SFU OFFICE OF THE ASSOCIATE VICE-PRESIDENT, ACADEMIC

MEMORANDUM

ATTENTION	Senate	**DATE**	October 3, 2019
FROM	Wade Parkhouse, Chair Senate Committee on Undergraduate Studies	**PAGES**	1/1
RE:	Program Modifications		

For information:

Acting under delegated authority at its meeting of October 3, 2019 SCUS approved the following curriculum revisions effective Summer 2020.

a. Faculty of Communication, Art and Technology (SCUS 19-55)

1. School of Interactive Arts and Technology

(i) Upper division requirement changes to the:
- Interactive Arts and Technology Honours and Major – Bachelor of Arts programs
- Interactive Arts and Technology Honours and Major - Bachelor of Science programs
- Communication and Interactive Arts and Technology Joint Major - Bachelor of Science program
- Communication and Interactive Arts and Technology Joint Major - Bachelor of Arts program
- Interactive Arts and Technology and Business Joint Major – Bachelor of Arts or Bachelor of Business Administration program
- Interactive Arts and Technology and Business Joint Major – Bachelor of Science program
- Interactive Arts and Technology Second Degree – Bachelor of Arts program
- Interactive Arts and Technology Second Degree – Bachelor of Science program

Senators wishing to consult a more detailed report of curriculum revisions may do so on the Senate Docushare repository at https://docushare.sfu.ca/dsweb/View/Collection-12682.

SFU SENATE COMMITTEE ON
UNDERGRADUATE STUDIES

PROGRAM MODIFICATION TEMPLATE

Calendar Entry Change
Name of Program or Name of Faculty: Interactive Arts and Technology

Rationale for change: IAT 340, 386 & 486 have long been treated as Arts designated courses for IAT BA requirements, but were not included in the calendar list of Arts designated courses through an oversight in preparing paperwork.
Effective term and year: Summer 2020
The following program(s) will be affected by these changes: Interactive Arts and Technology Major, Bachelor of Arts

Calendar Change: "to" and "from" sections are not required. All deletions should be crossed out as follows: sample. All additions should be marked by a **bold.**

Upper Division Requirements A major in Interactive Arts in Technology requires 30 upper division IAT units. Of these, students must take IAT 309W - Writing Methods for Research (3) and at least two 400-level courses of at least 3 units each, excluding directed studies. Of the total of 44 upper division units required to their degree, students must complete a total of 24 units chosen from the following arts courses to satisfy the BA requirements: IAT 312 - Foundations of Game Design (3) IAT 313 - Narrative and New Media (3) IAT 320 - Body Interface (3) IAT 330 - Business of Design I: Introduction (3) IAT 334 - Interface Design (3) **IAT 340 – Sound Design (3)** IAT 343 - Animation (3) IAT 344 - Moving Images (3) IAT 380 - Special Topics in Interactive Arts and Technology (Arts) (3) **IAT 386 – Directed Studies (3)**

April 2016

SFU SENATE COMMITTEE ON
UNDERGRADUATE STUDIES

IAT 430 - Business of Design III: Refinement and Production (3)
IAT 431 - Speculative Design (3)
IAT 438 - Interactive Objects and Environments (3)
IAT 443 - Interactive Video (3)
IAT 445 - Immersive Environments (3)
IAT 480 - Special Topics in Interactive Arts and Technology (Arts) (3)
IAT 486 – Directed Studies (3)
IAT 499 - Graduation Project (6)

Calendar Entry Change
Name of Program or Name of Faculty

Rationale for change:
SIAT wishes to better connect our undergraduate and graduate programs to further the integration of research into undergraduate degrees, and accelerate the rate at which SFU undergraduates can complete a Master's degree. This reflects student demands for additional education after an undergraduate degree in an accelerated time format.

Effective term and year: Summer 2020

The following program(s) will be affected by these changes:
Interactive Arts and Technology Major (Bachelor of Arts)

Calendar Change: "to" and "from" sections are not required. All deletions should be crossed out as follows: ~~sample.~~ All additions should be marked by a **bold.**

Upper Division Requirements

A major in Interactive Arts in Technology requires 30 upper division IAT units. Of these, students must take

IAT 309W - Writing Methods for Research (3)
and at least two 400-level courses of at least 3 units each, excluding directed studies.

