



OFFICE OF THE ASSOCIATE VICE-PRESIDENT, ACADEMIC AND
ASSOCIATE PROVOST

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MEMORANDUM

ATTENTION	Senate	DATE	March 2, 2012
FROM	Bill Krane, Chair	PAGES	1/1
RE:	Senate Committee on Undergraduate Studies Faculty of Communication, Art and Technology (SCUS 12-13)		

For information:

Acting under delegated authority at its meeting of March 1, 2012, SCUS approved the following curriculum revisions effective Fall 2012:

1. School of Communication (SCUS 12-13a(i))

(i) Description and prerequisite change for CMNS 320

2. School for the Contemporary Arts (SCUS 12-13a(ii))

(ii) FPA 324 – Quantitative designation

3. School of Interactive Arts and Technology (SCUS 12-13b)

(i) Remove the completion of a concentration as a graduation requirement for the BSc and BA

(ii) Remove IAT 403 and 405 as a graduation requirement for the BSc and BA

(iii) Set a grade requirement for courses used as a prerequisite for IAT courses to C-.

(iv) Change the name of the Informatics Concentration to Interactive Systems Concentration

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](tel:778-782-3168) or email shelley_gair@sfu.ca.



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MEMORANDUM

ATTENTION Bill Krane, Chair
Senate Committee on Undergraduate Studies

DATE February 17, 2012

FROM DD Kugler, Chair
Undergraduate Curriculum Committee

PAGES 24, including cover memo

RE: Faculty of Communication, Art, and Technology
SCUS, March 1, 2012

On February 14, 2012, the Faculty of Communication, Arts, and Technology Undergraduate Curriculum Committee approved the following curricular revisions:

- School of Communication memo
 - CMNS 320: description and prerequisite change
- School of Interactive Art and Technology memo
 - Calendar changes: BA
 - Calendar changes: BSc

Please place these items on the next meeting of SCUS.

Digitally signed by DD Kugler
DN: cn=DD Kugler, o=ou,
email=smorrisa@sfu.ca, c=CA
Date: 2012.02.16 13:31:48
-08'00'

DD Kugler



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MEMORANDUM

ATTENTION DD Kugler, Chair
Faculty of Communication, Art and Technology
Undergraduate Curriculum Committee

DATE January 18, 2012

FROM Zoë Druick, Chair
School of Communication
Undergraduate Studies Committee

PAGES

RE: Course change (1)

At its meeting of December 7, 2011, the School of Communication approved changes to the following course:

- CMNS 320 Children, Media and Culture

Would you please place this proposal on the agenda of the next meeting of the Faculty of Communication, Art and Technology Undergraduate Curriculum Committee?

Thank you,

Zoë Druick, Ph.D.
Undergraduate Chair, School of Communication

SIMON FRASER UNIVERSITY
Course Change Form

Existing Course Number: CMNS 320 Credits: 4

Existing Course Title: Children, Media and Culture

Please check appropriate revision(s) being recommended:

Course Number: _____ Credit Hour: _____ Title: _____

Description: x Prerequisite: x

(Note: Each revision being made must have appropriate "from", "to", and "rationale" sections completed below. Use additional pages if necessary.)

From: The course examines the part played by communication media in children's lives by reviewing the debates and research in this field. Specific attention will be paid to the issues of violence, literacy, imagination, quality and marketing through an examination of the critical writing and advocacy movements which have arisen around the problem of children's media.

TO: A historical exploration of the role of communication media in children's lives focusing on the growing public debates about children's cultural industries (toys; comics; films; TV and video games) and the role they play in consumer socialization.

Rationale: Description brought in line with current course content

From: 60 units including two of CMNS 220, 221, 223, 226. Strongly recommended: CMNS 362 or 363.

TO: 60 units including two of CMNS 220, 221, 223 or 223W, 226.

Rationale: To eliminate 3rd year pre-reqs for another third year course.

Does this course duplicate the content of a previously approved course to such an extent that students should not receive credit for both courses? If so, please specify.

Effective date: ~~May 2012~~ **FALL 2012**

Approvals:

Alison Beale, Director
School of Communication

Chair, Faculty of Communication, Art &
Technology (FCAT)
Undergraduate Curriculum Committee

Chair
SCUS

date

date

date



UNIVERSITY CURRICULUM & INSTITUTIONAL LIAISON
OFFICE OF THE VICE PRESIDENT ACADEMIC AND PROVOST

MEMO

ADDRESS
8888 UNIVERSITY DRIVE
BURNABY BC V5A 1S6
CANADA

ATTENTION Don Kugler, Associate Dean, FCAT

TEL

FROM SUSAN RHODES, Assistant Director, University Curriculum and
Institutional Liaison

RE Q designation approval

DATE February 20, 2012

TIME 3:30 PM

The University Curriculum Office has approved the following:

FPA 324 New Dance Composition – Q – effective 1127

Please forward this memo to your Faculty UCC and then to SCUS for final approval.



