MEMO

Dean of
Graduate Studies

STREET ADDRESS
Maggie Benston Student Services
Centre 1100
Burnaby BC V5A 1S6
Canada

MAILING ADDRESS
8888 University Drive
Burnaby BC V5A 1S6
Canada

TO Senate	TEL
FROM Wade Parkhouse, Dean, Graduate Studies	
RE Faculty of Communication, Art and Technology [GS2011.29]	
CC Marek Hatala	
DATE 7 March 2012	

For information:
Acting under delegated authority at its meeting of 5 December 2011, the SGSC moved to approve the following curriculum revisions:

Effective Date is September 2012

Faculty of Communication, Art and Technology   [GS2011.29]
Master of Digital Media (MDM)
i) Changes to program requirements
ii) Changes to units and description: DMED 530-6

Senators wishing to consult a more detailed report of curriculum revisions may do so by going to Docushare: https://docushare.sfu.ca/dsweb/View/Collection-12682
If you are unable to access the information, please call 778-782-3168 or email shelley_gair@sfu.ca.

SIMON FRASER UNIVERSITY   ENGAGING THE WORLD

SFU Connect   **sheilagh@sfu.ca**

Fwd: Material for SGSC approval

From : Wade Parkhouse <wade_parkhouse@sfu.ca>   Wed, Feb 29, 2012 10:59 AM
Subject : Fwd: Material for SGSC approval   📎3 attachments
To : Sheilagh MacDonald <sheilagh@sfu.ca>

From: "Marek Hatala" <mhatala@sfu.ca>
To: "Wade Parkhouse" <wade_parkhouse@sfu.ca>
Cc: "Marek Hatala" <mhatala@sfu.ca>, "Sheilagh MacDonald" <sheilagh@sfu.ca>,
"Livleen Diwana" <lkdiwana@sfu.ca>
Sent: Friday, 18 November, 2011 10:33:16
Subject: Material for SGSC approval

Hi Wade and Sheilagh,

I attach proposed changes to the structure of MDM program as approved by FCAT GSC
(plus one accompanying minor change). Richard Smith discussed this with Wade on
Monday, let me know if you need any additional documentation from FCAT.

Thank you,
Marek

MDM GPC Motion to FCAT GPC_final.doc
45 KB

MDM_CurriculumChanges_summary.doc
45 KB

DMED530_Minor_Change.pdf
143 KB

4.   For Discussion:

4.1 Revision of 1.3.2 Admission to a graduate diploma program   [GS2011.19]
Motion: Move to approve   Unanimous   **Approved**
P. Ruben/M. Hatala

4.2 Addition of GGR 1.3.2.a Admission to a graduate certificate program
                                                           [GS2011.20]
Motion: Move to approve   Unanimous   **Approved**
C. Collins/J. Nesbit

4.3 GGR 1.3.3 Criteria for admission to a master's program   [GS2011.21]
Grammatical corrections to be addressed in the final version. Done.
Motion: Move to approve   Unanimous   **Approved**
P. Budra/M. Moore

4.4 GGR 1.3.4 Criteria for admission to a doctoral program   [GS2011.22]
Motion: Move to approve   Unanimous   **Approved**
P. Rueben/M. Soron

4.5 Addendum to GGR 1.3.8.a - Admission to a concurrent bachelor's-master's program
                                                           [GS2011.23]
Motion: Move to approve once change made: "a) following the removal of "no more than 105
UG credits".Done.   Unanimous   **Approved**
D.Knowler/J. Nesbit

4.6 Proposal for the clarification of conditional and qualifying admissions
                                                           [GS2011.24]
Motion: Move to approve second version of provisional and with change that reads "This
permission will be granted....meeting the requirement by the end of the 2nd week (versus the
6th week)" Done.   Unanimous   **Approved**
J. Nesbit/P. Budra

4.7 Addition of GGR 1.3.11.a - Applications to complete a non-joint concurrent
graduate degree   [GS2011.25]
Motion: Move to approve   Unanimous   **Approved**
P. Liljedah/C. Collins

4.8 GGR.1.7.6 Revised Proposal to ladder a diploma to a masters   [GS2011.26]
Change to include certificate. c) to read "Advance credit or graduate certificate. Minimum of
B in lang – friendly amendment by D. Knowler.
Motion: Move to approve addendum. Done.   Unanimous   **Approved**
C.Collins/J. Nesbit

4.9 Faculty of Communication, Art and Technology   [GS2011.29]
Master of Digital Media (MDM)
i)   Changes to program requirements
ii) Changes to units and description: DMED 530-6
Motion: Move to approve once specific, detailed changes to DMED 530 curriculum are
received.