Of the total of 44 upper division units required to their degree, students must complete a total of 24 units chosen from the following arts courses to satisfy the BA requirements:

IAT 312 - Foundations of Game Design (3)
IAT 313 - Narrative and New Media (3)
IAT 320 - Body Interface (3)
IAT 330 - Business of Design I: Introduction (3)
IAT 334 - Interface Design (3)
IAT 343 - Animation (3)
IAT 344 - Moving Images (3)
IAT 380 - Special Topics in Interactive Arts and Technology (Arts) (3)
IAT 430 - Business of Design III: Refinement and Production (3)
IAT 431 - Speculative Design (3)
IAT 438 - Interactive Objects and Environments (3)
IAT 443 - Interactive Video (3)

IAT 445 - Immersive Environments (3)
IAT 480 - Special Topics in Interactive Arts and Technology (Arts) (3)
IAT 499 - Graduation Project (6)
and any upper division course from communication (CMNS), publishing (PUB), cognitive science (COGS), contemporary arts (CA), human geography (GEOG), philosophy (PHIL), business (BUS), or psychology (PSYC).

To enroll in 400 level courses, students must complete the lower division requirements as specified above and a required upper division writing course, IAT 309W.

SFU students enrolled in the Accelerated Master's degree program within the School of Interactive Arts and Technology may apply a maximum of 9 graduate course units, taken while completing the bachelor's degree, towards the upper division undergraduate electives of the bachelor's program and the requirements of the master's degree. At least 6 of the 9 graduate course units must come from IAT 803, 804, or 806. For more information go to: https://www.sfu.ca/deangradstudies/future/academicprograms/AcceleratedMasters. html

Calendar Entry Change
Name of Program or Name of Faculty

Rationale for change: IAT 386 & 486 have long been treated as Arts designated courses for IAT BA Honours requirements, but were not included in the calendar list of Arts designated courses through an oversight in preparing paperwork.
Effective term and year: Summer 2020
The following program(s) will be affected by these changes: Interactive Arts and Technology Honours, Bachelor of Arts

Calendar Change: "to" and "from" sections are not required. All deletions should be crossed out as follows: sample. All additions should be marked by a **bold.**

Upper Division Requirements An Honours, Bachelor of Arts in Interactive Arts and Technology requires 48 upper division IAT units. Of these, students must take IAT 309W - Writing Methods for Research (3) and at least two 400-level IAT courses of at least 3 units each, excluding directed studies and six (6) IAT units selected from Designated Honours courses from Route 1 OR Route 2: Route 1 One of IAT 801 - Qualitative Research Methods and Design (3) IAT 802 - Quantitative Research Methods and Design (3) IAT 806 - Interdisciplinary Design Approaches to Computing (3) One of IAT 490 - Honours Project I (3)

April 2016

IAT 491 - Honours Project II (3)
OR

Route 2

IAT 490 - Honours Project I (3)
IAT 491 - Honours Project II (3)
To satisfy the BA requirements of this program students complete a total of 24 units chosen from the following arts courses:

IAT 312 - Foundations of Game Design (3)
IAT 313 - Narrative and New Media (3)
IAT 320 - Body Interface (3)
IAT 330 - Business of Design I: Introduction (3)
IAT 334 - Interface Design (3)
IAT 340 - Sound Design (3)
IAT 343 - Animation (3)
IAT 344 - Moving Images (3)
IAT 380 - Special Topics in Interactive Arts and Technology (Arts) (3)
IAT 386 – Directed Studies (3)
IAT 430 - Business of Design III: Refinement and Production (3)
IAT 431 - Speculative Design (3)
IAT 438 - Interactive Objects and Environments (3)
IAT 443 - Interactive Video (3)
IAT 445 - Immersive Environments (3)
IAT 480 - Special Topics in Interactive Arts and Technology (Arts) (3)
IAT 486 – Directed Studies (3)

