PHOT 1400			0	6	
					<b>5</b>	<b>13</b>	
<b>PHGR-SEM2</b>							
Communication for Design		COMM 1312			3	0	
PREPRODUCTION CONCEPT ART		DRAW 2400			1	2	
History of The Captured Image		HIST 2400			3	0	
VIDEO CAPTURE I (DOCUMENTARY)		VIDC 2400	AUDI 1400, PHOT 1400		0	6	
VIDEO EDITING I		VIDE 2400			0	3	
					<b>7</b>	<b>11</b>	
<b>PHGR-SEM3</b>							
ADVANCED LIGHTING		ADVL 3400	FUND 1400, PHOT 1400	PHOT 3401, PPHO 3400	0	3	
CREATIVE VISION		CRVI 3400	PHOT 1400		0	3	
General Elective Credit		GNED 0000			3	0	
IMAGE PROCESSING II		IMGE 3400	IMGE 1400		0	3	
PRODUCT PHOTOGRAPHY I		PHOT 3401	PHOT 1400	ADVL 3400, IMGE 3400	0	3	
PORTRAIT PHOTOGRAPHY		PPHO 3400	PHOT 1400	ADVL 3400, IMGE 3400	0	3	3
Entrepreneurship and Professional Practice	MOD1	ENTR 3400			3	0	
					<b>6</b>	<b>15</b>	<b>3</b>



Photography (PHGR)

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod</i>	<i>Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>PHGR-SEM4</b>							
PORTFOLIO DEVELOPMENT		DGPO 4402	ADVL 3400, CRVI 3400, IMGE 3400, PHOT 3401, PPHO 3400	ENTR 4401, FPHO 4400, PHOT 4401, PHOT 4402	3	0	
ENTREPRENEURSHIP+PRO PRACT II		ENTR 4401	ENTR 3400		3	0	
FASHION PHOTOGRAPHY		FPHO 4400	IMGE 3400, PHOT 1400		0	3	
General Elective Credit		GNED 0000			3	0	
EVENT PHOTOGRAPHY		PHOT 4401	PHOT 1400, PPHO 3400		0	3	
PRODUCT PHOTOGRAPHY II		PHOT 4402	PHOT 1400, PHOT 3401		0	3	
					<b>9</b>	<b>9</b>	

Public Relations (PUBL)

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod</i>	<i>Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>PUBL-SEM1</b>							
Communication Foundations		COMM 1100			2	0	1
ELECTRONIC PUBLISHING I		COMP 1338			0	2	
DIGITAL PRESENTATIONS		COMP 2318			1	2	
General Elective Credit		GNED 0000			3	0	
MARKETING FOR P.R. PRACTITIONERS		MKTG 1307			3	0	
DIGITAL PHOTOGRAPHY		PHOT 1310			0	3	
INTRODUCTION TO PUBLIC RELATIONS		PR 1301			4	0	
RESEARCH FOR PUBLIC RELATIONS PRACTITIONERS		RESR 1300			2	0	
					<b>15</b>	<b>7</b>	<b>1</b>
<b>PUBL-SEM2</b>							
ELECTRONIC PUBLISHING II		COMP 2341	COMP 1338		0	3	
PUBLIC RELATIONS COPY WRITING I		COPY 2301	COMM 1100, PR 1301, RESR 1300	ENG 2307, PRTK 2301	0	3	
DIGITAL IMAGING FOR PUBLIC RELATIONS		DIGT 2303	PHOT 1310	PRTK 2301	0	3	
WRITING FOR PUBLIC RELATIONS		ENG 2307	COMM 1100	COPY 2301	2	1	
General Elective Credit		GNED 0000			3	0	
General Elective Credit		GNED 0000			3	0	
CORPORATE MANAGEMENT		MGMT 2311	COMM 1100, PR 1301, RESR 1300	ENG 2307	3	0	
PUBLIC RELATIONS TECHNIQUES		PRTK 2301	COMM 1100, PHOT 1310, PR 1301, RESR 1300	COPY 2301, DIGT 2303, ENG 2307	3	0	
					<b>14</b>	<b>10</b>	

Public Relations (PUBL)

