

Advert - Digital Media Mgmt (ADMM)

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>ADMM-SEM1</b>						
Digital Strategy Foundations	INAD 5500		INAD 5501, INAD 5503, INAD 5504	2	0	1
Content Marketing and Management	INAD 5501		INAD 5500, INAD 5503, INAD 5504	2	0	1
Paid Media Advertising	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
Project Management and Team Dynamics	INAD 5507			2	0	1
Graphic Design for Digital Media 1	INAD 5508			0	2	1
				<b>10</b>	<b>2</b>	<b>6</b>
<b>ADMM-SEM2</b>						
Digital Transformation and the Customer Experience (CX)	INAD 1200			2	0	1
Digital Media Planning and Technology	INAD 1201			2	0	1
Digital Analytics Management	INAD 6502			2	0	1
Digital Media Career Choices	INAD 6504	INAD 5507		2	0	1
Graphic Design for Digital Media 2	INAD 6506	INAD 5508		0	2	1
Digital Agency Operations	INAD 6507	INAD 5500		0	2	1
				<b>8</b>	<b>4</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	
Advertising Design Theory		DESG 1102			0	3	
General Elective Credit		GNED 0000			3	0	
Photography, Image and Video 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	
Advertising Concept Development		DESG 1204	DESG 1102, PHOT 1100		0	3	
Production Design for 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