Minutes of a meeting of the Senate Graduate Studies Committee (SGSC)
held on Monday, December 5, 2011 at 2:30 p.m. in Maggie Benston Centre 2212

Present:

Wade Parkhouse, Chair

Peter Liljedahl

Mary Ann Pope, Director, Records

Paul Budra

Colleen Collins

Marek Hatala

John Nesbit

Duncan Knowler

Margo Moore

Peter Ruben

Darius Burbidge

Kamran Reayat

Mike Soron, GSS

Sheilagh MacDonald, Secretary

Regrets:

George Agnes

Mary-Ellen Kelm

Library representative

Rob Cameron

1.   Approval of agenda - approved

2.   Approval of the minutes of November 7, 2011   *attached*

3.   Chair's report:

•   SGSC materials to Senate cleared

•   Ethics tutorial to help students with approval process was demonstrated to graduate program chairs meeting in November

•   Mounting new graduate programs –expect approval to be slower as graduate enrollments are capped and students are underfunded by the provincial government at present.

•   Annual progress reviews are being processed and will be returned to the departments-feedback identifies students without annual reports, low GPAs, unsatisfactory progress, and if a senior supervisor is required.

•   International applicants – DGS is currently working on ways of assessing credentials and compiling lists of schools whose students have made the transition to SFU with some success.

•   Exit survey-a research assistant is currently processing data supplied by students who have recently convocated. The response rate has been good

•   Non-completers survey has had a more limited response.

•   Suspension of admissions, in this case for BUS/GAWM and KIN/MSc course work.- the units must comply with SCUP regulations. DGS sent Program Dissolution documents from SCUP.

Date: Nov 15, 2011
To: Dr. Marek Hatala, Chair, FCAT Graduate Studies Committee
Re: Proposal for Curriculum revisions at the Masters of Digital Media program,
Centre for Digital Media, Great Northern Way Campus
From: Jim Bizzocchi, Chair, MDM GPC
cc: Dr. Richard Smith, Director, MDM Program

Proposal: A "substantive" revision - drop DMED 523 (12 credits) and an elective (3 credits) - to reduce length of program, bring into line with other professional masters programs at SFU and partner organizations.

Background

The Masters of Digital Media (MDM) Program is a full-time professional Master's degree in entertainment technology and digital media. With input from academia and industry, the MDM Program's curriculum is designed to transition students from diverse backgrounds into new and expanding digital media markets and opportunities. During the program and internship, graduates develop the professional skills required to be effective creators, practitioners and senior managers in the digital media industry.

The MDM program is owned by four partner institutions (UBC, SFU, Emily Carr and BCIT) but managed on behalf of the others by SFU. Part of that management is academic governance. The partners share a General Framework Agreement / Management Services Agreement. Academic governance for substantive matters is contained in paragraph 4(d)

> *4 Academic Governance*
> *(d) The SFU Senate Graduate Studies committee will have the authority to approve minor changes to MDM, reporting them to SFU's Senate and the GNWC Academic Committee for information. Substantive changes will require the approval of SFU's Senate Committee on University Priorities and Senate. In addition, such changes will be brought to the GNWC Academic Committee who many recommend that they be considered by the Senates/Education Councils of the other shareholders.*

Proposed change

- Drop DMED 523 "Projects IV" as a required course
- change the MDM Degree requirement from two electives to one elective
- set total number of credits for graduation to 51

Impact of the change

These two courses normally happen in the fifth semester of the program. Dropping these will reduce the total number of credits by 15. A table showing the current and proposed program is below. Note that separate changes - an internal scheduling change, to move the elective to the end, and a "minor change" - (also submitted to FCAT GPC to assign 6 credits to the internship) - are also reflected in this table.

