

MAJOR PROGRAM CHECKLIST

INTERACTIVE ARTS + TECHNOLOGY

Name:

Student Number:

Date:

DISCLAIMER

Each student is responsible for ensuring that their academic choices meet the requirements for graduation. All requirements are outlined in the SFU Calendar available online (<http://students.sfu.ca/calendar>).

Please note that the SFU Calendar is considered the authority for official information, therefore students should refer to the calendar for information pertaining to Program Requirements, including course prerequisites.

PROGRAM REQUIREMENTS: OVERVIEW

- ▶ A minimum of 120 credit hours made up of:



- ▶ An SFU CGPA and UGPA of 2.00 is required for continuance and graduation from the program
- ▶ For students admitted to the IAT Major starting Fall 2016 or later, an IAT GPA of 2.40 is required for continuance and graduation from the program.
- ▶ Students must earn a grade of 'C-' or better for all prerequisite courses

NOTE: Students may use a **MAXIMUM of five course repeats in their undergraduate degree**. Students may attempt one course up to two times (one repeat). If a student requires a third and final attempt (second repeat) at a course, they are required to seek departmental permission. Please go to students.sfu.ca for further information. If you have any questions, please contact siat_advising@sfu.ca. First years are to contact the first year advisor at iat-one@sfu.ca.

WQB REQUIREMENTS (Writing, Quantitative, Breadth): credits

- ▶ WQB requirement details and a list of qualifying courses can be found at students.sfu.ca. Students must earn a grade of 'C-' or better to obtain W, Q, or B credit. W + Q requirements should overlap with regular degree requirements. Breadth (B) courses cannot be fulfilled by IAT courses unless you are pursuing a second major.

WRITING (W) - 6 credits QUANTITATIVE (Q) - 6 credits BREADTH (B) - 24 credits

..... (3) (3)	B-Hum (6) (3) (3)
IAT 309W (3) (3)	B-Sci (6) (3) (3)
		B-Soc (6) (3) (3)
		Additional Credits (6) (3) (3)

LOWER DIVISION BA/BSc REQUIREMENTS

- ▶ Depending on whether you are pursuing a BA or BSc, complete one of the following:

BACHELOR OF ARTS (BA)

BACHELOR OF SCIENCE (BSc)

MATH 130 - Geometry for Computer Graphics (Q) (3)	MACM 101 - Discrete Mathematics I (Q/B-Sci) (3)
	Lower division science course (3) From Computing Science, Engineering Science, Kinesiology, Mathematics, Statistics, or Physics

LOWER DIVISION IAT REQUIREMENTS

100 LEVEL

200 LEVEL

CMPT 120 - An Animated Introduction into Programming (Q/B-Sci) (3)	IAT 201 - Human Computer Interaction and Cognition (3)
IAT 100 - Digital Image Design (3)	IAT 202 - New Media Images (3)
IAT 102 - Graphic Design (3)	IAT 206W - Media Across Cultures (3)
IAT 103W - Design Communication & Collaboration (3)	IAT 222 - Interactive Arts (3)
IAT 106 - Spatial Thinking & Communicating (3)	IAT 233 - Spatial Design (3)
IAT 167 - Digital Games: Structure, Genre, Programming and Play (3)	IAT 235 - Information Design (3)
	IAT 265 - Multimedia Programming (3)
	IAT 267 - Introduction to Technological Systems (3)

UPPER DIVISION REQUIREMENTS: / 44 credits

- ▶ Within these 44 Upper Division credits: **30 IAT credits** required as well **14 credits** from electives. **24** of these are required to be either **Arts based credits** for a BA Degree, or **Science based credits** for a BSc Degree. **Some courses can overlap as both IAT and Arts/Science based.**

UPPER DIVISION IAT:..... / 30 credits

UPPER DIVISION ELECTIVES:..... / 14 credits

.....	(..... credits)
.....	(..... credits)
.....	(..... credits)

ARTS / SCIENCE WITHIN UPPER DIVISION CREDITS : / 24 credits

Choose Any Upper Division Arts

Based Courses From:

Cognitive Science | Communication | Contemporary Arts | Human Geography | Philosophy | Business | Psychology | Publishing

- IAT 312 - Foundations of Game Design
- IAT 313 - Narrative and New Media
- IAT 320 - Body Interface
- IAT 334 - Interface Design
- IAT 340 - Sound Design
- IAT 343 - Animation
- IAT 344 - Moving Images
- IAT 380 - Special Topics in IAT (Arts)
- IAT 386 - Directed Studies
- IAT 431 - Speculative Design
- IAT 438 - Interactive Objects and Environments
- IAT 443 - Interactive Video
- IAT 445 - Immersive Environments
- IAT 480 - Special Topics in IAT (Arts)
- IAT 486 - Directed Studies

Choose Any Upper Division Science

Based Courses From:

Cognitive Science | Computing Science | Engineering Science | Kinesiology | Mathematics | Statistics | Physics | Psychology

- IAT 333 - Interactive Design Methods
- IAT 336 - Materials in Design
- IAT 339 - Web Design and Development
- IAT 351 - Advanced Human-Computer Interaction
- IAT 352 - Internet Computing Technologies
- IAT 359 - Mobile Computing
- IAT 381 - Special Topics in IAT (Sc.)
- IAT 387 - Directed Studies
- IAT 410 - Advanced Game Design
- IAT 432 - Design Evaluation
- IAT 437 - Representation and Fabrication
- IAT 452 - Developing Design Tools
- IAT 455 - Computational Media
- IAT 481 - Special Topics in IAT (Sc.)
- IAT 487 - Directed Studies

Optional Upper Division Non Arts / Science IAT Courses:

- IAT 391/392/393/394 - Italia/DutchDesign Field School
- IAT 488 - Directed Studies (1 credit)

SUMMARY

MINIMUM 120 CREDITS REQUIRED TO GRADUATE

Upper Division Credits (44)

All Credits (120)

(.....)	+	(.....)	=	(.....)	→	(.....)
completed		in progress		total		remaining