



2027 SUMMARY OF **DEGREE MAJORS**

PREREQUISITES &
MODES OF PROVISIONING

2027 SUMMARY OF DEGREE MAJORS - PREREQUISITES & MODES OF PROVISIONING

FUNDAMENTALS	<i>Prerequisites</i>	<i>MODE OF PROVISIONING</i>
<i>Academic Practice</i>	<i>n/a</i>	<i>Virtually-mediated</i>
<i>Media Perspectives</i>	<i>n/a</i>	<i>Virtually-mediated</i>
<i>Drawing & Narrative</i>	<i>n/a</i>	<i>Campus-mediated</i>
<i>Research Foundation 210</i>	<i>AP 100</i>	<i>Virtually-mediated</i>
<i>Visual Culture 200</i>	<i>MP 100</i>	<i>Virtually-mediated</i>
<i>Visual Culture 300</i>	<i>VC 200</i>	<i>Virtually-mediated</i>
<i>Moving Image Theory 200</i>	<i>MP 100</i>	<i>Virtually-mediated</i>
<i>Moving Image Theory 300</i>	<i>MI 200</i>	<i>Virtually-mediated</i>

CREATIVE BUSINESS STUDIES	<i>Prerequisites</i>	<i>MODE OF PROVISIONING</i>
<i>Professional Practice 310</i>	<i>90cr on 2nd year</i>	<i>HYBRID</i>

ANIMATION & GAME ARTS DEPT.	<i>Prerequisites</i>	<i>MODE OF PROVISIONING</i>
Motion Design 100		<i>Virtually-mediated</i>
Motion Design 200		<i>Virtually-mediated</i>
Motion Design 300		<i>Virtually-mediated*</i>
3D Animation 100		<i>Hybrid</i>
3D Animation 200		<i>Virtually-mediated</i>
3D Animation 300		<i>Virtually-mediated*</i>
Game Design 100		<i>Virtually-mediated</i>
Game Design 200		<i>Virtually-mediated</i>
Game Design 300		<i>Virtually-mediated**</i>

**students may render projects on campus*

*** Compulsory attendance of Game Jams held on campus*

Media Aesthetics 200		<i>Virtually-mediated</i>
Media Aesthetics 300		<i>Hybrid</i>

CREATIVE TECH DEPT.	<i>Prerequisites</i>	<i>MODES OF PROVISIONING</i>
<i>Industrial Product Design 100</i>	<i>n/a</i>	<i>Campus-mediated</i>
<i>Industrial Product Design 200</i>	<i>ID 100</i>	<i>Campus-mediated</i>
<i>Industrial Product Design 300</i>	<i>ID 200</i>	<i>Campus-mediated</i>
<i>Interactive Development 100</i>	<i>n/a</i>	<i>Hybrid</i>
<i>Interactive Development 200</i>	<i>DV 100</i>	<i>Hybrid</i>
<i>Interactive Development 300</i>	<i>DV 200</i>	<i>Hybrid</i>
<i>User Experience Design 100</i>	<i>n/a</i>	<i>Hybrid</i>
<i>User Experience Design 200</i>	<i>UX 100</i>	<i>Hybrid</i>
<i>User Experience Design 300</i>	<i>UX 200</i>	<i>Hybrid</i>

FILM ARTS DEPT.	<i>Prerequisites</i>	<i>MODES OF PROVISIONING</i>
Production Design 100		<i>Campus-mediated</i>
Production Design 200		<i>Campus-mediated</i>
Production Design 300		<i>Campus-mediated</i>
Film & TV 100		<i>Campus-mediated</i>
Film & TV 200		<i>Campus-mediated</i>
Film & TV 300		<i>Campus-mediated</i>
Screenwriting 100		<i>Virtually-mediated</i>
Screenwriting 200		<i>Virtually-mediated</i>
Screenwriting 300		<i>Virtually-mediated</i>
Screen Acting 100		<i>Campus-mediated</i>

Screen Acting 200		<i>Campus-mediated</i>
Screen Acting 300		<i>Campus-mediated</i>
Sound Design 100		<i>Campus-mediated</i>
Sound Design 200		<i>Campus-mediated</i>
Sound Design 300		<i>Campus-mediated</i>

