HONOURS PROGRAM CHECKLIST
INTERACTIVE ARTS + TECHNOLOGY

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

Date: ........................................................

PROGRAM REQUIREMENTS: OVERVIEW

- A minimum of 120 credit hours, made up of:
  - WQB ➔ BA/B.Sc. LOWER DIVISION (6)
  - IAT LOWER DIVISION (39)
  - UPPER DIVISION (60)
  - GENERAL ELECTIVES

- An SFU CGPA and UDGPA of 2.00 is required for continuance and graduation from the program

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/calendar for further information. If you have any questions, please contact siat_advising@sfu.ca.

WQB REQUIREMENTS: Writing, Quantitative + Breadth: ___________ credits

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

<table>
<thead>
<tr>
<th>WRITING (W) - 6 credits</th>
<th>QUANTITATIVE (Q) - 6 credits</th>
<th>BREADTH (B) - 24 credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>IAT 309W (3)</td>
<td></td>
<td>B-Hum (6)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>B-Sci (6)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>B-Soc (6)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Additional Credits (6)</td>
</tr>
</tbody>
</table>

LOWER DIVISION BA/B.Sc. REQUIREMENTS: ________/ 6 credits

- Depending on whether you are pursuing a BA or B.Sc., complete one of the following:

BACHELOR OF ARTS
- IAT 206 - Media Across Cultures (3)
- MATH 130 - Geometry for Computer Graphics (Q) (3)
  (OR MATH 150 | MATH 151 | MATH 154 | MATH 157 | MACM 101)

BACHELOR OF SCIENCE
- MACM 101 - Discrete Mathematics I (Q/B-Sci) (3)
- Lower division science course (3 credits)

LOWER DIVISION SIAT REQUIREMENTS: ________/ 39 credits

100 LEVEL
- CMPT 166 - An Animated Introduction into Programming (Q/B-Sci) (3)
- IAT 100 - Digital Image Design (3)
- IAT 102 - Graphic Design (3)
- IAT 103W - Design Communication & Collaboration (3)
- IAT 106 - Spatial Thinking & Communicating (3)
- IAT 167 - Digital Games: Structure, Genre, Programming & Play (3)

200 LEVEL
- IAT 201 - Human Computer Interaction & Cognition (3)
- IAT 202 - New Media Images (3)
- IAT 222 - Interactive Arts (3)
- IAT 233 - Spatial Design (3)
- IAT 235 - Information Design (3)
- IAT 265 - Multimedia Programming (3)
- IAT 267 - Introduction to Technological Systems (3)

HAVE YOU APPLIED TO CO-OP? Recommended to apply in 2nd semester. Your first co-op can begin after 45 completed units. www.sfu.ca/coop/programs/iat.html
### Upper Division Requirements: 120 credits

- **Upper Division IAT:** 48 credits
  - Choose Any Upper Division Arts Based Courses From:
    - Communication | Cognitive Science | Contemporary Arts | Human Geography | Philosophy | Business | Psychology | Publishing
    - IAT 309W* - Foundations of Game Design
    - IAT 313 - Narrative & New Media
    - IAT 320 - Body Interface
    - IAT 334 - Interface Design
    - IAT 340 - Sound Design
    - IAT 343 - Animation
    - IAT 344 - Moving Images
    - IAT 350 - Special Topics in IAT (Arts)
    - IAT 356 - Directed Studies
    - IAT 358 - Speculative Design
    - IAT 438 - Interactive Objects & Environments
    - IAT 443 - Interactive Video
    - IAT 445 - Immersive Environments
    - IAT 480 - Special Topics in IAT (Arts)
    - IAT 486 - Directed Studies

- **Upper Division Electives:** 12 credits
  - Choose Any Upper Division Science Based Courses From:
    - Computing Science | Engineering Science | Kinesiology | Mathematics | Statistics | Physics | Psychology
    - IAT 333 - Interactive Design Methods
    - IAT 336 - Materials in Design
    - IAT 339 - Web Design
    - IAT 351 - Advanced Computer Interaction
    - IAT 352 - Internet Computing Technologies
    - IAT 355 - Introduction to Visual Analytics
    - IAT 381 - Special Topics in IAT (Sci.)
    - IAT 387 - Directed Studies
    - IAT 410 - Advanced Game Design
    - IAT 432 - Design Evaluation
    - IAT 437 - Representation & Fabrication
    - IAT 452 - Developing Design Tools
    - IAT 455 - Computational Media
    - IAT 481 - Special Topics in IAT (Sci.)
    - IAT 487 - Directed Studies

### Optional Concentration Requirements:

- If you wish to complete a concentration, make sure to select all required courses from the concentration(s).

### General Electives

- A minimum of 120 credits overall are required to graduate. Students will need to complete elective credits from any program at any level (100/200/300/400) to meet this requirement.