Course Name	Mod	Code	Prerequisites	Corequisites	Lec Hrs	Lab Hrs	FP/Alt Hrs
<b>AVMC-SEM3</b>							
Search Marketing and SEO		COMS 2107	MKTG 1207		3	0	
Strat Writing for Advs and PR		COMS 2108	COMM 1100		3	0	
Production Design for Advertising 2		DESG 2103	DESG 1205		0	3	
General Elective Credit		GNED 0000			3	0	
Strategic Media Planning		MDIA 2100	MDIA 1200		3	0	
Project Management		PJMT 2101			3	0	
Agency Account Management	GRP1	MGMT 2106	COMS 1217		0	3	
Agency Creative Production	GRP2	MDIA 2101	DESG 1204		0	3	
					<b>15</b>	<b>9</b>	
<b>AVMC-SEM4</b>							
Cross-Functional Collaboration		MGMT 3211			3	0	
Agency Account Management	GRP1	MGMT 2106	COMS 1217		0	3	
Agency Creative Production	GRP2	MDIA 2101	DESG 1204		0	3	
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>9</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>							
3D Animation 1		ANMN 1100			0	4	
3D Modelling and Rigging 1		ANMN 1101			0	3	
2D Animation 1		ANMN 1102			0	3	
Communication Foundations		COMM 1100			2	0	1
Pre-Production 1		DESG 1109			0	3	
Cinematic Arts		FILM 1100			0	3	
Drawing Anatomy		FINE 1103			0	3	
					<b>2</b>	<b>19</b>	<b>1</b>
<b>ADP-SEM2</b>							
3D Animation 2		ANMN 1200	ANMN 1100, DESG 1109, FILM 1100		0	4	
2D Animation 2		ANMN 1201	ANMN 1102, DESG 1109, FILM 1100		0	3	
Character Posing		ANMN 1202	ANMN 1100, ANMN 1102, DESG 1109, FILM 1100		0	3	
3D Modelling and Rigging 2		ANMN 1203	ANMN 1100, ANMN 1101		0	4	
Pre-Production 2		DESG 1218	DESG 1109, FILM 1100		0	3	
Cinematic Scene Anatomy		FILM 1200	DESG 1109, FILM 1100		0	3	
Story and Gesture Drawing		FINE 1202	DESG 1109, FINE 1103		0	3	
					<b>0</b>	<b>23</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-SEM3</b>							
3D Animation 3		ANMN 2100	ANMN 1200, ANMN 1202, DESG 1218, FILM 1200, FINE 1202		0	3	
2D Animation 3		ANMN 2101	ANMN 1201, ANMN 1202, DESG 1218, FILM 1200, FINE 1202		0	3	
3D Game Animation 1		ANMN 2102	ANMN 1200, ANMN 1201, ANMN 1202, DESG 1218, FILM 1200, FINE 1202		0	3	
3D Modelling and Rigging 3		ANMN 2103	ANMN 1203, DESG 1218		0	4	
2D Character Rigging		ANMN 2104	ANMN 1200, ANMN 1201, ANMN 1202, DESG 1218, FILM 1200, FINE 1202		0	4	
Cinematic Sequences		FILM 2100	DESG 1218, FILM 1200, FINE 1202		0	3	
Indigenous Elective	OPT1	INDG 0000			3	0	
					<b>3</b>	<b>20</b>	
<b>ADP-SEM4</b>							
3D Animation 4		ANMN 2200	ANMN 2100, ANMN 2102, ANMN 2104, FILM 2100		0	3	
2D Animation 4		ANMN 2201	ANMN 2101, ANMN 2104, FILM 2100		0	4	
3D Game Animation 2		ANMN 2202	ANMN 2100, ANMN 2101, ANMN 2102, FILM 2100		0	3	
3D Modelling and Rigging 4		ANMN 2203	ANMN 2103		0	4	
Pre-Production Portfolio		ANMN 2204		ANMN 2200, ANMN 2201, ANMN 2202, ANMN 2203, DESG 2215, FILM 2200	0	3	
Pre-Production 3		DESG 2215	FILM 2100		0	3	
Compositing		FILM 2200	ANMN 2100, ANMN 2101, ANMN 2102, FILM 2100		0	3	
					<b>0</b>	<b>23</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-SEM5</b>							
3D Animation 5		ANMN 3100	ANMN 2200, ANMN 2201, ANMN 2202, ANMN 2203, ANMN 2204, DESG 2215, FILM 2200		0	4	
2D Animation 5		ANMN 3101	ANMN 2200, ANMN 2201, ANMN 2202, ANMN 2203, ANMN 2204, DESG 2215, FILM 2200		0	4	
Motion Capture Studio		ANMN 3102	ANMN 2200, ANMN 2201, ANMN 2202, ANMN 2203, ANMN 2204, DESG 2215, FILM 2200		0	3	
3D Modelling and Rigging 5		ANMN 3103	ANMN 2200, ANMN 2201, ANMN 2202, ANMN 2203, ANMN 2204, DESG 2215, FILM 2200		0	4	
Portfolio and Pipeline		ANMN 3104	ANMN 2204	ANMN 3100, ANMN 3101, ANMN 3102, ANMN 3103, DESG 3101	0	3	
Pre-Production 4		DESG 3101	ANMN 2200, ANMN 2201, ANMN 2202, ANMN 2203, ANMN 2204, DESG 2215, FILM 2200		0	3	
General Elective Credit	OPT1	GNED 0000			3	0	
					<b>3</b>	<b>21</b>	
<b>ADP-SEM6</b>							
3D Animation 6		ANMN 3200	ANMN 3100, ANMN 3101, ANMN 3102, ANMN 3103, ANMN 3104, DESG 3101		0	4	
2D Animation 6		ANMN 3201	ANMN 3100, ANMN 3101, ANMN 3102, ANMN 3103, ANMN 3104, DESG 3101		0	4	
3D Modelling and Rigging 6		ANMN 3202	ANMN 3100, ANMN 3101, ANMN 3102, ANMN 3103, ANMN 3104, DESG 3101		0	4	
Portfolio and Reel Production		ANMN 3203	ANMN 3104	ANMN 3200, ANMN 3201, ANMN 3202, ANMN 3204	0	4	
Capstone Production		ANMN 3204	ANMN 3100, ANMN 3101, ANMN 3102, ANMN 3103, ANMN 3104, DESG 3101		0	4	
General Elective Credit	OPT1	GNED 0000			3	0	
					<b>3</b>	<b>20</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	
Indigenous Elective	OPT1	INDG 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

<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-SEM1</b>							
Communication Foundations		COMM 1100			2	0	1
Design 1		DESG 1104		DESG 1107	0	3	
Design Tools 1		DESG 1105			0	3	
New Media Design 1		DESG 1106			0	3	
Typography 1		DESG 1107		DESG 1104	3	0	
Photography and Illustration		PHOT 1103			0	3	
					<b>5</b>	<b>12</b>	<b>1</b>
<b>GDES-SEM2</b>							
Design 2		DESG 1211	DESG 1104, DESG 1107		0	3	
Design Tools 2		DESG 1212	DESG 1105		0	3	
3D and Materials		DESG 1213	DESG 1104		0	3	
New Media Design 2		DESG 1214	DESG 1106		0	3	
Typography 2		DESG 1215	DESG 1105, DESG 1107	DESG 1212	0	3	
General Elective Credit	OPT1	GNED 0000			3	0	
					<b>3</b>	<b>15</b>	