VIS COM DEPT.	<i>Prerequisites</i>	<i>MODES OF PROVISIONING</i>
Communication Design 100		<i>Hybrid</i>
Communication Design 200		<i>Hybrid</i>
Communication Design 300		<i>Hybrid</i>
Illustration 100		<i>Campus-mediated</i>
Illustration 200		<i>Hybrid</i>
Illustration 300		<i>Hybrid</i>
Photography 100		<i>Campus-mediated</i>
Photography 200		<i>Campus-mediated</i>
Photography 300		<i>Campus-mediated</i>

2027 SUMMARY OF DEGREE FOCUS AREAS - PREREQUISITES & MODES OF PROVISIONING

MARKETING & ENTREPRENEURSHIP	<i>Prerequisites</i>	<i>MODE OF PROVISIONING</i>
<i>Marketing 200 (ME 200)</i>	<i>n/a</i>	<i>Virtually-mediated</i>
<i>Entrepreneurship 300 (ME 300)</i>	<i>n/a</i>	<i>Virtually-mediated</i>
<i>Creative Administration 300 (CA 300)</i>	<i>n/a</i>	<i>Virtually-mediated</i>

2D ANIMATION	<i>Prerequisites</i>	<i>MODE OF PROVISIONING</i>
---------------------	----------------------	-----------------------------

2D Animation 200 (2D 200)	IL 100 or MD 100 or 3D 100	<i>Virtually-mediated</i>
2D Animation 300 (2D 300)	2D 200	<i>Virtually-mediated</i>
VFX	<i>Prerequisites</i>	<i>MODE OF PROVISIONING</i>
Visual FX 200 (FX 200)	<i>3D 100</i>	<i>Virtually-mediated</i>
Visual FX 300 (FX 300)	<i>FX 200</i>	<i>Hybrid</i>
GAME DEVELOPMENT	<i>Prerequisites</i>	<i>MODE OF PROVISIONING</i>
<i>Game Development 200 (GX 200)</i>	<i>GD 100</i>	<i>Virtually-mediated</i>
<i>Game Development 300 (GX 300)</i>	<i>GX 200</i>	<i>Virtually-mediated</i>
STOP MOTION (in partnership with Aardman)	<i>Prerequisites</i>	<i>MODE OF PROVISIONING</i>
Stop Motion 300 (SM 300)	n/a	<i>Hybrid</i>

CREATIVE COMPUTING	<i>Prerequisites</i>	<i>MODES OF PROVISIONING</i>
<i>Creative Computing 200 (CC 200)</i>	<i>n/a</i>	<i>Campus-mediated</i>
<i>Creative Computing 300 (CC 300)</i>	<i>CC 200</i>	<i>Campus-mediated</i>

CREATIVE WRITING	<i>Prerequisites</i>	<i>MODES OF PROVISIONING</i>
Creative Writing 200 (CW 200)	n/a	<i>Virtually-mediated</i>
Creative Writing 300 (CW 300)	CW 200	<i>Virtually-mediated</i>
CINEMATOGRAPHY	<i>Prerequisites</i>	<i>MODES OF PROVISIONING</i>
Cinematography 200 (CG 200)	<i>FV 100 or PH 100</i>	<i>Campus-mediated</i>
Cinematography 300 (CG 300)	CG 200	<i>Campus-mediated</i>
INTERACTIVE AUDIO	<i>Prerequisites</i>	<i>MODES OF PROVISIONING</i>
Interactive Sound 200 (XS 200)	SD 100	<i>Campus-mediated</i>

Interactive Sound 300 (XS 300)	XS 200	<i>Campus-mediated</i>
--------------------------------	--------	------------------------

VISUAL ARTS	<i>Prerequisites</i>	<i>MODES OF PROVISIONING</i>
Visual Arts 200 (VA 200)	n/a	<i>Campus-mediated</i>
Visual Arts 300 (VA 300)	n/a	<i>Campus-mediated</i>

2027 RULES OF PROGRESSION:

Condone on 1st year subjects mean students cannot major in second year

Condone on 2nd year major cannot major in third year (can re-do OR can take the focus area third year options)

Students must finish second year majors before moving on to third year majors (co-req only)

What makes a student a second year student?

Students have to have completed a minimum of 90 credits on first year to be considered 2nd year

What makes a student a third year student?

Students have to have completed a minimum of 90 credits on second year.

After a student fails a subject for the third time, the institution will ask you to leave.