Current Curriculum Progress

Term One	Term Two	Term Three	Term Four	Term Five
DMED 500 (3 credits) Foundations of DM	DMED 503 (3 credits) Game Design	DMED 530 Internship (no credit)	Elective (3 credits)	Elective (3 credits
DMED 501 (3 credits) Visual Story	DMED 521 (12 credits) Projects II		DMED 522 (12 credits) Projects III	DMED 523 (12 credits) Projects IV
DMED 502 (3 credits) Improvising Story				
DMED 520 (6 credits) Project 1 – Building Virtual Worlds				
15 credits	15 credits	0 credits	15 credits	15 credits

Proposed Curriculum Progress

Term One	Term Two	Term Three	Term Four
DMED 500 (3 credits) Foundations of DM	DMED 503 (3 credits) Game Design	Elective (3 credits)	DMED 530 Internship (6 credits)
DMED 501 (3 credits) Visual Story	DMED 521 (12 credits) Projects II	DMED 522 (12 credits) Projects III	
DMED 502 (3 credits) Improvising Story			
DMED 520 (6 credits) Project 1 – Building Virtual Worlds			
15 credits	15 credits	15 credits	6 credits

Rationale for the change

The changes proposed are designed to make the program more competitive with other professional masters programs, which typically require a year of coursework - often with an additional internship. The comparable programs at SFU are the MPub and MBA, which both follow this model.

The total number of credits for the program, once these changes are approved, will be 51, down from the current 60. This is still well above the guidelines for Masters programs at SFU and in the province, and the proposed change will not compromise MDM's commitment to academic excellence and student achievement.

Credit change for DMED 530 from 0 to 6 recognizes the close academic supervision that is already present in the internship and will ensure that interning students continue to be regarded as "full time" students.

From a student's perspective, streamlining the program in this way will ensure that they are back in the job market quickly, and can move directly from an internship to full time employment. This will reduce the total cost of the program, as well. A shorter program also means less time away from family.

Impact of the change

The shorter program will enable the MDM program to compete more effectively with other programs being offered by other universities, to more efficiently address local demand (where students are asking for a more focused program), and deliver our program with smoother logistics by focusing on a single annual intake and graduation.

The financial impact of these changes has been discussed with appropriate representatives from SFU (Cheryl Geisler and Bill Krane) as well as the GNWC Finance and Audit Committee, and GNWC Board who approve the MDM budget.

Internal approvals

In addition to the Graduate Program Committee, the MDM program reports to an Academic Committee of the GNWC Board. The Academic Committee has been fully consulted on the changes. Faculty and staff of the MDM have also been fully involved in the change as well as the planning.

Date: Nov 15, 2011
To: Dr. Marek Hatala, Chair, FCAT Graduate Studies Committee
Re: Proposal for Curriculum revisions at the Masters of Digital Media program,
        Centre for Digital Media, Great Northern Way Campus
From: Jim Bizzocchi, Chair, MDM GPC
cc: Dr. Richard Smith, Director, MDM Program

As requested by Dr. Wade Parkhouse to Richard Smith, here is an abbreviated version
of all changes approved by the FCAT GSC on Nov. 14th.

Proposed changes:

Effective September 1, 2012:
- Change DMED 530-0 Internship (0 credits) to DMED 530-6 internship (6 credits)
- Drop DMED 523 "Projects IV" (12 credits) as a required course for the MDM
  Degree
- Change the MDM Degree requirement from two electives (3 credits each) to one
  elective (3 credits)
- Set total number of credits for MDM Degree to 51 (from current 60 credits)

Rationale for the change
1. The changes proposed are designed to make the program more competitive with
   other professional masters programs, which typically require a year of
   coursework - often with an additional internship. This change will also allow us to
   more efficiently address local demand as indicated by our industry partners. The
   comparable programs at SFU are the MPub and MBA, both of which follow this
   model.
2. The total number of credits for the program, once these changes are approved,
   will be 51, down from the current 60. This is still well above the guidelines for
   Masters programs at SFU and in the province, and the proposed change will not
   compromise MDM's commitment to academic excellence and student
   achievement.
3. Credit change for DMED 530 from 0 to 6 recognizes the close academic
   supervision that is already present in the internship and will ensure that interning
   students continue to be regarded as "full time" students.
4. From a student's perspective, streamlining the program in this way will reduce
   the total cost and time of the program, ensure that they are back in the job
   market quickly, and allow for direct progress from an internship to full time
   employment.
5. In addition to the support for these changes from the MDM Graduate Program
   Committee, the program also reports to an Academic Committee of the GNWC
   Board. The Academic Committee has been fully consulted on the changes.
   Faculty and staff of the MDM have also been fully involved in the change as well
   as the planning. The financial impact of these changes has been discussed with
   appropriate representatives from SFU (Cheryl Geisler and Bill Krane) as well as