Graphic Design (GDES)

Weekly  
Breakdown

Course Name	Mod	Code	Prerequisites	Corequisites	Lec Hrs	Lab Hrs	FP/Alt Hrs
<b>GDES-SEM3</b>							
Advertising and Campaigns		DESG 2104	DESG 1104, DESG 1105, DESG 1106, DESG 1107, DESG 1211, DESG 1212, DESG 1213, DESG 1214, DESG 1215, PHOT 1103		0	3	
Branding Identity		DESG 2105	DESG 1104, DESG 1105, DESG 1106, DESG 1107, DESG 1211, DESG 1212, DESG 1213, DESG 1214, DESG 1215, PHOT 1103		0	3	
Design Tools 3		DESG 2106	DESG 1212		0	3	
New Media Design 3		DESG 2107	DESG 1214		0	3	
Typography 3		DESG 2108	DESG 1212, DESG 1215	DESG 2106	0	3	
General Elective Credit	OPT1	GNEG 0000			3	0	
					<b>3</b>	<b>15</b>	
<b>GDES-SEM4</b>							
Design Studio		DESG 2206	DESG 2104, DESG 2105, DESG 2106		0	3	
Editorial Design		DESG 2207	DESG 2104, DESG 2105, DESG 2106, DESG 2107, DESG 2108		0	3	
Packaging Design		DESG 2208	DESG 1213, DESG 2104, DESG 2105, DESG 2106, DESG 2107, DESG 2108		0	3	
Workflow Production		DESG 2209	DESG 2104, DESG 2106, DESG 2107, DESG 2108		0	3	
New Media Design 4		DESG 2210	DESG 2107		0	3	
Portfolio Assessment		DESG 2211	DESG 2104, DESG 2105, DESG 2106, DESG 2107, DESG 2108	DESG 2207, DESG 2208, DESG 2209, DESG 2210, DESG 2212	0	0	
Visual Style		DESG 2212	DESG 1104, DESG 1105, DESG 1106, DESG 1107, DESG 1211, DESG 1212, DESG 1213, DESG 1214, DESG 1215, DESG 2108, PHOT 1103		0	3	
					<b>0</b>	<b>18</b>	
<b>GDES-SEM5</b>							
Portfolio Studies		DESG 3100	SPEC 0000		0	12	
Industry Directions		ENTR 3100	SPEC 0000		0	3	
General Elective Credit	OPT1	GNEG 0000			3	0	
					<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-SEM6</b>							
Field Placement - Graphics		GDES 3200	SPEC 0000		0	0	560
					<hr/>	<hr/>	<hr/>
					0	0	560

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 1300	CWMD 2500	0	3	
Interactive Design and Animation 1		CWMD 2500	CWMD 1100, 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, CWMD 2601		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
Hosting Fundamentals			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		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 1100, 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	MOD2	IMWD 2201	SPEC 0000		0	0	200
					<b>0</b>	<b>19</b>	<b>206</b>

Journalism & Creative Writing (JCW)

Weekly Breakdown

Course Name	Mod	Code	Prerequisites	Corequisites	Lec Hrs	Lab Hrs	FP/Alt Hrs
<b>JCW-SEM1</b>							
Reporting 1		JOUR 1100			0	3	
Interviewing and Research		JOUR 1101			0	3	
Mass Media Fundamentals		MDIA 1102			0	3	
Broadcast Production 1		MDIA 1103			0	3	
Photo and Video 1		MDIA 1104			0	3	
					<b>0</b>	<b>15</b>	
<b>JCW-SEM2</b>							
Media Law and Ethics		ETHC 1204			3	0	
Reporting 2		JOUR 1200	JOUR 1100, JOUR 1101, MDIA 1104	MDIA 1205	1	2	
Broadcast Production 2		MDIA 1203	JOUR 1101, MDIA 1103, MDIA 1104	MDIA 1205	0	3	
Online and Print Production		MDIA 1204	MDIA 1104	MDIA 1205	0	3	
Photo and Video 2		MDIA 1205	MDIA 1104	MDIA 1203, MDIA 1204	0	3	
					<b>4</b>	<b>11</b>	
<b>JCW-SEM3</b>							
Reporting 3		JOUR 2100	ETHC 1204, JOUR 1200, MDIA 1205	MDIA 2102	0	3	
Inclusive Impactful Storytelling		JOUR 2101	JOUR 1200, JOUR 1201		0	3	
Photo and Video 3		MDIA 2102	MDIA 1205		0	3	
Podcasting		MDIA 2103	JOUR 1200, MDIA 1203		0	3	
Multi-platform Storytelling		MDIA 2104	JOUR 1200, MDIA 1203, MDIA 1205	JOUR 2100, MDIA 2102	0	5	
					<b>0</b>	<b>17</b>	

