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# HONOURS PROGRAM CHECKLIST

## INTERACTIVE ARTS + TECHNOLOGY

Name: ..... Student Number: .....

Date: .....

### DISCLAIMER

Each student is responsible for ensuring that his or her academic choices meet the requirements for graduation.

Within these 60 upper division units: 48 units are required as well as 12 units from electives. 24 of these are required to be either Arts-based units for a BA degree, or Science-based units for a BSc degree. Some courses can overlap as both IAT and Arts-/Science-based.

Students must take two 400-level IAT courses excluding Directed Studies.

UPPER DIVISION IAT: ..... / 48 units

... Admitted Fall 2018 or later

UPPER DIVISION ELECTIVES: ..... / 12 units

IAT 309W*	...	IAT .....	{ Arts	{ Sci	
IAT 490 (3)*	...	IAT .....	{ Arts	{ Sci	
IAT 491 (3)*	...	IAT .....	{ Arts	{ Sci	
IAT .....	{ Arts	{ Sci	IAT .....	{ Arts	{ Sci
IAT .....	{ Arts	{ Sci	IAT .....	{ Arts	{ Sci
IAT .....	{ Arts	{ Sci	IAT .....	{ Arts	{ Sci
IAT .....	{ Arts	{ Sci	IAT .....	{ Arts	{ Sci

\*IAT 309W, IAT 490, and IAT 491 are required

Upper Division Course from any program to fulfill the 24 upper division Arts- or Science-based units and the 60 upper division credit minimum.

{ .....	( ..... units)	{ Arts	{ Sci
{ .....	( ..... units)	{ Arts	{ Sci
{ .....	( ..... units)	{ Arts	{ Sci
{ .....	( ..... units)	{ Arts	{ Sci

ARTS / SCIENCE WITHIN UPPER DIVISION UNITS : ..... / 24 units

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 (4)
- IAT 313 - Narrative and New Media (3)
- IAT 320 - Body Interface (4)
- IAT 334 - Interface Design (4)
- IAT 340 - Sound Design (3)
- IAT 343 - Animation (4)
- IAT 344 - Moving Images (4)
- IAT 380 - Special Topics in IAT (Arts) (3)
- IAT 386 - Directed Studies (3)
- IAT 431 - Speculative Design (4)
- IAT 438 - User Experience Design (6)
- IAT 443 - Senior Project in Creative Media (4)
- IAT 445 - Immersive Environments (4)
- IAT 480 - Special Topics in IAT (Arts) (3)
- IAT 486 - Directed Studies (3)

Choose any upper division Science-based courses from:

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

- IAT 333 - Interactive Design Methods (4)
- IAT 336 - Materials in Design (4)
- IAT 339 - Web Design and Development (3)
- IAT 351 - Advanced Human-Computer Interaction (3)
- IAT 355 - Introduction to Visual Analytics (3)
- IAT 359 - Mobile Computing (4)
- IAT 360 - Exploring Artificial Intelligence: Its Use, Concepts, Impact (3)
- IAT 381 - Special Topics in IAT (Sc.) (3)
- IAT 387 - Directed Studies (3)
- IAT 410 - Advanced Game Design (4)
- IAT 432 - Design Evaluation (3)
- IAT 437 - Representation and Fabrication (3)
- IAT 452 - Developing Design Tools (3)
- IAT 455 - Computational Media (3)
- IAT 459 - Internet Computing Technologies
- IAT 460 - Generative AI and Computational Creativity (4)
- IAT 461 - Data Science for Human-Centred Systems (4)
- IAT 481 - Special Topics in IAT (Sc.) (3)
- IAT 487 - Directed Studies (3)

Upper division IAT course that counts towards either Arts or Science:

- IAT 499 - Graduation Project (6)

Optional upper division non Arts/Science courses:

- IAT 391/392/393/394 - Italia/Dutch Design Field
- IAT 395/396/397 - North Europe Design Field
- IAT 488 - Directed Studies (3)

OPTIONAL CONCENTRATION REQUIREMENTS:

If you wish to complete a concentration, make sure to complete its respective required courses.

CREATIVE MEDIA	DESIGNING INTERACTIONS	EXTENDED REALITY & GAME DESIGN	AI & DATA SCIENCE FOR HUMAN-CENTRED SYSTEMS	DESIGN & DEVELOPMENT FOR WEB & MOBILE
{ IAT 313 - Narrative and New Media	{ IAT 333 - Interactive Design Methods	{ IAT 312 - Foundations of Game Design	{ IAT 355 - Intro to Visual Analytics	{ IAT 339 - Web Design & Development
{ IAT 340 - Sound Design	{ IAT 431 - Speculative Design	{ IAT 343 - Animation	{ IAT 360 - Exploring AI: Its Use, Concepts & Impact	{ IAT 359 - Mobile Computing
{ IAT 344 - Moving Images	{ IAT 438 - User Experience Design	{ IAT 410 - Advanced Game Design	{ IAT 460 - Generative AI & Computational Creativity	{ IAT 459 - Internet Computing Technologies
{ IAT 443 - Senior Project in Creative Media		{ IAT 445 - Immersive Environments	{ IAT 461 - Data Science for Human-Centred Systems	

SUMMARY

MINIMUM 120 UNIT REQUIRED TO GRADUATE	Upper division units (60)	(.....)	+	(.....)	=	(.....)	(.....)
	All units (120)	(.....)	+	(.....)	=	(.....)	(.....)
		completed		in progress		total	remaining