the GNWC Finance and Audit Committee, and GNWC Board who approve the MDM budget.

Summary of Curriculum Changes by Semester

Current Curriculum Progress

Term One	Term Two	Term Three	Term Four	Term Five
DMED 500 (3 credits) Foundations of DM	DMED 503 (3 credits) Game Design	DMED 530 Internship (no credit)	Elective (3 credits)	Elective (3 credits
DMED 501 (3 credits) Visual Story	DMED 521 (12 credits) Projects II		DMED 522 (12 credits) Projects III	DMED 523 (12 credits) Projects IV
DMED 502 (3 credits) Improvising Story				
DMED 520 (6 credits) Project 1 – Building Virtual Worlds				
15 credits	15 credits	0 credits	15 credits	15 credits

Proposed Curriculum Progress

Term One	Term Two	Term Three	Term Four
DMED 500 (3 credits) Foundations of DM	DMED 503 (3 credits) Game Design	Elective (3 credits)	DMED 530 Internship (6 credits)
DMED 501 (3 credits) Visual Story	DMED 521 (12 credits) Projects II	DMED 522 (12 credits) Projects III	
DMED 502 (3 credits) Improvising Story			
DMED 520 (6 credits) Project 1 – Building Virtual Worlds			
15 credits	15 credits	15 credits	6 credits

CENTRE FOR DIGITAL MEDIA
MASTERS OF DIGITAL MEDIA PROGRAM   UBC   SFU   emily carr   BCIT
                                                                 university of art + design

PROGRAMS   OUR PARTNERS   FACULTY & STAFF   STUDENTS   NEWS & EVENTS   [   ] SEARCH

MDM Course Calendar

Program   Courses &   Scholarship   Ready to
Overview   Curriculum   Opportunities   Apply?

Overview

The MDM Program is cohort-based and commences each year in September. Please check the latest application deadlines. The 16-month program is divided into four, four-month semesters and also includes an internship.

The first semester has four core courses (Foundations of Digital Media, Interdisciplinary Improvisation, The Visual Story, and Building Virtual Worlds). A fifth core course, Foundations of Game Design, is offered in the second semester, along with a major project course. A wide range of elective courses is also available, drawn both from our four partner institutions and created by MDM faculty.

The backbone of the MDM curriculum is a sequence of three supervised project courses, each of which places students in interdisciplinary teams, characterized by close interaction with both faculty members and industry professionals. The projects will be of varying duration and are structured to address differing elements of digital media. These include core areas such as interactive narrative, immersive/virtual worlds, spatial and temporal domains and 3D rendering. Team members are rotated for each new project. Students will typically devote up to 80% of their time to project work.

Course Calendar

Program Year: One

	Instructor	Credits	Term	Course Timetable
DMED 500 Foundations of Digital Media «Course Details»	Jean Hébert	3 - Required	Term 1	Th 9:00am - 12:00pm
DMED 501 The Visual Story «Course Details»	George Johnson	3 - Required	Term 1	We 9:00am - 4:00pm
DMED 502 Interdisciplinary Improvisation «Course Details»	Patrick Pennefather	3 - Required	Term 1	Mo 9:00am - 4:00pm
DMED 520 Projects I - Building Virtual Worlds «Course Details»	Lawrence Bafia	6 - Required	Term 1	Tu 9:00am - 4:00pm
DMED 503 Foundations of Game Design «Course Details»	Matthew Toner	3 - Required	Term 2	Tu 1:30pm - 5:00pm
DMED 521 Projects II «Course Details»		12 - Required	Term 2	
DMED 530 Internship «Course Details»		Required	Term 3	