Journalism & Creative Writing (JCW)

Weekly  
Breakdown

Course Name	Mod	Code	Prerequisites	Corequisites	Lec Hrs	Lab Hrs	FP/Alt Hrs
<b>JCW-SEM4</b>							
Critical and Opinion Writing		JOUR 1201	JOUR 1100, JOUR 1101		1	2	
Impactful Storytelling with Indigenous Communities	MOD1	JOUR 2200	JOUR 2101	JOUR 2201	0	3	
Reporting 4	MOD1	JOUR 2201	JOUR 2100	MDIA 2201	0	3	
Newsroom	MOD1	MDIA 2200	JOUR 2100, JOUR 2101, MDIA 2102, MDIA 2103, MDIA 2104	JOUR 2201, MDIA 2201	0	8	
Photo and Video 4	MOD1	MDIA 2201	MDIA 2102		0	3	
					<b>1</b>	<b>19</b>	
<b>JCW-SEM5</b>							
Field Placement Orientation		FDPL 2104	SPEC 0000		1	0	
					<b>1</b>	<b>0</b>	
<b>JCW-SEM6</b>							
Entrepreneurship	MOD1	ENTR 2210	FDPL 2104		0	3	
Field Placement Workshop	MOD1	FDPL 2205	FDPL 2104	ENTR 2210, JOUR 2200, JOUR 2201, MDIA 2200, MDIA 2201	1	0	
					<b>1</b>	<b>3</b>	
<b>JCW-SEM7</b>							
Field Placement for Journalism	MOD2	JOMM 2200	FDPL 2104, JOUR 2100, JOUR 2101, MDIA 2102, MDIA 2103, MDIA 2104	FDPL 2205	0	0	210
					<b>0</b>	<b>0</b>	<b>210</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
Reporting 1		JOUR 1100			0	3	
Interviewing and Research		JOUR 1101			0	3	
Mass Media Fundamentals		MDIA 1102			0	3	
Broadcast Production 1		MDIA 1103			0	3	
Photo and Video 1		MDIA 1104			0	3	
General Elective Credit	OPT1	GNED 0000			3	0	
					<b>5</b>	<b>15</b>	<b>1</b>
<b>JOMM-SEM2</b>							
Media Law and Ethics		ETHC 1204			3	0	
Reporting 2		JOUR 1200	JOUR 1100, JOUR 1101, MDIA 1104	MDIA 1205	1	2	
Critical and Opinion Writing		JOUR 1201	JOUR 1100, JOUR 1101		1	2	
Broadcast Production 2		MDIA 1203	JOUR 1101, MDIA 1103, MDIA 1104	MDIA 1205	0	3	
Online and Print Production		MDIA 1204	MDIA 1104	MDIA 1205	0	3	
Photo and Video 2		MDIA 1205	MDIA 1104	MDIA 1203, MDIA 1204	0	3	
General Elective Credit	OPT1	GNED 0000			3	0	
					<b>8</b>	<b>13</b>	

Journalism - Mass Media (JOMM)

