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MEMORANDUM

ATTENTION

Senate

DATE

November 17, 2016

FROM

Wade Parkhouse, Chair of Senate

No.

GS2016.39

Graduate Studies Committee (SGSC)

RE:

Faculty of Communication, Art and Technology

### For information:

Acting under delegated authority at its meeting of November 7, 2016, SGSC approved the following curriculum change, effective Summer 2017:

Centre for Digital Media

Program change: Master of Digital Media



### FACULTY OF COMMUNICATION, ART AND TECHNOLOGY Office of the Dean

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MEMORANDUM

ATTENTION

Wade Parkhouse, Dean of Graduate and

DATE

Postdoctoral Studies

October 20, 2016

FROM

PAGES 6 (including cover)

Zoë Druick, FCAT Associate Dean & Chair, FCAT-Graduate Studies Committee

RE:

SGSC Agenda Item - MDM Calendar Entry

On behalf of the Faculty of Communication, Art and Technology, I am forwarding the following calendar entry for the Master of Digital Media (MDM) for inclusion in SGSC's next meeting agenda. The FCAT Graduate Studies Committee approved these changes at its meeting of October 14, 2016.

MDM's current calendar entry includes only the program description without indicating detailed program requirements. The new calendar entry both rectifies this omission and ensures compliance with the Degree Audit template.

Thank you for your attention to this matter.

Zoë Druick

Associate Dean, FCAT

Chair, FCAT Graduate Studies Committee

cc: Larry Bafia, Graduate Program Chair, MDM

/encl

ZD/ld



STUDENT SERVICES
Spring Calendar

#### Please note:

To view the Fall 2016 Academic Calendar go to http://www.sfu.ca/students/calendar/2016/fall.html

Centre for Digital Media | Faculty of Communication, Art and Technology Simon Fraser University Calendar | Spring 2017

# Digital Media

MASTER OF DIGITAL MEDIA

Simon Fraser University, University of British Columbia, Emily Carr University of Art + Design and the British Columbia Institute of Technology collaborate on the master of digital media (MDM), a full-time professional graduate program offering team-based learning in close collaboration with the digital media industry. The program is offered at the Centre for Digital Media. For further information visit http://thecdm.ca.

# Academic Requirements within the Graduate General Regulations

All graduate students must satisfy the academic requirements that are specified in the Graduate General Regulations, as well as the specific requirements for the program in which they are enrolled.

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## **Digital Media**

MASTER OF DIGITAL MEDIA

# **Description of Program**

Simon Fraser University, University of British Columbia, Emily Carr University of Art + Design and the British Columbia Institute of Technology collaborate on the master of digital media (MDM), a full-time professional graduate program offering team-based learning in close collaboration with the digital media industry. The program is offered at the Centre for Digital Media. For further information visit http://thecdm.ca

This intensive 16-month program engages students through coursework and projects to develop essential communication, collaboration & leadership skills. The unique curriculum meets the needs of the new and expanding digital media markets across all business verticals including healthcare, education, business and the entertainment industry. Graduates gain the skills and knowledge that help them to:

- Collaborate and communicate effectively in multidisciplinary teams.
- Create comprehensive business strategies and manage development projects.
- Design and deliver innovative, high-grade products to clients on time and on budget.

The program helps develop six core competencies valued in the digital media industry:

- Self-Awareness
- Articulation
- Design process
- Time management
- Information literacy
- Teamwork

# Admission Requirements

Applicants must satisfy the University admission requirements as stated in Graduate General Regulations 1.3 in the SFU Calendar.

There will be annual admission with the possibility of early or out-of-cycle admissions in special cases.

The minimum standards will be those of Simon Fraser University, as described in the Graduate General Regulations (page 219), augmented by the following specific requirements.

The school aims to admit students with diverse backgrounds, across the broad areas in which our faculty have disciplinary expertise. The following admission requirements encourage such diversity while setting minimum standards for acceptance into the program.

Students will be admitted to study for the Master of Digital Media (MDM) degree. Applications are reviewed and approved by the graduate program committee.

### **Minimum Standard Entrance Requirements**

Applicants must have completed a **4-year undergraduate degree (or equivalent)** acceptable to all 4 Centre for Digital Media Partner Institutions in a field related to digital media, for example:

- Computer science, engineering, education, management, economics, communication, art, design or performing arts, art history, architecture, linguistics, psychology or philosophy.
- Note: If applying from another related discipline, applicants must make the case for the relationship between the discipline in which they hold their previous degree and this program and how they would benefit from the MDM program.

Minimum cumulative GPA of 3.0 or better at a Canadian university, or equivalent, for the undergraduate degree. Minimum overall average in the B+ range (76% or higher) in 3rd and 4th year courses,

or:

 Academic standing with at least 12 credits of 3rd and 4th year courses in the A range (80% or higher) in the field of study,

or:

- Applicants who hold a 4-year undergraduate degree, who do not meet the requirements experience may be granted admission on the recommendation of the MDM program.
- Three reference letters from suitably qualified persons.
- Samples of work/portfolio:

Digital pieces that best demonstrate skills. These items can be one or more of the following: exhibited art, designs, film or video, computer code, engineering designs or something relevant that resulted from previous work.

- Letter of intent
- Short formal essay
- Resume

#### **Additional Admission Requirements**

### **English Language Competence**

English is the language of instruction and communication at the University. Accordingly, an applicant whose primary language is not English must demonstrate command of English sufficient to pursue graduate studies in the chosen field. Please refer to the <u>Graduate General Regulations (1.3.12 English Language Competence)</u> for minimum language requirements and further information.

#### Interview

Candidates who are considered for admission may be required to attend an interview during the latter stages of the admission process.

# **Program Requirements**

This program consists of required courses, an elective course, projects, and an internship for a minimum of 51 units.

Students must complete all of

DMED 500 - Foundations of Digital Media (3)

DMED 501 - The Visual Story (3)

DMED 502 - Improvising Story and Character (3)

DMED 503 - Foundations of Game Design (3)

#### and one of\*

DMED 540 - Special Topics in Digital Media (3)

DMED 550 - Directed Studies in Digital Media (3)

#### and three projects

DMED 520 - Projects I: Building Virtual Worlds (6)

DMED 521 - Projects II (12)

DMED 522 - Projects III (12)

#### and an internship

DMED 530 - Internship (6) or DMED 531 - Internship Continuation (6)

\*A course from a partner university, or other university, may be substituted for the elective course with approval of the MDM director.

## **Program Length**

Students are expected to complete the program requirements in four terms. If the internship is extended to eight months then students are expected to complete the program requirements in five terms.

### Other Information

There is an option to extend the internship to eight months. Students who choose to do an eight month internship will enroll in DMED 531 and receive their final grade at the end of the term.

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