Program Year: Two

	Instructor	Credits	Term	Course Timetable
DMED 522 Projects III «Course Details»		12 - Required	Term 4	
DMED 540 Special Topics: Social Media - Application for Learning and Work «Course Details»	Chuck Hamilton	3 - Elective	Term 4	

	Instructor	Credits	Term	Course Timetable
DMED 523 Projects IV «Course Details»		12 - Required	Term 5	

Program Year: Any

	Instructor	Credits	Term	Course Timetable
DMED 540-3 Special Topics in Digital Media I «Course Details»		3 - Required	Terms 4 or 5	
DMED 550 Directed Studies in Digital Media «Course Details»		3 - Elective	Terms 4 or 5	

Centre for Digital Media
577 Great Northern Way
Vancouver, BC V5T 1E1
Canada

Tel: 778-370-1001
Fax: 778-370-1020
Email: admin@gnwc.ca

PEOPLE
» Contact Us
» Industry Partners
» Program Director
» Advisory Board
» Faculty
» Students
» Alumni
» Staff

PROGRAM INFO
» MDM Program Overview
» Admission Requirements
» Academic Dates & Deadlines
» Course Calendar
» FAQs
» Tuition & Fees
» Scholarships
» Student Services
» How to Apply

NEWS & EVENTS
» Latest News
» Event Calendar
» Video Gallery
» Photo Gallery
» Student Projects

RESOURCES
» Info Resource Centre
» Student Portal
» CDM Webmail
» eduroam Support
» Job Opportunities

JOIN OUR ONLINE COMMUNITY

SFU SIMON FRASER UNIVERSITY
DEAN OF GRADUATE STUDIES

Graduate Course Minor Change Form

This form is for an SFU department or program to request a minor change to an existing graduate course. After approval and signature by the faculty graduate studies committee, this form should be forwarded to the Dean of Graduate Studies for approval by the Senate Graduate Studies Committee [SGSC]. SGSC will forward the approval to Senate for information.

▶ DEPARTMENT

Department / School / Program	Contact name	Contact email
Digital Media	R Smith	smith@sfu.ca

Please revise the following elements of the indicated graduate course:
☐ Catalogue number ☑ Units ☐ Title ☑ Description ☐ Other: _____

▶ CURRENT COURSE
Please complete only the fields to be changed.

Program (eg. ECON)	Number (eg. 810)	Units (eg. 4)
DMED	530	0

Course title (max 80 characters)

Short title (appears on transcripts, max 25 characters)

Course description for SFU Calendar ☐ see attached
During the summer internship period, students will work full-time in the digital media or entertainment technology industry. This term gives students real-world experience in working to concrete deadlines with a motivated, often multidisciplinary, team. Students learn firsthand the importance of effective communication and cooperation to achieve a specific goal.

Available course components ☐ Lecture ☐ Seminar
☐ Laboratory ☐ Practicum ☐ Online ☐ _____

Grading basis ☐ Graded ☐ Satisfactory / Unsatisfactory
☐ In Progress / Complete ☐ _____

Prerequisites (if any)

This is combined with an undergrad course. ☐ Yes ☐ No
Course number and units: _____
Additional course requirements for graduate students

▶ REVISED COURSE
Please complete only the fields to be changed.

Program (eg. ECON)	Number (eg. 810)	Units (eg. 4)
DMED	530	6

Course title (max 80 characters)

Short title (appears on transcripts, max 25 characters)

Course description for SFU Calendar ☐ see attached
Students will work full-time in the digital media or entertainment technology industry. This term gives students real-world experience in working to concrete deadlines with a motivated, often multidisciplinary, team. Students learn firsthand the importance of effective communication and cooperation to achieve specific goals and timelines.