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MEMORANDUM

ATTENTION Don Kugler, Associate Dean, FCAT **DATE** Thursday, February 16, 2012
FROM John Dill
RE: SIAT Curriculum Changes

Several motions to make changes to the SIAT Undergraduate Curriculum Committee were passed by the SIAT UCC and approved by the School. These relate to making Concentrations optional, making the Capstone course (IAT 403 and 405) optional, and setting requirements for taking a Concentration. The Rationale for these changes and the Calendar changes are in the attached package of files. The Calendar changes are included as two files for BA (marked up, clean) and two for BSc.

Please include these changes for discussion and vote at the next FCAT UCC meeting.

Sincerely,

John Dill
Chair, Undergraduate Curriculum Committee
School of Interactive Arts + Technology
Faculty of Communication, Art and Technology
Simon Fraser University
778-782-7555 John_dill@sfu.ca

Rationale for proposed SIAT Curriculum changes

John Dill
6 Feb 2012

These changes were approved at the Dec 2011 and Jan 2012 SIAT UCC meetings and at the School meeting of 25 Jan 2012.

Remove requirement for concentration

SIAT currently requires completion of a concentration (consisting of a set of 6 required courses) in one of three areas. The original intent was in part to accommodate the transition from a TechBC-based program and envisioned an approximately equal distribution of students across concentrations. The transition is now complete and the equal distribution assumption has proven inaccurate. Further, eliminating the concentration requirement removes barriers to timely completion while preserving the same rigorous requirements for the SIAT BA or BSc major.

Thus, concentrations are available but not required. Additionally, due to resource limitations, it is necessary to provide a mechanism to cap the number of students in concentrations.

Motion approved at School Meeting:

To remove the completion of a concentration as a graduation requirement for BSc and BA in Interactive Arts and Technology, and to establish a mechanism for preferential enrollment into concentration courses for students accepted into a concentration. Acceptance to a concentration will be based on the student's CGPA at the time of application to the concentration of choice.

Make Capstone course optional

SIAT's capstone course was originally intended as an opportunity for students from mixed backgrounds to work as a team on a substantial project. As SIAT has evolved, accommodating all students is straining our resources, while other team project opportunities have arisen. Making the Capstone optional will support those students wanting to engage in a large 2-semester project course, while offering an opportunity for others to pursue subjects of interest.

Motion approved at School Meeting:

To remove IAT 403 and IAT 405 as a graduation requirement for BSc and BA programs in Interactive Arts and Technology.

Set performance expectations

Establishing a minimum CGPA for continuing in SIAT will improve class quality, decrease graduation time and improve School ratings. A minimum CGPA of 2.40 is a common requirement in other majors and guarantees a minimal level of knowledge and skills to successfully progress through the SIAT curriculum. A one year transition period will be provided for students to meet this requirement. Additionally, setting a minimum grade requirement for prerequisite courses will help ensure a minimal level of prerequisite knowledge to improve the chances for success in the given course. This is done in other SFU majors.

Motions approved at School Meeting:

To set the continuation CGPA requirement for SIAT majors at 2.40

To set the grade requirement for courses used as a prerequisite for IAT courses to "C-".

More meaningful name for Informatics concentration

While courses in this option are well-populated, there is a general lack of understanding of what the concentration means among students considering SIAT, among Coop personnel, industry, and others. Many of the faculty associated with the concentration have felt a more appropriate name would help attract more of the kind of students we'd like to have in SIAT. "*Interactive Systems*" communicates the content of the concentration better and will be recognized by all stakeholders.

Motion approved at School Meeting:

To change the name of the Informatics concentration to "Interactive Systems"

Calendar Changes

The above motions require changes to the basic Calendar descriptions for SIAT's BA and BSc programs. The changes are described in documents included in this package. There are two documents for each of BSc and BA programs:

- a "marked up" version (insertions are bolded; deletions are indicated by a strike-through).
- a "clean" version.

We would like these changes to become effective in Fall 2012.

Marked-up Version of Proposed Calendar Language

Interactive Arts and Technology Bachelor of Arts Major Program

School of Interactive Arts and Technology | Faculty of Communication, Art and Technology Simon Fraser University Calendar 2012 Fall

The School of Interactive Arts and Technology (SIAT) offers a bachelor of arts (BA) degree in interactive arts and technology with three concentrations: design, media arts, and ~~informatics~~**interactive systems**.

Admission Requirements

Admission is based on a competitive cumulative grade point average. Students whose first admission attempt is unsuccessful may improve their average by completing additional courses. Admission to the school is possible via three routes.

Route 1

These applicants come directly from BC high school 12 or have equivalent high school preparation in accordance with the requirements.