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod</i>	<i>Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>PUBL-SEM3</b>							
PUBLIC RELATIONS COPY WRITING II		COPY 3301	SPEC 0000	EDIT 2303, PRMR 3300, WKSP 3302	0	3	
ELECTRONIC PUBLISHING III		DTP 3302	SPEC 0000	EDIT 2303, WKSP 3302	0	2	
MAGAZINE DESIGN FOR PUBLIC RELATIONS		EDIT 2303	SPEC 0000	COPY 3301, DTP 3302, WKSP 3302	0	3	
ELECTRONIC MEDIA PRODUCTION		EMP 1301	SPEC 0000	WKSP 3302	0	2	
PUBLIC RELATIONS BUSINESS WRITING		ENG 3307	SPEC 0000	PRMR 3300, WKSP 3302	0	3	
MEDIA RELATIONS		PRMR 3300	SPEC 0000	COPY 3301, ENG 3307, WKSP 3302	3	0	
STRATEGIC COMMUNICATIONS PLANNING		WKSP 3302	SPEC 0000	COPY 3301, DTP 3302, EDIT 2303, EMP 1301, ENG 3307, PRMR 3300	2	2	
					<b>5</b>	<b>15</b>	
<b>PUBL-SEM4</b>							
PUBLICATION MANAGEMENT		EDIT 4300	COPY 3301, DTP 3302, EDIT 2303, EMP 1301, ENG 3307, PRMR 3300, WKSP 3302	ENG 4300, FWKS 4303, PRSM 4301, PRTK 4300, WKSP 4306	0	3	
FREELANCE P.R. WRITING		ENG 4300	COPY 3301, DTP 3302, EDIT 2303, EMP 1301, ENG 3307, PRMR 3300, WKSP 3302	EDIT 4300, FWKS 4303, PRSM 4301, PRTK 4300, WKSP 4306	0	3	
FIELD PLACEMENT SEMINAR & PORTFOLIOS		FWKS 4303	COPY 3301, DTP 3302, EDIT 2303, EMP 1301, ENG 3307, PRMR 3300, WKSP 3302	EDIT 4300, ENG 4300, PRSM 4301, PRTK 4300, WKSP 4306	3	0	
SOCIAL MEDIA & WEB PRINCIPLES		PRSM 4301	COPY 3301, DTP 3302, EDIT 2303, EMP 1301, ENG 3307, PRMR 3300, WKSP 3302	EDIT 4300, ENG 4300, FWKS 4303, PRTK 4300, WKSP 4306	0	2	
EVENT PLANNING AND FUND DEVELOPMENT		PRTK 4300	COPY 3301, DTP 3302, EDIT 2303, EMP 1301, ENG 3307, PRMR 3300, WKSP 3302	EDIT 4300, ENG 4300, FWKS 4303, PRSM 4301, WKSP 4306	3	0	
NON-PROFIT PLACEMENT - PUBL		WKSP 4306	COPY 3301, DTP 3302, EDIT 2303, EMP 1301, ENG 3307, PRMR 3300, WKSP 3302	EDIT 4300, ENG 4300, FWKS 4303, PRSM 4301, PRTK 4300	0	4	108
					<b>6</b>	<b>12</b>	<b>108</b>
<b>PUBL-SEM5</b>							
FIELD PLACEMENT - PUBLIC RELATIONS		FWK 5300	SPEC 0000		0	0	560
					<b>0</b>	<b>0</b>	<b>560</b>

Video Production (VIPR)

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod</i>	<i>Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>VIPR-SEM1</b>							
AUDIO CAPTURE		AUDI 1400			1	2	
FUNDAMENTALS OF LIGHTING		FUND 1400			1	2	
General Elective Credit		GNED 0000			3	0	
IMAGE PROCESSING I		IMGE 1400			0	3	
PHOTOGRAPHY I		PHOT 1400			0	6	
					<b>5</b>	<b>13</b>	
<b>VIPR-SEM2</b>							
Communication for Design		COMM 1312			3	0	
PREPRODUCTION CONCEPT ART		DRAW 2400			1	2	
History of The Captured Image		HIST 2400			3	0	
VIDEO CAPTURE I (DOCUMENTARY)		VIDC 2400	AUDI 1400, PHOT 1400		0	6	
VIDEO EDITING I		VIDE 2400			0	3	
					<b>7</b>	<b>11</b>	
<b>VIPR-SEM3</b>							
ADVANCED LIGHTING FOR VIDEO PRODUCTION		DVAL 3400	FUND 1400		0	3	
FIELD TRIPS & VISITING LECTURES FOR VIDEO		DVFT 4400			3	0	
EVENT VIDEO PRODUCTION		EVVP 4400			0	3	2
General Elective Credit		GNED 0000			3	0	
NARRATIVE VIDEO PRODUCTION		NAVP 4400			0	3	
WEB DEVELOPMENT		WEBD 4400			0	3	
					<b>6</b>	<b>12</b>	<b>2</b>

Video Production (VIPR)

Weekly  
Breakdown

<i>Course Name</i>	<i>Mod Code</i>	<i>Prerequisites</i>	<i>Corequisites</i>	<i>Lec Hrs</i>	<i>Lab Hrs</i>	<i>FP/Alt Hrs</i>
<b>VIPR-SEM4</b>						
AUDIO POST PRODUCTION	AUDI 4400	AUDI 1400	VIDE 4400	0	3	
CORPORATE VIDEO PRODUCTION	COVP 3400			0	3	2
ENTREPRENEURSHIP & PROFESSIONAL PRACTICE FOR VIDEO PRODUCTION	DVEP 3400	COMM 1312		3	0	
General Elective Credit	GNED 0000			3	0	
PORTFOLIO DEVELOPMENT FOR VISUAL CAREERS	PORT 4400	DVAL 3400, DVFT 4400		0	3	
VIDEO EDITING II	VIDE 4400	VIDE 2400	AUDI 4400	0	6	
				<b>6</b>	<b>15</b>	<b>2</b>

**NOTES:**

**OPT1/OPT2/OPT3 - OPTIONS - Students choose subjects. OPT1 subjects are included in total hours per week.**

**GNED - Courses with this Subject Code are "General Education" subjects, GNED 0000 you are required to choose a 'General Education Elective' that term when you register.**

**SPEC 0000 - when displays as a pre-requisite you are required to have passed all previous courses and have a GPA of 2.0.**

**COOP - the co-op work term takes place in the following semester (spring/summer).**

**MOD1/MOD2 - course is delivered over a portion of the semester.**