

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
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AVMC-SEM3

Search Marketing and SEO		COMS 2107	MKTG 1207		3	0	
Strat Writing for Advs and PR		COMS 2108	COMM 1100, MKTG 1207		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, MKTG 1208		3	0	
Project Management		PJMT 2101	MKTG 1207		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>	

AVMC-SEM4

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	
FNMI Elective	OPT1	FNMI 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

Course Name	Mod	Code	Prerequisites	Corequisites	Lec Hrs	Lab Hrs	FP/Alt Hrs
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**FINE-SEM3**

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>	

**FINE-SEM4**

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>	

**FINE-SEM5**

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>
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**GART-SEM5**

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	

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**GART-SEM6**

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	

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**0 20**

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

<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	
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	
FNMI Elective	OPT1	FNMI 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	
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>							
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	
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>
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**MBUS-SEM5**

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>	

**MBUS-SEM6**

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>
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**PHGR-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	
Photography, Camera		PHOT 1104			0	3	
					<b>4</b>	<b>13</b>	<b>1</b>

**PHGR-SEM2**

Documentary Video Capture		FILM 1201	AUDI 1103, PHOT 1104		0	3	
Pre-Production Concept Art		FINE 1203			1	2	
History of the Captured Image		HIST 1200			3	0	
Video Editing 1		MDIA 1206			0	3	
Photography, Image		PHOT 1200			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>
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**PHGR-SEM3**

Entrepreneurship and Professional Practice 1		ENTR 2102			0	3	
Image Processing 2		MDIA 2105			0	3	
Advanced Lighting		PHOT 2100			0	3	
Creative Vision		PHOT 2101			0	3	
Product Photography 1		PHOT 2102			0	3	
Portrait Photography		PHOT 2103			0	3	3
General Elective Credit	OPT1	GNED 0000			3	0	
					<b>3</b>	<b>18</b>	<b>3</b>

**PHGR-SEM4**

Portfolio Development		DESG 2217			3	0	
Entrepreneurship and Professional Practice 2		ENTR 2212			3	0	
Fashion Photography		PHOT 2200			0	3	
Event Photography		PHOT 2201			0	3	
Product Photography 2		PHOT 2202			0	3	
General Elective Credit	OPT1	GNED 0000			3	0	
					<b>9</b>	<b>9</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>
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**PBRL-SEM1**

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>

**PBRL-SEM2**

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 (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>

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

<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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**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	
Photography, Camera		PHOT 1104			0	3	
					<b>4</b>	<b>13</b>	<b>1</b>

**VIPR-SEM2**

Documentary Video Capture		FILM 1201	AUDI 1103, PHOT 1104		0	3	
Pre-Production Concept Art		FINE 1203			1	2	
History of the Captured Image		HIST 1200			3	0	
Video Editing 1		MDIA 1206			0	3	
Photography, Image		PHOT 1200			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			0	3	
Event Video Production		FILM 2102			0	3	2
Narrative Video Production		FILM 2103			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			0	3	
Portfolio Development		DESG 2216			0	3	
Entrepreneurship and Professional Practice		ENTR 2211			3	0	
Corporate Video Production		FILM 2201			0	3	2
Video Editing 2		MDIA 2202			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.**