April 2016

SFU SENATE COMMITTEE ON
UNDERGRADUATE STUDIES

Calendar Entry Change
Name of Program or Name of Faculty

Rationale for change:
SIAT wishes to better connect our undergraduate and graduate programs to further the integration of research into undergraduate degrees, and accelerate the rate at which SFU undergraduates can complete a Master's degree. This reflects student demands for additional education after an undergraduate degree in an accelerated time format.
Effective term and year: Summer 2020
The following program(s) will be affected by these changes: Interactive Arts and Technology Honours (Bachelor of Arts)

Calendar Change: "to" and "from" sections are not required. All deletions should be crossed out as follows: ~~sample.~~ All additions should be marked by a **bold.**

Upper Division Requirements

An Honours, Bachelor of Arts in Interactive Arts and Technology requires 48 upper division IAT units. Of these, students must take

IAT 309W - Writing Methods for Research (3)
and at least two 400-level IAT courses of at least 3 units each, excluding directed studies

and

six (6) IAT units selected from Designated Honours courses from Route 1 OR Route 2:

Route 1

One of

IAT 801 - Qualitative Research Methods and Design (3)
IAT 802 - Quantitative Research Methods and Design (3)
IAT 806 - Interdisciplinary Design Approaches to Computing (3)
One of

IAT 490 - Honours Project I (3)
IAT 491 - Honours Project II (3)

OR

Route 2

IAT 490 - Honours Project I (3)
IAT 491 - Honours Project II (3)
To satisfy the BA requirements of this program students complete a total of 24 units chosen from the following arts courses:

IAT 312 - Foundations of Game Design (3)
IAT 313 - Narrative and New Media (3)
IAT 320 - Body Interface (3)
IAT 330 - Business of Design I: Introduction (3)
IAT 334 - Interface Design (3)
IAT 340 - Sound Design (3)
IAT 343 - Animation (3)
IAT 344 - Moving Images (3)
IAT 380 - Special Topics in Interactive Arts and Technology (Arts) (3)
IAT 430 - Business of Design III: Refinement and Production (3)
IAT 431 - Speculative Design (3)
IAT 438 - Interactive Objects and Environments (3)
IAT 443 - Interactive Video (3)
IAT 445 - Immersive Environments (3)
IAT 480 - Special Topics in Interactive Arts and Technology (Arts) (3)
and any upper division course from communication (CMNS), publishing (PUB), cognitive science (COGS), contemporary arts (CA), human geography (GEOG), philosophy (PHIL), business (BUS), or psychology (PSYC).

To enroll in 400 level courses, students must complete the lower division requirements as specified above and a required upper division writing course, IAT 309W.

SFU students enrolled in the Accelerated Master's degree program within the School of Interactive Arts and Technology may apply a maximum of 9 graduate course units, taken while completing the bachelor's degree, towards the upper division undergraduate electives of the bachelor's program and the requirements of the master's degree. At least 6 of the 9 graduate course units must come from IAT 803, 804, or 806. For more information go to: https://www.sfu.ca/deangradstudies/future/academicprograms/AcceleratedMasters. html

Calendar Entry Change
Name of Program or Name of Faculty: Interactive Arts and Technology

Rationale for change: IAT 339, 387 & 487 have long been treated as Science designated courses for IAT BSc requirements, but were not included in the calendar list of Science designated courses through an oversight in preparing paperwork.
Effective term and year: Summer 2020
The following program(s) will be affected by these changes: Interactive Arts and Technology Major, Bachelor of Science

Calendar Change: "to" and "from" sections are not required. All deletions should be crossed out as follows: sample. All additions should be marked by a **bold.**

Upper Division Requirements

A major in Interactive Arts and Technology requires 30 upper division IAT units. Of these, students must take

IAT 309W - Writing Methods for Research (3)
and at least two 400-level courses of at least 3 units each, excluding directed studies.