Weekly Breakdown

Course Name	Mod	Code	Prerequisites	Corequisites	Lec Hrs	Lab Hrs	FP/Alt Hrs
<b>JOMM-SEM3</b>							
Field Placement Orientation		FDPL 2104	SPEC 0000		1	0	
Reporting 3		JOUR 2100	ETHC 1204, JOUR 1200, MDIA 1205	MDIA 2102	0	3	
Inclusive Impactful Storytelling		JOUR 2101	JOUR 1200, JOUR 1201		0	3	
Photo and Video 3		MDIA 2102	MDIA 1205		0	3	
Podcasting		MDIA 2103	JOUR 1200, MDIA 1203		0	3	
Multi-platform Storytelling		MDIA 2104	JOUR 1200, MDIA 1203, MDIA 1205	JOUR 2100, MDIA 2102	0	5	
Indigenous Elective	OPT1	INDG 0000			3	0	
					<b>4</b>	<b>17</b>	
<b>JOMM-SEM4</b>							
Entrepreneurship	MOD1	ENTR 2210	FDPL 2104		0	3	
Field Placement Workshop	MOD1	FDPL 2205	FDPL 2104	ENTR 2210, JOUR 2200, JOUR 2201, MDIA 2200, MDIA 2201	1	0	
Impactful Storytelling with Indigenous Communities	MOD1	JOUR 2200	JOUR 2101	JOUR 2201	0	3	
Reporting 4	MOD1	JOUR 2201	JOUR 2100	MDIA 2201	0	3	
Newsroom	MOD1	MDIA 2200	JOUR 2100, JOUR 2101, MDIA 2102, MDIA 2103, MDIA 2104	JOUR 2201, MDIA 2201	0	8	
Photo and Video 4	MOD1	MDIA 2201	MDIA 2102		0	3	
Field Placement for Journalism	MOD2	JOMM 2200	FDPL 2104, JOUR 2100, JOUR 2101, MDIA 2102, MDIA 2103, MDIA 2104	FDPL 2205	0	0	210
					<b>1</b>	<b>20</b>	<b>210</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>
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**MFUN-SEM1**

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>	

**MFUN-SEM2**

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>							
Communication for Music Business Professionals 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>							
Communication for Music Business Professionals 2		COMM 2110	COMM 1223		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	
Indigenous Elective	OPT1	INDG 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>							
Communication for Music Business Professionals 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>								
Communication for Music Business Professionals 2			COMM 2110	COMM 1223		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	
Indigenous Elective		OPT1	INDG 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 1103			1	2	
Communication Foundations		COMM 1100			2	0	1
Fundamentals of Lighting		FILM 1101			1	2	
Image Processing 1		MDIA 1105			0	3	
Video Design and Workflow		MDIA 1106			0	3	
Camera Operations		PHOT 1104			0	3	
					<b>4</b>	<b>13</b>	<b>1</b>
<b>PHGR-SEM2</b>							
Documentary Video Capture		FILM 1201	AUDI 1103, MDIA 1106, PHOT 1104		0	3	
Pre-Production Concept Art		FINE 1203			1	2	
History of the Captured Image		HIST 1200	MDIA 1106, PHOT 1104		3	0	
Video Editing 1		MDIA 1206	MDIA 1106		0	3	
Compositional Design for Photography		PHOT 1200	PHOT 1104		0	3	
General Elective Credit	OPT1	GNED 0000			3	0	
					<b>7</b>	<b>11</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-SEM3</b>							
The Business of Photography		ENTR 2102			0	3	
Image Processing 2		MDIA 2105	MDIA 1105		0	3	
Advanced Lighting		PHOT 2100	FILM 1101, PHOT 1200		0	3	
Creative Vision		PHOT 2101	PHOT 1200		0	3	
Product Photography		PHOT 2102	PHOT 1200		0	3	1
Portrait Photography		PHOT 2103	PHOT 1200		0	3	1
General Elective Credit	OPT1	GNED 0000			3	0	
					<b>3</b>	<b>18</b>	<b>2</b>
<b>PHGR-SEM4</b>							
Portfolio Development		DESG 2217	MDIA 2105, PHOT 2100, PHOT 2101, PHOT 2102, PHOT 2103	PHOT 2200, PHOT 2201, PHOT 2202	3	0	2
Marketing and Promotion for Photographers		ENTR 2212	ENTR 2102		3	0	
Fashion Photography		PHOT 2200	PHOT 1200, PHOT 2100		0	3	1
Event Photography		PHOT 2201	PHOT 1200		0	3	
Food and Beverage Photography		PHOT 2202	PHOT 2102		0	3	1
General Elective Credit	OPT1	GNED 0000			3	0	
					<b>9</b>	<b>9</b>	<b>4</b>

Public Relations (PBRL)