Available course components ☐ Lecture ☐ Seminar
☐ Laboratory ☐ Practicum ☐ Online ☐ _____

Grading basis ☐ Graded ☐ Satisfactory / Unsatisfactory
☐ In Progress / Complete ☐ _____

Prerequisites (if any)

This is combined with an undergrad course. ☐ Yes ☐ No
Course number and units: _____
Additional course requirements for graduate students

▶ APPROVALS

MAREK HATACA
Faculty graduate studies committee name

Signature

Jan 20, 2012
Date

W Parkhouse
Senate graduate studies committee name

Signature

Mar 6/12
Date

DMED 530: INTERNSHIP

Credit Hours: 6.0

Course Description:

Students will work full-time in an organization working with digital media or in the entertainment technology industry. This term gives students real-world experience in working to concrete deadlines with a motivated, often multidisciplinary, team. Students learn first-hand the importance of effective communication and cooperation to achieve specific goals and timelines. Internships generally last 4-8 months. During this time, the student receives academic guidance from a faculty supervisor at the Centre for Digital Media. Day-to-day supervision is the responsibility of a designated supervisor from the sponsoring organization - a professional person with appropriate qualifications, appointed by the CDM.

The internship focuses on a specific project that is initiated by the student in collaboration with the student's faculty supervisor and the supervisor from the sponsoring organization. The student submits an outline that defines the project scope, plans for documentation and reporting, anticipated activities, schedule, and conclusion. This outline must be approved by the supervisor and the program director. Commitment of the company or institution, the supervisor from the sponsoring organization, and the Centre for Digital Media will be formalized in letters of agreement.

The student must produce an internship report. The report begins with a summary of the student's work experience and will provide rigorous documentation and analysis of the internship experience, highlight the lessons learned, and include reflections and implications for the student's career and serves as a record and interpretation of the internship project. The supervising faculty member will assess the student's internship on the basis of the conduct of the project, quality of the work (with input from the supervisor from the sponsoring organization), and quality of the report. Evaluation will be on a Pass/Fail basis

An Internship provides the mechanism for students to earn academic credit for relevant work experience outside the University. An Internship is essentially a three-way partnership among the student, the sponsoring organization and the MDM program. The primary goal of the Internship is to assist students to develop professional skills and capabilities through guided "hands on" experience in a workplace environment while gaining academic credit. Typically an Internship a full time job during one term; other agreed upon arrangements are possible.

1. Students are required to do one internship during their time at MDM. A student should have completed three terms (12 months) in the Masters program before starting an internship.

2. At the Director's discretion, students can extend their internships for longer than 8 months. Memos by the student outlining why a longer internship is important to their education and from their faculty advisor recommending the longer internship need to be submitted to the Director for his or her approval.

3. Each internship course is worth a maximum of six credits. Two internships or a longer internship is still just six credits.

Learning Objectives:

To help students to develop professional capabilities and digital media expertise through orientation within a sponsoring organization; to strengthen the connection between the academic and professional communities; and to enable professionals to keep informed about contemporary issues in digital media.

Course Organization:

The student, in consultation with his or her Faculty Supervisor identifies the kinds of work experiences appropriate to undertake;

1. it is recommended that the student contacts the sponsoring organization to schedule time for an interview at least six weeks prior to the beginning of the term in which the Internship will take place;

2. the student meets with the supervisor from the sponsoring organization and develops preliminary objectives for the internship; and

3. the Faculty Supervisor, student and supervisor from the sponsoring organization complete placement by ratifying the Internship Agreement form.

The student and Faculty Supervisor should work together in creating the Internship Agreement. The student is expected to outline goals for the Internship that are relevant to his or her professional and academic objectives.

The student, with the assistance of the supervisor from the sponsoring organization, then describes the work required to fulfill his or her objectives. This outline will form a work program for the Internship. The Internship Agreement should describe:

1. the project (typically a digital media artifact, or as otherwise stated in the Internship Agreement);

2. the Internship objectives;

3. the outline of the anticipated job description including specific projects or assignments;

4. the educational opportunities that are provided by the sponsoring organization;

5. Internship schedule including timelines for the project with relevant deadlines and expected completion dates.

The Internship Agreement represents an informal understanding on the part of the participants to take part in a teaching and/or learning exercise of mutual benefit to all parties. The Centre for Digital Media can assume neither responsibility nor liability for any work (complete or incomplete) undertaken by the student in the course of his or her Internship studies.