Of the total of 44 upper division units required to their degree, students must complete a total of 24 units chosen from the following science courses to satisfy the BSc requirements:

IAT 330 - Business of Design I: Introduction (3)
IAT 333 - Interaction Design Methods (3)
IAT 336 - Materials in Design (3)
IAT 339 – Web Design and Development (3)
IAT 351 - Advanced Human-Computer Interaction (3) .
IAT 352 - Internet Computing Technologies (3)
IAT 355 - Introduction to Visual Analytics (3)
IAT 359 - Mobile Computing (3)
IAT 381 - Special Topics in Interactive Arts and Technology (Science) (3)
IAT 387 – Directed Studies (3)
IAT 410 - Advanced Game Design (3)

April 2016

IAT 430 - Business of Design III: Refinement and Production (3)
IAT 432 - Design Evaluation (3)
IAT 437 - Representation and Fabrication (3)
IAT 452 - Developing Design Tools (3)
IAT 455 - Computational Media (3)
IAT 481 - Special Topics in Interactive Arts and Technology (Science) (3)
IAT 487 – Directed Studies (3)
IAT 499 - Graduation Project (6)

Calendar Entry Change
Name of Program or Name of Faculty

Rationale for change:
SIAT wishes to better connect our undergraduate and graduate programs to further the integration of research into undergraduate degrees, and accelerate the rate at which SFU undergraduates can complete a Master's degree. This reflects student demands for additional education after an undergraduate degree in an accelerated time format.
Effective term and year: Summer 2020
The following program(s) will be affected by these changes: Interactive Arts and Technology Major (Bachelor of Science)

Calendar Change: "to" and "from" sections are not required. All deletions should be crossed out as follows: ~~sample.~~ All additions should be marked by a **bold.**

Upper Division Requirements

A major in Interactive Arts and Technology requires 30 upper division IAT units. Of these, students must take

IAT 309W - Writing Methods for Research (3)
and at least two 400-level courses of at least 3 units each, excluding directed studies.

Of the total of 44 upper division units required to their degree, students must complete a total of 24 units chosen from the following science courses to satisfy the BSc requirements:

IAT 330 - Business of Design I: Introduction (3)
IAT 333 - Interaction Design Methods (3)
IAT 336 - Materials in Design (3)
IAT 351 - Advanced Human-Computer Interaction (3)
IAT 352 - Internet Computing Technologies (3)
IAT 355 - Introduction to Visual Analytics (3)
IAT 359 - Mobile Computing (3)
IAT 381 - Special Topics in Interactive Arts and Technology (Science) (3)
IAT 410 - Advanced Game Design (3)
IAT 430 - Business of Design III: Refinement and Production (3)
IAT 432 - Design Evaluation (3)
IAT 437 - Representation and Fabrication (3)

IAT 452 - Developing Design Tools (3)
IAT 455 - Computational Media (3)
IAT 481 - Special Topics in Interactive Arts and Technology (Science) (3)
IAT 499 - Graduation Project (6)
and any upper division course from computing science (CMPT), engineering science (ENSC), biomedical physiology and kinesiology (BPK), management and systems science (MSSC), mathematics (MATH), mathematics and computing science (MACM), cognitive science (COGS) or psychology (PSYC).

To enroll in 400 level courses, students must complete the lower division requirements as specified above and a required upper division writing course, IAT 309W.

**SFU students enrolled in the Accelerated Master's degree program within the School of Interactive Arts and Technology may apply a maximum of 9 graduate course units, taken while completing the bachelor's degree, towards the upper division undergraduate electives of the bachelor's program and the requirements of the master's degree. At least 6 of the 9 graduate course units must come from IAT 803, 804, or 806. For more information go to:
https://www.sfu.ca/deangradstudies/future/academicprograms/AcceleratedMasters.html**

Calendar Entry Change
Name of Program or Name of Faculty: Interactive Arts and Technology

Rationale for change: IAT 339, 387 & 487 have long been treated as Science designated courses for IAT BSc requirements, but were not included in the calendar list of Science designated courses through an oversight in preparing paperwork.
Effective term and year: Summer 2020
The following program(s) will be affected by these changes: Interactive Arts and Technology Honours, Bachelor of Science

