SFU OFFICE OF THE ASSOCIATE VICE-PRESIDENT, ACADEMIC

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MEMORANDUM

ATTENTION	Senate	**DATE**	October 4, 2019
FROM	Wade Parkhouse, Chair Senate Committee on Undergraduate Studies	**PAGES**	1/1
RE:	Course Modifications (SCUS 19-53)		

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

1. School of Interactive Arts and Technology

   (i) Prerequisite change for IAT 233, 267, 344, 351, 352, 355, 359, 410 and 432

2. Publishing Programs

   (i) Prerequisite change for PUB 201
   (ii) Title change for PUB 210W

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.

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SFU SENATE COMMITTEE ON
UNDERGRADUATE STUDIES

COURSE MODIFICATION FORM

Page 1 of 1

COURSE SUBJECT [IAT]   NUMBER [233]   TITLE [Spatial Design]

TYPE OF CHANGES. Please type 'X' for the appropriate revision(s):

| Course number | ☐ | Units | ☐ | Prerequisite | ☒ |
| Title | ☐ | Description | ☐ | Equivalent Statement | ☐ |

WORDING/DESCRIPTION EDITS. Indicate deleted or changed text using strike-through, indicate added or new text using underline. If you need to enter more text than the box allows, drag the endpoint of the text box to make it bigger, as it will not automatically expand. Please review the "Equivalency statements" section under Information about specific course components if changing equivalent statement(s).

> Designing and understanding spaces used by people. The iterative process of making and criticizing, experiencing and analyzing spatial form. Compositional ideas for form-making. Critical thinking applied to design. Computers are the principal medium used in this course for form-making and visualization. Prerequisite: Completion of 21 units and IAT 106, and IAT 102 or an approved course in design.

EFFECTIVE TERM AND YEAR FOR CHANGES
Fall, Spring, Summer and year (please enter in textbox)

> Summer 2020

RATIONALE (must be included)

> This wording does not refer to any specific courses, and leads to confusion for students.

November 2016

SFU
SENATE COMMITTEE ON
UNDERGRADUATE STUDIES

| COURSE SUBJECT | IAT | NUMBER | 267 | TITLE | Introduction to Technological Systems |

TYPE OF CHANGES. Please type 'X' for the appropriate revision(s):

| Course number ☐ | Units ☐ | Prerequisite ☒ |

| Title ☐ | Description ☐ | Equivalent ☐ Statement |

WORDING/DESCRIPTION EDITS. Indicate deleted or changed text using ~~strike-through~~, indicate added or new text using <u>underline</u>. If you need to enter more text than the box allows, drag the endpoint of the text box to make it bigger, as it will not automatically expand. Please review the "Equivalency statements" section under <u>Information about specific course components</u> if changing equivalent statement(s).

Introduction to the core technologies and systems used in media-rich interactive environments, including computer hardware, operating systems, input and output technologies, networking and media. The concepts will be examined by working in a high-level media programming environment. Prerequisite: Completion of 21 units and IAT 167 and one of MATH 130, MACM 101, MATH 150, MATH 151, MATH 154, or MATH 157. Recommended: IAT 265 ~~or other second year programming course.~~

EFFECTIVE TERM AND YEAR FOR CHANGES
Fall, Spring, Summer and year (please enter in textbox)

Summer 2020

RATIONALE (must be included)

This wording does not refer to any specific courses, and leads to confusion for students.

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COURSE SUBJECT | IAT | **NUMBER** | 344 | **TITLE** | Moving Images |

TYPE OF CHANGES. Please type 'X' for the appropriate revision(s):

| Course number | ☐ | Units | ☐ | Prerequisite | ☒ |
| Title | ☐ | Description | ☐ | Equivalent Statement | ☐ |

WORDING/DESCRIPTION EDITS. Indicate deleted or changed text using ~~strike-through~~, indicate added or new text using <u>underline</u>. If you need to enter more text than the box allows, drag the endpoint of the text box to make it bigger, as it will not automatically expand. Please review the "Equivalency statements" section under <u>Information about specific course components</u> if changing equivalent statement(s).

> Reviews and consolidates the fundamentals of digital video production, including camera and composition skills, the role of sound, lighting, and continuity and montage editing. Students will review and analyze works from traditional cinema and from contemporary digital video. The course will reinforce fundamental skills and extend the student's abilities to use a range of digital production, post-production, and presentation techniques. Prerequisite: Minimum of 48 units and IAT 202 ~~or other approved digital video course.~~

EFFECTIVE TERM AND YEAR FOR CHANGES
Fall, Spring, Summer and year (please enter in textbox)

> Summer 2020

RATIONALE (must be included)

> This wording does not refer to any specific courses, and leads to confusion for students.

SFU

COURSE SUBJECT	IAT	NUMBER	351	TITLE	Advanced Human-Computer Interaction

TYPE OF CHANGES. Please type 'X' for the appropriate revision(s):

Course number	☐	Units	☐	Prerequisite	☒

Title	☐	Description	☐	Equivalent Statement	☐

WORDING/DESCRIPTION EDITS. Indicate deleted or changed text using ~~strike-through~~, indicate added or new text using underline. If you need to enter more text than the box allows, drag the endpoint of the text box to make it bigger, as it will not automatically expand. Please review the "Equivalency statements" section under Information about specific course components if changing equivalent statement(s).

