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**MEMORANDUM**

**ATTENTION** Senate  
**FROM** Paul Kingsbury, Vice-Chair  
Senate Committee on Undergraduate Studies  
**RE:** Program Changes

**DATE** October 3, 2025

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**For information:**

Acting under delegated authority at its meeting of October 2, 2025 SCUS approved the following curriculum revisions effective Summer 2026.

**a. Faculty of Communication, Art and Technology (SCUS 25-133)**

1. School of Communication

(i) Upper division requirement changes to the:

- Business and Communication Joint Major

2. School of Interactive Arts and Technology

(i) Requirement changes to the:

- Interactive Arts and Technology Second Degree BA
- Interactive Arts and Technology Second Degree BSc

Senators wishing to consult a more detailed report of curriculum revisions may do so on the Senate Document Repository at <https://www.sfu.ca/senate/documents.html>



<b>Name of Program or Name of Faculty</b>
Communication, FCAT
<b>Rationale for change:</b>
Update upper division CMNS requirements as CMNS 323W has been temporarily withdrawn
<b>Effective term and year:</b>
Summer 2026
<b>The following program(s) will be affected by these changes:</b>
Business and Communication Joint Major

**Calendar Change:** All deletions should be crossed out as follows: ~~sample~~. All additions should be marked in **bold font**. Do not use “to” and “from” sections.

<p>Communication Upper Division Requirements</p> <p>Students complete seven upper division CMNS courses (minimum of 28 upper division units), <del>including</del></p> <p><del>CMNS 323W – Cultural Dimensions in Advertising (4)</del></p> <p>CMNS 425 is recommended but not required.</p> <p>Directed study and field placement courses may not be used to meet this requirement.</p>
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<p><b>Name of Program or Name of Faculty</b></p> <p>School of Interactive Arts &amp; Technology –Faculty of Communication, Arts and Technology</p>
<p><b>Rationale for change:</b></p> <p>In a variety of changes that we implemented over the past year we failed to include our Second Degree Programs in the same changes. We apologize for the oversight and would like to rectify the following:</p> <ol style="list-style-type: none"> <li>1. Addition of three additional courses to possible BSc upper division requirements for the Second Degree Bachelor of Science (passed our UCC in November, SCUS in January).</li> <li>2. Inclusion of our new concentrations in the language for both second degree program upper-division requirements (passed our UCC in January 2025, SCUS in March).</li> <li>3. Modification to upper division unit and course requirements for both second degree programs (passed our UCC in March 2025, SCUS in May).</li> </ol> <p>Apologies again for missing this.</p>
<p><b>Effective term and year:</b></p> <p>Summer 2026</p>
<p><b>The following program(s) will be affected by these changes:</b></p> <p>Interactive Arts and Technology Second Degree BA Interactive Arts and Technology Second Degree BSc</p>

**Calendar Change:** All deletions should be crossed out as follows: ~~sample~~. All additions should be marked in **bold font**. Do not use “to” and “from” sections.

<p>Interactive Arts and Technology Second Degree BA</p> <p>Upper Division Requirements</p>
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Students must complete 44 upper division units as part of their degree. Of these, students must complete a minimum of ~~30~~ **32** upper division IAT units and a minimum of ~~nine~~ **eight** upper division courses, including

[...]

#### Concentrations

A concentration is a group of related courses that approved IAT majors can pursue within their degree.

**Completing a concentration is optional and s**Students may complete more than one concentration. **Any concentrations a student has declared and completed A**~~l~~ **completed concentrations** will be recognized on their transcript. All upper division (300 and 400-level) concentration courses must be completed at SFU.

[...]

#### Critical Making

**Focuses on practices of digital fabrication emphasizing hands-on exploration of thinking with materials, artefacts, contexts of use and situated meanings. Applying critical practices ranging from diverse traditional craft knowledge to integrating computational and physical materials, students create artefacts in the context of social and cultural themes, including sustainability, health, social justice, and learning.**

**Students who choose this concentration complete the following courses:**

**IAT 320 – Body as Interface (4)**  
**IAT 336 – Materials in Practice (4)**  
**IAT 420 – Critical Making Senior Project (4)**

#### Evidence-Based Interactive Systems

**Takes an evidence-based approach to designing interfaces that better support human performance and societal well-being. Its design methods are grounded in sensory-motor, behavioural, and social science theory, critical analysis, and scientific testing of interactive software systems using qualitative, quantitative and mixed methods.**

**Students who choose this concentration complete the following courses:**

**IAT 334 – Interface Design (4)**

**IAT 351 - Advanced HCI (4)**

**IAT 432 - Design Evaluation (4)**

**IAT 452 - Developing Evidence-Based Interfaces (4)**

SFU students enrolled in the accelerated master's degree program within the School of Interactive Arts and Technology may apply a maximum of nine 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 six of the nine graduate course units must come from IAT 803, 804, or 806. For more information go to: <https://www.sfu.ca/gradstudies/apply/programs/accelerated-masters.html>.

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Interactive Arts and Technology Second Degree BSc

Upper Division Requirements

Students must complete 44 upper division units as part of their degree. Of these, students must complete a minimum of ~~30~~ **32** upper division IAT units and a minimum of ~~nine~~ **eight** upper division courses, including

IAT 309W - Writing Methods for Research (4)

and at least two 400-level IAT courses of three units each, excluding directed studies.

24 of the 44 upper division units must be chosen from the following science courses to satisfy BSc requirements:

IAT 333 - Interaction Design Methods (4)

IAT 336 - Materials in Practice (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, and Impact (3)**

IAT 381 - Special Topics in Interactive Arts and Technology (Science) (3)

IAT 387 - Directed Studies (3)

IAT 410 - Advanced Game Design (4)

IAT 432 - Design Evaluation (3)

IAT 452 - Developing Evidence-Based Interfaces (3)

IAT 459 - Internet Computing Technologies (4)

**IAT 460 - Generative AI and Computational Creativity (4)**

**IAT 461 - Data Science for Human-Centered Systems (4)**

IAT 481 - Special Topics in Interactive Arts and Technology (Science) (3)

IAT 487 - Directed Studies (3)

IAT 499 - Graduation Project (6)

[...]

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