Calendar Change: "to" and "from" sections are not required. All deletions should be crossed out as follows: sample. All additions should be marked by a **bold.**

Upper Division Requirements An Honours, Bachelor of Science in Interactive Arts and Technology requires 48 upper division IAT units. Of these, students must take IAT 309W - Writing Methods for Research (3) and at least two 400-level IAT courses of at least 3 units each, excluding directed studies and six (6) IAT units selected from Designated Honours courses from Route 1 OR Route 2: Route 1 One of IAT 801 - Qualitative Research Methods and Design (3) IAT 802 - Quantitative Research Methods and Design (3) IAT 806 - Interdisciplinary Design Approaches to Computing (3) One of IAT 490 - Honours Project I (3) IAT 491 - Honours Project II (3)

April 2016

OR

Route 2

IAT 490 - Honours Project I (3)
IAT 491 - Honours Project II (3)
To satisfy the BSc requirements of this program students will complete a total of 24 units chosen from the following science courses:

IAT 330 - Business of Design I: Introduction (3)
IAT 333 - Interaction Design Methods (3)
IAT 336 - Materials in Design (3)
IAT 339 – Web Design and Development (3)
IAT 351 - Advanced Human-Computer Interaction (3)
IAT 352 - Internet Computing Technologies (3)
IAT 355 - Introduction to Visual Analytics (3)
IAT 359 - Mobile Computing (3)
IAT 381 - Special Topics in Interactive Arts and Technology (Science) (3)
IAT 387 – Directed Studies (3)
IAT 410 - Advanced Game Design (3)
IAT 430 - Business of Design III: Refinement and Production (3)
IAT 432 - Design Evaluation (3)
IAT 437 - Representation and Fabrication (3)
IAT 452 - Developing Design Tools (3)
IAT 455 - Computational Media (3)
IAT 481 - Special Topics in Interactive Arts and Technology (Science) (3)
IAT 487 – Directed Studies (3)

SFU SENATE COMMITTEE ON
UNDERGRADUATE STUDIES

Calendar Entry Change
Name of Program or Name of Faculty

Rationale for change: SIAT wishes to better connect our undergraduate and graduate programs to further the integration of research into undergraduate degrees, and accelerate the rate at which SFU undergraduates can complete a Master's degree. This reflects student demands for additional education after an undergraduate degree in an accelerated time format.
Effective term and year: Summer 2020
The following program(s) will be affected by these changes: Interactive Arts and Technology Honours (Bachelor of Science)

Calendar Change: "to" and "from" sections are not required. All deletions should be crossed out as follows: ~~sample.~~ All additions should be marked by a **bold.**

Upper Division Requirements

An Honours, Bachelor of Science in Interactive Arts and Technology requires 48 upper division IAT units. Of these, students must take

IAT 309W - Writing Methods for Research (3)
and at least two 400-level IAT courses of at least 3 units each, excluding directed studies

and

six (6) IAT units selected from Designated Honours courses from Route 1 OR Route 2:

Route 1

One of

IAT 801 - Qualitative Research Methods and Design (3)
IAT 802 - Quantitative Research Methods and Design (3)
IAT 806 - Interdisciplinary Design Approaches to Computing (3)
One of

IAT 490 - Honours Project I (3)
IAT 491 - Honours Project II (3)

OR

Route 2

IAT 490 - Honours Project I (3)
IAT 491 - Honours Project II (3)
To satisfy the BSc requirements of this program students will complete a total of 24 units chosen from the following science courses:

IAT 330 - Business of Design I: Introduction (3)
IAT 333 - Interaction Design Methods (3)
IAT 336 - Materials in Design (3)
IAT 351 - Advanced Human-Computer Interaction (3)
IAT 352 - Internet Computing Technologies (3)
IAT 355 - Introduction to Visual Analytics (3)
IAT 359 - Mobile Computing (3)
IAT 381 - Special Topics in Interactive Arts and Technology (Science) (3)
IAT 410 - Advanced Game Design (3)
IAT 430 - Business of Design III: Refinement and Production (3)
IAT 432 - Design Evaluation (3)
IAT 437 - Representation and Fabrication (3)
IAT 452 - Developing Design Tools (3)
IAT 455 - Computational Media (3)
IAT 481 - Special Topics in Interactive Arts and Technology (Science) (3)
and any upper division course from computing science (CMPT), engineering science (ENSC), biomedical, physiology and kinesiology (BPK), management and systems science (MSSC), mathematics (MATH), mathematics and computing science (MACM), cognitive science (COGS) or psychology (PSYC).