Course Requirements and Grading:

Faculty Supervisor:

1. Consults with the sponsoring organization to determine educational objectives, appropriate experiences, and the expectations for the student during the project;

2. facilitates communication between the sponsoring organization and student;

3. discusses with the student his or her academic objectives;

4. approves the student's choice of sponsoring organization placement; helps the student to develop an Internship Agreement that integrates his or her goals with those of the Internship project;

5. reviews the following project status reports:

   - a Mid-term Evaluation from the sponsoring organization that evaluates the student's performance thus far;
   - a final planning report (or as otherwise described in the Internship Agreement) from the student at the end of the Internship that satisfies the academic standards of the University;
   - an Internship Final Evaluation from the sponsoring organization that evaluates the student's performance; and
   - a Post-Internship Assessment from the student that evaluates the experience.

6. the Faculty Supervisor assigns the student a grade for the Internship in consultation with the sponsoring organization and submits it to the Director of the MDM program.

Student:

1. Consults with a Faculty Supervisor to formulate academic goals that can be discussed with the sponsoring organization during the interview;

2. develops, with the assistance of the Faculty Supervisor and the Sponsoring organization Supervisor, an Internship Agreement outlining objectives and a work schedule (including timelines and expected completion dates) and has it endorsed by all parties; the completed Internship Agreement form along with a Registration/Change of Registration form are to be submitted to the Director of the MDM program;

3. learns about and acts in a manner consistent with the sponsoring organization "culture";

4. learns about and adheres to sponsoring organization regulations regarding confidentiality and access to information;

5. submits a final planning report (or as otherwise stated on the Internship Agreement) to the Faculty and Sponsoring organization Supervisors by the term's designated due date for final papers; and

6. submits a Post-Internship Assessment to the Faculty Supervisor at the conclusion of the course.

Sponsoring organization Supervisor:

1. Provides the student with realistic, challenging assignments that facilitate learning (students should not be conducting work of a clerical nature);

2. helps the student learn about the sponsoring organization "culture" and adjust to the workplace;

3. informs the student about the sponsoring organization regulations regarding confidentiality and access to information;

4. provides compensation for any pre-approved costs (i.e., printing, materials, postage, travel) incurred by the student while conducting the project;

5. provides the student with ongoing feedback about his or her progress;

6. submits both an Internship Mid-term Evaluation and Internship Final Evaluation of the Internship experience to the School, describing achievements and providing suggestions for improvement; and

7. communicates with the Academic supervisor for the purposes of assigning the student a grade for the Internship.

Course Policies:

Ownership of Research

Students and supporting organizations will agree that work produced will belong to the organization but students will have the rights to publish and promote details about work completed for the purpose of securing future employment and/or other opportunities. Publication and other use of information are subject to the sponsoring organization's confidentiality policies. Acknowledgment is subject to the sponsoring organization's standard practices with respect to staff and consultant reports. Neither the student, the sponsoring organization nor the School will attribute the report to any of the other parties without prior agreement.

Termination of Agreement

All parties have the right to terminate the Internship Agreement for any cause, subject to discussion between the student, Faculty Supervisor, Sponsoring organization Supervisor and sponsoring organization management.

Registration

Students wishing to register for an Internship are required to complete and submit to internship coordinator an "Internship Agreement" form (available on MDM website). Students must complete and submit this form to receive credit for an Internship.

experience and execute the business aspects of team based projects from scoping to the creation of business plans, from on-going project management to final product delivery which is on time and on budget.

DMED 522-12 Projects III

Projects II, III and IV cohesively build on the Project I experience with projects of increasing technical, artistic and management sophistication. Projects II, III and IV are independent, semester length group studies based on working with an external client and/or collaborators. Teams of three to eight students work on a dedicated project(s) during that semester. In all four of the Projects courses, students learn, experience and execute the business aspects of team based projects from scoping to the creation of business plans, from on-going project management to final product delivery which is on time and on budget.

DMED 523-12 Projects IV

Projects II, III and IV cohesively build on the Project I experience with projects of increasing technical, artistic and management sophistication. Projects II, III and IV are independent, semester length group studies based on working with an external client and/or collaborators. Teams of three to eight students work on a dedicated project(s) during that semester. In all four of the Projects courses, students learn, experience and execute the business aspects of team based projects from scoping to the creation of business plans, from on-going project management to final product delivery which is on time and on budget.