Students will learn about and gain experience with a wide variety of interaction technologies, environments and architectures supporting user interaction with systems in work, learning and play. Applied topics may include, but are not limited to, collaboration and computers; ubiquitous and responsive environments; security, trust and privacy; networking; and distributed and heterogeneous interfaces. Emphasis is on practical experience, involving a group design/analysis project in advanced topics in human computer interaction.
Prerequisite: Completion of 48 units, including IAT 265 ~~or other approved second year programming course~~, and IAT 201 ~~or equivalent introductory HCI course~~.
Strongly recommended: IAT 267.

EFFECTIVE TERM AND YEAR FOR CHANGES
Fall, Spring, Summer and year (please enter in textbox)

Summer 2020

RATIONALE (must be included)

This wording does not refer to any specific courses, and leads to confusion for students.

SFU

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COURSE SUBJECT | IAT | **NUMBER** | 352 | **TITLE** | Internet Computing Technologies

TYPE OF CHANGES. Please type 'X' for the appropriate revision(s):

Course number ☐   Units ☐   Prerequisite ☒

Title ☐   Description ☐   Equivalent Statement ☐

WORDING/DESCRIPTION EDITS. Indicate deleted or changed text using strike-through, indicate added or new text using underline. If you need to enter more text than the box allows, drag the endpoint of the text box to make it bigger, as it will not automatically expand. Please review the "Equivalency statements" section under Information about specific course components if changing equivalent statement(s).

> XML technologies, databases and data mining are reviewed as means of storing and extracting knowledge. Server-client and service oriented architectures are examined from the perspective of building interactive systems. Web 2.0 technologies are reviewed, including peer-to-peer systems, social networking portals, and personalization technologies. Students apply conceptual knowledge by programming a web application using AJAX, servlets and a database.
>
> Prerequisite: Completion of 48 units, including IAT 235, and either IAT 265 or other approved second year programming course.

EFFECTIVE TERM AND YEAR FOR CHANGES
Fall, Spring, Summer and year (please enter in textbox)

Summer 2020

RATIONALE (must be included)

> This wording does not refer to any specific courses, and leads to confusion for students.

SFU SENATE COMMITTEE ON
UNDERGRADUATE STUDIES

COURSE SUBJECT	IAT	NUMBER	355	TITLE	Introduction to Visual Analytics

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TYPE OF CHANGES. Please type 'X' for the appropriate revision(s):

Course number	☐	Units	☐	Prerequisite	☒
Title	☐	Description	☐	Equivalent Statement	☐

WORDING/DESCRIPTION EDITS. Indicate deleted or changed text using ~~strike-through~~, indicate added or new text using <u>underline</u>. If you need to enter more text than the box allows, drag the endpoint of the text box to make it bigger, as it will not automatically expand. Please review the "Equivalency statements" section under <u>Information about specific course components</u> if changing equivalent statement(s).

Focuses on the design and implementation of interactive computer visualization techniques for the analysis, comprehension, and explanation of large collections of abstract information. The application of principles from perception, information visualization, interaction and visual analytics will be covered. Introduces tools for programming geometric information and displaying the results. Emphasizes development of practical skills in using graphics libraries and tools: students will develop programming experience with relevant examples and techniques.

Prerequisite: IAT 201 and IAT 267 and either IAT 265 or CMPT 225 ~~or other approved second-year programming course~~. Recommended: IAT 235.

EFFECTIVE TERM AND YEAR FOR CHANGES
Fall, Spring, Summer and year (please enter in textbox)

Summer 2020

RATIONALE (must be included)

This wording does not refer to any specific courses, and leads to confusion for students.

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COURSE SUBJECT | IAT | **NUMBER** | 359 | **TITLE** | Mobile Computing

TYPE OF CHANGES. Please type 'X' for the appropriate revision(s):

Course ☐   Units ☐   Prerequisite ☒
number

Title ☐   Description ☐   Equivalent ☐
                                         Statement

WORDING/DESCRIPTION EDITS. Indicate deleted or changed text using strike-through, indicate added or new text using underline. If you need to enter more text than the box allows, drag the endpoint of the text box to make it bigger, as it will not automatically expand. Please review the "Equivalency statements" section under Information about specific course components if changing equivalent statement(s).

An introduction to mobile computing and the development of applications for mobile environments. The three areas that will be covered in the course are mobile technologies, application development and user interaction in a mobile setting. Students will make use of mobile application frameworks and development environments to develop their own application and project, while reinforcing concepts covered in the lectures. Topics covered include mobile development environments, user interfaces, user experience and application development guidelines, gesture recognition, location, sensors, and graphics, and others, as will be outlined in the weekly schedule.

Prerequisite: Completion of 48 units, including IAT 265 and one-of IAT 267 or another IAT 200 level programming course.

EFFECTIVE TERM AND YEAR FOR CHANGES
Fall, Spring, Summer and year (please enter in textbox)

Summer 2020

RATIONALE (must be included)

This wording does not refer to any specific courses, and leads to confusion for students.