To enroll in 400 level courses, students must complete the lower division requirements as specified above and a required upper division writing course, IAT 309W.

SFU students enrolled in the Accelerated Master's degree program within the School of Interactive Arts and Technology may apply a maximum of 9 graduate course units, taken while completing the bachelor's degree, towards the upper division undergraduate electives of the bachelor's program and the requirements of the master's degree. At least 6 of the 9 graduate course units must come from IAT 803, 804, or 806. For more information go to: https://www.sfu.ca/deangradstudies/future/academicprograms/AcceleratedMasters. html

SFU SENATE COMMITTEE ON
UNDERGRADUATE STUDIES

Calendar Entry Change
Name of Program or Name of Faculty: Interactive Arts and Technology

Rationale for change:
IAT 339, 387 & 487 have long been treated as Science designated courses for IAT BSc requirements, but were not included in the calendar list of Science designated courses through an oversight in preparing paperwork.
Effective term and year: Summer 2020
The following program(s) will be affected by these changes: Communication and Interactive Arts and Technology Joint Major, Bachelor of Science

Calendar Change: "to" and "from" sections are not required. All deletions should be crossed out as follows: sample. All additions should be marked by a **bold.**

IAT BSc Requirements

Of the total of 44 upper division units required to their degree, students must complete a total of 24 units chosen from the following science courses to satisfy the BSc requirements:

IAT 333 - Interaction Design Methods (3)
IAT 336 - Materials in Design (3)
IAT 339 – Web Design and Development (3)
IAT 351 - Advanced Human-Computer Interaction (3)
IAT 352 - Internet Computing Technologies (3)
IAT 355 - Introduction to Visual Analytics (3)
IAT 381 - Special Topics in Interactive Arts and Technology (Science) (3)
IAT 387 – Directed Studies (3)
IAT 410 - Advanced Game Design (3)
IAT 432 - Design Evaluation (3)
IAT 437 - Representation and Fabrication (3)
IAT 452 - Developing Design Tools (3)
IAT 455 - Computational Media (3)
IAT 481 - Special Topics in Interactive Arts and Technology (Science) (3)
IAT 487 – Directed Studies (3)

April 2016

SFU SENATE COMMITTEE ON
UNDERGRADUATE STUDIES

Calendar Entry Change
Name of Program or Name of Faculty

Rationale for change: This is a formatting change to make it clear that the "additional six upper division IAT units" are required for all joint majors, not just those completing the Media Arts concentration.
Effective term and year: Summer 2020
The following program(s) will be affected by these changes: Communication and Interactive Arts and Technology Joint Major (Bachelor of Science)

Calendar Change: "to" and "from" sections are not required. All deletions should be crossed out as follows: ~~sample~~ All additions should be marked by a **bold.**

Upper Division Requirements

Interactive Arts and Technology

SIAT Concentrations

A concentration is an area of specialization that approved IAT majors may pursue within their Bachelor of Arts. SIAT offers concentrations in Media Arts, Interactive Systems and Design.

Students are required to complete five courses from one concentration listed below **and an additional six upper division IAT units (6).**

MEDIA ARTS

This concentration studies the creation, analysis and understanding of new media. New media environments are both computational artifacts and cultural experiences that include historical, social, aesthetic, and economic processes.
Graduates will be skilled in the critical analysis and making of new media forms such as electronic games, digital video, computer animation, and interactive multimedia.