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>PBRL-SEM1</b>							
Ethics, Corporate Social Responsibility and Sustainability		ETHC 1104			3	0	
Platforms, Mediums and Technology		MDIA 1108			3	0	1
Theorizing Public Relations		PRLN 1101			3	0	1
Diverse, Equitable and Inclusive Communications		PRLN 1102			3	0	
Writing Studio 1: Informative Writing		PRLN 1103			2	0	2
Data Collection: Evidence-Informed Practice		RSCH 1101			3	0	
					<b>17</b>	<b>0</b>	<b>4</b>
<b>PBRL-SEM2</b>							
Data Analysis: Strategic Communication		DATA 1206			4	0	
Indigenous and Marginalized Community Relations		INDG 1201			3	0	
Media and Influencer Relations		MDIA 1207			3	0	
Multimedia Studio		MDIA 1208			3	0	1
Writing Studio 2: Persuasive Writing		PRLN 1200			2	0	2
Professional Practice		PRLN 1201			2	0	1
					<b>17</b>	<b>0</b>	<b>4</b>

Public Relations - Work-Term (PBRW)

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>PBRW-SEM1</b>							
Ethics, Corporate Social Responsibility and Sustainability		ETHC 1104			3	0	
Platforms, Mediums and Technology		MDIA 1108			3	0	1
Theorizing Public Relations		PRLN 1101			3	0	1
Diverse, Equitable and Inclusive Communications		PRLN 1102			3	0	
Writing Studio 1: Informative Writing		PRLN 1103			2	0	2
Data Collection: Evidence-Informed Practice		RSCH 1101			3	0	
					<b>17</b>	<b>0</b>	<b>4</b>
<b>PBRW-SEM2</b>							
Data Analysis: Strategic Communication		DATA 1206			4	0	
Indigenous and Marginalized Community Relations		INDG 1201			3	0	
Media and Influencer Relations		MDIA 1207			3	0	
Multimedia Studio		MDIA 1208			3	0	1
Writing Studio 2: Persuasive Writing		PRLN 1200			2	0	2
Professional Practice		PRLN 1201			2	0	1
					<b>17</b>	<b>0</b>	<b>4</b>
<b>PBRW-SEMW</b>							
Work Term 1		PBRW 1000			0	0	420
					<b>0</b>	<b>0</b>	<b>420</b>

Video Production (VIPR)

Weekly  
Breakdown

Course Name	Mod	Code	Prerequisites	Corequisites	Lec Hrs	Lab Hrs	FP/Alt Hrs
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VIPR-SEM1

Audio Capture		AUDI 1103			1	2	
Communication Foundations		COMM 1100			2	0	1
Fundamentals of Lighting		FILM 1101			1	2	
Image Processing 1		MDIA 1105			0	3	
Video Design and Workflow		MDIA 1106			0	3	
Camera Operations		PHOT 1104			0	3	
					<b>4</b>	<b>13</b>	<b>1</b>

VIPR-SEM2

Documentary Video Capture		FILM 1201	AUDI 1103, MDIA 1106, PHOT 1104		0	3	
Pre-Production Concept Art		FINE 1203			1	2	
History of the Captured Image		HIST 1200	MDIA 1106, PHOT 1104		3	0	
Video Editing 1		MDIA 1206	MDIA 1106		0	3	
Compositional Design for Photography		PHOT 1200	PHOT 1104		0	3	
General Elective Credit	OPT1	GNED 0000			3	0	
					<b>7</b>	<b>11</b>	

VIPR-SEM3

Web Development		DESG 2111			0	3	
Advanced Lighting		FILM 2101	FILM 1101		0	3	
Event Video Production		FILM 2102	FILM 1201, MDIA 1206		0	3	2
Narrative Video Production		FILM 2103	FILM 1201, MDIA 1206		0	3	
Field Trips and Visiting Lectures		VIPR 2100			3	0	
General Elective Credit	OPT1	GNED 0000			3	0	
					<b>6</b>	<b>12</b>	<b>2</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-SEM4</b>							
Audio Post-Production		AUDI 2200	AUDI 1103	MDIA 2202	0	3	
Portfolio Development		DESG 2216	DESG 2111, FILM 2101, FILM 2102, FILM 2103, VIPR 2100	AUDI 2200, ENTR 2211, FILM 2201, MDIA 2202	0	3	
Entrepreneurship and Professional Practice		ENTR 2211	COMM 1100		3	0	
Corporate Video Production		FILM 2201	FILM 1201, MDIA 1206		0	3	2
Video Editing 2		MDIA 2202	MDIA 1206	AUDI 2200	0	6	
General Elective Credit	OPT1	GNED 0000			3	0	
					<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.**