DMED 530-0 Internship

During the summer internship period, students will work full-time in the digital media or entertainment technology industry. This term gives students real-world experience in working to concrete deadlines with a motivated, often multidisciplinary, team. Students learn firsthand the importance of effective communication and cooperation to achieve a specific goal.

DMED 540-3 Special Topics in Digital Media

DMED 550-3 Directed Studies in Digital Media

Normally a student would take at most one directed studies course during their degree. Directed studies offered within the program will be approved by the MDM Program Committee to essentially the same criteria required for approval of a new elective. If approved, this course can be taken in place of an elective.

Return to digital media index page.

Master of Digital Media Program

Dean of Graduate Studies | Simon Fraser University
University of British Columbia | Emily Carr Institute of Art and Design | British Columbia Institute of Technology

Simon Fraser University Calendar 2012 Spring

Simon Fraser University, University of British Columbia, Emily Carr Institute of Art and Design and the British Columbia Institute of Technology collaborate on the master of digital media degree, a full time professional graduate program offering team-based learning in close collaboration with the digital games and media industries. The program is offered at the Great Northern Way campus. For further information visit http://www.gnwc.ca/mdm

Academic Requirements within the Graduate General Regulations

All graduate students must satisfy the academic requirements that are specified in the Graduate General Regulations (residence, course work, academic progress, supervision, research competence requirement, completion time, and degree completion), as well as the specific requirements for the program in which they are enrolled, as shown above.

Return to digital media index page.

Master of Digital Media Program

Dean of Graduate Studies | Simon Fraser University
University of British Columbia | Emily Carr University ~~Institute~~ of Art and Design | British Columbia Institute of Technology

Simon Fraser University Calendar 2012 Spring

Simon Fraser University, University of British Columbia, Emily Carr ~~Institute~~ University of Art ~~and~~ ± Design and the British Columbia Institute of Technology collaborate on the master of digital media degree, a full time professional graduate program offering team-based learning in close collaboration with the digital media industry ~~digital games and media industries~~. The program is offered at the Centre for Digital Media ~~Great Northern Way campus~~. For further information visit ~~http://www.gnwc.ca/mdm~~ mdm.gnwc.ca <mdm.gnwc.ca>

Academic Requirements within the Graduate General Regulations

All graduate students must satisfy the academic requirements that are specified in the Graduate General Regulations (residence, course work, academic progress, supervision, research competence requirement, completion time, and degree completion), as well as the specific requirements for the program in which they are enrolled, as shown above.

Return to digital media index page.

Master of Digital Media Program

Dean of Graduate Studies | Simon Fraser University
University of British Columbia | Emily Carr University of Art and Design | British Columbia Institute of Technology

Simon Fraser University Calendar 2012 Spring

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 degree, 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 mdm.gnwc.ca <mdm.gnwc.ca>

Academic Requirements within the Graduate General Regulations

All graduate students must satisfy the academic requirements that are specified in the Graduate General Regulations (residence, course work, academic progress, supervision, research competence requirement, completion time, and degree completion), as well as the specific requirements for the program in which they are enrolled, as shown above.

Return to digital media index page.

Simon Fraser University

| ✕ Print this page | ✕ Email this page to your SFU Connect account |

Contents

- Academic Requirements within the Graduate General Regulations

Spring 2012 Calendar | Digital Media |

Master of Digital Media Program

Dean of Graduate Studies | Simon Fraser University
University of British Columbia | Emily Carr Institute of Art and Design | British Columbia Institute of Technology
Simon Fraser University Calendar 2012 Spring

Simon Fraser University, University of British Columbia, Emily Carr Institute of Art and Design and the British Columbia Institute of Technology collaborate on the master of digital media degree, a full time professional graduate program offering team-based learning in close collaboration with the digital games and media industries. The program is offered at the Great Northern Way campus. For further information visit http://www.gnwc.ca/mdm

Academic Requirements within the Graduate General Regulations

All graduate students must satisfy the academic requirements that are specified in the Graduate General Regulations (residence, course work, academic progress, supervision, research competence requirement, completion time, and degree completion), as well as the specific requirements for the program in which they are enrolled, as shown above.

Return to digital media index page.

For calendar inquiries and technical problems, contact calendar-sfu@sfu.ca | Calendar changes and corrections