November 2016

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COURSE SUBJECT [IAT] **NUMBER** [410] **TITLE** [Advanced Game Design]

TYPE OF CHANGES. Please type 'X' for the appropriate revision(s):

Course number	☐	Units	☐	Prerequisite	☒
Title	☐	Description	☐	Equivalent Statement	☐

WORDING/DESCRIPTION EDITS. Indicate deleted or changed text using ~~strike-through~~, indicate added or new text using underline. If you need to enter more text than the box allows, drag the endpoint of the text box to make it bigger, as it will not automatically expand. Please review the "Equivalency statements" section under Information about specific course components if changing equivalent statement(s).

> Students will design and develop a variety of electronic games, culminating in an advanced game project. They will continue to analyze the experience of play within the game, and the connections between the game experience and broader cultural phenomena.
>
> Prerequisite: Completion of 60 units, including IAT 265 ~~or equivalent programming course. Strongly recommended:~~ and IAT 312.

EFFECTIVE TERM AND YEAR FOR CHANGES
Fall, Spring, Summer and year (please enter in textbox)

> Summer 2020

RATIONALE (must be included)

> The "other equivalent programming course" wording does not refer to any specific courses, and leads to confusion for students.
> IAT 312 Foundations of Game Design is a logical prerequisite for this course, and requiring it will ensure that students in 410 bring comparable levels of preparation and knowledge.

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COURSE SUBJECT	IAT	NUMBER	432	TITLE	Design Evaluation

TYPE OF CHANGES. Please type 'X' for the appropriate revision(s):

Course number	☐	Units	☐	Prerequisite	☒
Title	☐	Description	☐	Equivalent Statement	☐

WORDING/DESCRIPTION EDITS. Indicate deleted or changed text using ~~strike-through~~, indicate added or new text using <u>underline</u>. If you need to enter more text than the box allows, drag the endpoint of the text box to make it bigger, as it will not automatically expand. Please review the "Equivalency statements" section under <u>Information about specific course components</u> if changing equivalent statement(s).

> Prerequisite: <u>IAT 334 and completion</u> ~~Completion~~ of 60 units. Recommended: IAT 201 and 235.

EFFECTIVE TERM AND YEAR FOR CHANGES
Fall, Spring, Summer and year (please enter in textbox)

Summer 2020

RATIONALE (must be included)

IAT has moved some course content from IAT 432 to IAT 334 to create better laddering across these courses in our Design concentration. IAT 334 will now serve as an important pre-requisite for IAT 432.

SFU SENATE COMMITTEE ON
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COURSE SUBJECT	PUB	NUMBER	201	TITLE	The Publication of Professional Self

TYPE OF CHANGES. Please type 'X' for the appropriate revision(s):

Course number ☐   Units ☐   Prerequisite ☒

Title ☐   Description ☐   Equivalent Statement ☐

WORDING/DESCRIPTION EDITS. Indicate deleted or changed text using ~~strike through~~, indicate added or new text using <u>underline</u>. If you need to enter more text than the box allows, drag the endpoint of the text box to make it bigger, as it will not automatically expand. Please review the "Equivalency statements" section under Information about specific course components if changing equivalent statement(s).

> Social media are transforming the public behaviour of organizations into publishing activities focused on the management of their social identities. In the context of emerging conceptual frameworks, students will learn about, track, and discern social media practices, and then develop and implement strategies for interactions of organizations with governments, partners and rivals, consumers, citizens and society.
> Prerequisite: PUB 101 ~~highly recommended~~.

EFFECTIVE TERM AND YEAR FOR CHANGES
Fall, Spring, Summer and year (please enter in textbox)

SUMMER 2020

RATIONALE (must be included)

> There are sufficient students that have now taken PUB 101 that can take PUB 201. This change will avoid having to repeat more fundamental class material from PUB 101 in PUB 201, creating a clearer distinctions between the two courses, their learning outcomes, and their curriculum.

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COURSE SUBJECT	PUB	NUMBER	210W	TITLE	Fundamentals of Professional Writing: University Level Skills and Practice in Writing Effectively

TYPE OF CHANGES. Please type 'X' for the appropriate revision(s):

Course number	☐	Units	☐	Prerequisite	☐
Title	☒	Description	☐	Equivalent Statement	☐

WORDING/DESCRIPTION EDITS. Indicate deleted or changed text using ~~strike through~~, indicate added or new text using <u>underline</u>. If you need to enter more text than the box allows, drag the endpoint of the text box to make it bigger, as it will not automatically expand. Please review the "Equivalency statements" section under Information about specific course components if changing equivalent statement(s).

~~Fundamentals of~~ Professional Writing <u>Workshop</u>~~: University Level Skills and Practice in Writing Effectively~~

EFFECTIVE TERM AND YEAR FOR CHANGES
Fall, Spring, Summer and year (please enter in textbox)

SUMMER 2020

RATIONALE (must be included)

To stress that the course focuses not on grammar or theory, but on practical techniques, exercises and tutorials—the best way to learn to write effectively in a professional context.