Students complete five of

IAT 313 - Narrative and New Media (3)
IAT 320 - Body Interface (3)
IAT 343 - Animation (3)
IAT 344 - Moving Images (3)
IAT 443 - Interactive Video (3)
IAT 445 - Immersive Environments (3)

~~In addition, students complete an additional 6 upper division IAT units (6).~~

SFU SENATE COMMITTEE ON
UNDERGRADUATE STUDIES

Calendar Entry Change
Name of Program or Name of Faculty

Rationale for change:
This is a formatting change to make it clear that the "additional six upper division IAT units" are required for all joint majors, not just for those completing the Design concentration.
Effective term and year: Summer 2020
The following program(s) will be affected by these changes:
Communication and Interactive Arts and Technology Joint Major (Bachelor of Arts)
Interactive Arts and Technology and Business Joint Major (Bachelor of Arts or Bachelor of Business Administration)
Interactive Arts and Technology and Business Joint Major (Bachelor of Science)

Calendar Change: "to" and "from" sections are not required. All deletions should be crossed out as follows: ~~sample.~~ All additions should be marked by a **bold.**

Upper Division Requirements

Interactive Arts and Technology

SIAT Concentrations

A concentration is an area of specialization that approved IAT majors may pursue within their Bachelor of Arts. SIAT offers concentrations in Media Arts, Interactive Systems and Design.

Students are required to complete five courses from one concentration listed below **and an additional six upper division IAT units (6)**.

To enroll in 400 level courses, students must complete the IAT lower division requirements as specified above and a required upper division writing course.

April 2016

MEDIA ARTS

This concentration studies the creation, analysis and understanding of new media. New media environments are both computational artifacts and cultural experiences that include historical, social, aesthetic, and economic processes.

Graduates will be skilled in the critical analysis and making of new media forms such as electronic games, digital video, computer animation, and interactive multimedia.

Students complete five of

IAT 313 - Narrative and New Media (3)
IAT 320 - Body Interface (3)
IAT 343 - Animation (3)
IAT 344 - Moving Images (3)
IAT 443 - Interactive Video (3)
IAT 445 - Immersive Environments (3)

INTERACTIVE SYSTEMS

Students in this concentration learn how to design and program interactive technology used in work, play and learning.

This concentration emphasizes applying human-computer interaction principles to highly interactive applications, devices and systems. Graduates will be able to conceive, design and program applications in areas such as the web, handheld devices and games.

Students complete five of

IAT 351 - Advanced Human-Computer Interaction (3)
IAT 352 - Internet Computing Technologies (3)
IAT 355 - Introduction to Visual Analytics (3)
IAT 359 - Mobile Computing (3)
IAT 410 - Advanced Game Design (3)
IAT 452 - Developing Design Tools (3)
IAT 455 - Computational Media (3)

DESIGN

This concentration focuses on the design and use of interactive products and systems. It emphasizes designing and understanding all aspects of successful designs. Graduates will demonstrate ability in contemporary design from requirements through design to critique and evaluation.

Students complete five of

IAT 333 - Interaction Design Methods (3)
IAT 334 - Interface Design (3)
IAT 336 - Materials in Design (3)
IAT 339 - Web Design and Development (3)
IAT 431 - Speculative Design (3)
IAT 432 - Design Evaluation (3)
IAT 437 - Representation and Fabrication (3)
IAT 438 - Interactive Objects and Environments (3)

~~In addition, students complete an additional 6 upper-division IAT units (6).~~

Calendar Entry Change
Name of Program or Name of Faculty

Rationale for change:
IAT 339, 387 & 487 have long been treated as Science designated courses for IAT BSc requirements, but were not included in the calendar list of Science designated courses through an oversight in preparing paperwork.
Effective term and year: Summer 2020
The following program(s) will be affected by these changes: Interactive Arts and Technology and Business Joint Major, Bachelor of Science

Calendar Change: "to" and "from" sections are not required. All deletions should be crossed out as follows: sample. All additions should be marked by a **bold.**

IAT BSc Requirements

Of the total of 44 upper division units required to their degree, students must complete a total of 24 units chosen from the following science courses to satisfy the BSc requirements:

IAT 333 - Interaction Design Methods (3)
IAT 336 - Materials in Design (3)
IAT 339 – Web Design and Development (3)
IAT 351 - Advanced Human-Computer Interaction (3)
IAT 352 - Internet Computing Technologies (3)
IAT 355 - Introduction to Visual Analytics (3)
IAT 381 - Special Topics in Interactive Arts and Technology (Science) (3)
IAT 387 – Directed Studies (3)
IAT 410 - Advanced Game Design (3)
IAT 432 - Design Evaluation (3)
IAT 437 - Representation and Fabrication (3)
IAT 452 - Developing Design Tools (3)
IAT 455 - Computational Media (3)
IAT 481 - Special Topics in Interactive Arts and Technology (Science) (3)
IAT 487 – Directed Studies (3)

SENATE COMMITTEE ON
UNDERGRADUATE STUDIES

SFU

Calendar Entry Change
Name of Program or Name of Faculty: Interactive Arts and Technology

Rationale for change: IAT 340, 386 & 486 have long been treated as Arts designated courses for IAT BA requirements, but were not included in the calendar list of Arts designated courses through an oversight in preparing paperwork.
Effective term and year: Summer 2020
The following program(s) will be affected by these changes: Interactive Arts and Technology Second Degree, Bachelor of Arts

Calendar Change: "to" and "from" sections are not required. All deletions should be crossed out as follows: sample. All additions should be marked by a **bold.**

Upper Division Requirements Students must complete 44 upper division units as part of their degree. Of these, students must complete 30 upper division IAT units, including IAT 309W - Writing Methods for Research (3) and at least two 400-level IAT courses of 3 units each, excluding directed studies. 24 of the 30 upper division IAT units must be chosen from the following arts courses to satisfy BA requirements: IAT 312 - Foundations of Game Design (3) IAT 313 - Narrative and New Media (3) IAT 320 - Body Interface (3) IAT 334 - Interface Design (3) **IAT 340 – Sound Design (3)** IAT 343 - Animation (3) IAT 344 - Moving Images (3) IAT 380 - Special Topics in Interactive Arts and Technology (Arts) (3) **IAT 386 – Directed Studies (3)** IAT 431 - Speculative Design (3) IAT 438 - Interactive Objects and Environments (3)

April 2016

IAT 443 - Interactive Video (3)
IAT 445 - Immersive Environments (3)
IAT 480 - Special Topics in Interactive Arts and Technology (Arts) (3)
IAT 486 – Directed Studies (3)
IAT 499 - Graduation Project (6)

Calendar Entry Change
Name of Program or Name of Faculty: Interactive Arts and Technology

Rationale for change: IAT 339, 387 & 487 have long been treated as Science designated courses for IAT BSc requirements, but were not included in the calendar list of Science designated courses through an oversight in preparing paperwork.
Effective term and year: Summer 2020
The following program(s) will be affected by these changes: Interactive Arts and Technology Second Degree, Bachelor of Science

Calendar Change: "to" and "from" sections are not required. All deletions should be crossed out as follows: sample. All additions should be marked by a **bold.**

Upper Division Requirements Students must complete 44 upper division units as part of their degree. Of these, students must complete 30 upper division IAT units, including IAT 309W - Writing Methods for Research (3) and at least two 400-level IAT courses of 3 units each, excluding directed studies. 24 of the 30 upper division IAT units must be chosen from the following science courses to satisfy BSc requirements: IAT 333 - Interaction Design Methods (3) IAT 336 - Materials in Design (3) **IAT 339 – Web Design and Development (3)** IAT 351 - Advanced Human-Computer Interaction (3) IAT 352 - Internet Computing Technologies (3) IAT 355 - Introduction to Visual Analytics (3) IAT 381 - Special Topics in Interactive Arts and Technology (Science) (3) **IAT 387 – Directed Studies (3)** IAT 410 - Advanced Game Design (3) IAT 432 - Design Evaluation (3) IAT 437 - Representation and Fabrication (3)

April 2016

IAT 452 - Developing Design Tools (3)
IAT 455 - Computational Media (3)
IAT 481 - Special Topics in Interactive Arts and Technology (Science) (3)
IAT 487 – Directed Studies (3)
IAT 499 - Graduation Project (6)