Route 2

Internal transfer applicants are students who have already been admitted to another Simon Fraser University program, and now wish to ~~be transfer~~ to the School of Interactive Arts and Technology. ~~These applicants will normally be admitted to the school via the TechOne program.~~

Students apply to ~~either~~ the program after completing 18 units of the lower division requirements listed below, or equivalents. ~~A minimum of six units of IAT course work is required.~~

Route 3

These applicants apply to the School of Interactive Arts and Technology for direct transfer from another post-secondary institution.

Students apply to the program after completing 18 units of the lower division requirements listed below, or equivalents.

Continuation Requirements

Students, who do not maintain at least a 2.40 CGPA, will be placed on the school's probation. Courses available to probationary students may be limited. Each term, these students must consult an advisor prior to enrolment and must achieve either a term 2.40 GPA or an improved CGPA.

Reinstatement from probationary standing occurs when the student's CGPA improves to 2.40 or better and is maintained.

Prerequisite Grade Requirement

Interactive Arts and Technology course entry requires a grade of C- or better in each prerequisite course.

Students must obtain permission from the department if they wish to complete, for further credit, any course that is a prerequisite for a course the student has already completed with a grade of C- or higher.

Program Requirements

This program requires the completion of

- ~~• lower division requirements of 12 units of approved first year courses and the SIAT core requirements~~
- ~~• upper division requirements of at least one of the three concentrations in SIAT~~
- lower and upper division requirements of the BA degree program **as specified below**
- **a total of 30 IAT upper division units**
- a total of at least 120 units including 45 upper division units.

~~Students enter this major program by meeting the admission requirements specified above. Students will normally apply to the BA program after completion of first year studies or equivalent.~~

Lower Division Requirements

~~The first year of a degree in Interactive Arts and Technology is TechOne, which is comprised of CMPT 166, IAT 100, 102, 103W, 106, 167, and either MATH 130 (BA) or MACM 101 (BSe).~~

Core Courses

SIAT lower division core requirements are as follows.

Students complete all of

- CMPT 166-3 An Animated Introduction to Programming (or an equivalent introductory programming course such as CMPT 120, 125, 126, or 128)
- IAT 100-3 Digital Image Design
- IAT 102-3 Graphic Design
- IAT 103W-3 Design Communication and Collaboration
- IAT 106-3 Spatial Thinking and Communicating
- IAT 167-3 Digital Games: Genre, Structure, Programming and Play
- IAT 201-3 Human-Computer Interaction and Cognition *
- IAT 202-3 New Media Images
- IAT 222-3 Interactive Arts
- IAT 233-3 Spatial Design
- IAT 235-3 Information Design

- IAT 265-3 Multimedia Programming for Art and Design * (or other approved second year programming course)
- IAT 267-3 Introduction to Technological Systems *

*these courses or their equivalents must have a science designation

Additional Requirements

Students in the BA program will also complete both of

- IAT 206-3 Media Across Cultures
- MATH 130-3 Geometry for Computer Graphics

Upper Division Requirements

A major in Interactive Arts and Technology comprises 30 units of upper division IAT courses. These may include courses listed in the next section. Directed study and field school courses are not counted as part of the major requirements and are considered electives. A BA with a major is offered with three concentrations: design, media arts, informatics (see below). All share the fundamental concern of people using technology in context. Each draws from distinct patterns of scholarship and thinking.

~~Each has its own academic emphasis leading directly to its particular pattern of study and graduate outcome. Students must complete the upper division requirements of at least one of the three concentrations in SIAT.~~

- ~~• Concentration in Media Arts~~
- ~~• Concentration in Informatics~~
- ~~• Concentration in Design~~

Additional Requirements

Students in this BA program will also complete both of

- ~~• IAT 403-3 Interdisciplinary Design Studio I (Arts)~~
- ~~• IAT 405-3 Interdisciplinary Design Studio II (Arts)~~

~~and~~ 24 units chosen from the following list:

- IAT 312-3 Foundations of Game Design
- IAT 313-3 Narrative and New Media
- IAT 320-3 Body Interface
- IAT 334-3 Interface Design
- IAT 338-3 Interactive Objects and Environments
- IAT 343-3 Animation
- IAT 344-3 Moving Images

- IAT 380-3 Special Topics in Interactive Arts and Technology (Arts)
- IAT 431-3 Speculative Design
- IAT 443-3 Interactive Video
- IAT 445-3 Immersive Environments
- IAT 480-3 Special Topics in Interactive Arts and Technology (Arts)
- any upper division course from communication (CMNS), publishing (PUB), cognitive science (COGS), contemporary arts (FPA), human geography (GEOG), philosophy (PHIL), business (BUS), or psychology (PSYC).

Concentrations

A concentration is an area of specialization that approved IAT majors may pursue within their Bachelor of Arts.

Students may choose their area of concentration after completing at least 27 units of lower division core courses. All upper division (300 & 400 level) concentration courses must be completed at SFU.

Areas of concentration are only open to approved IAT majors. Students pursuing an IAT minor may not pursue an area of concentration. Acceptance to some concentrations is limited due to the limited spaces in required courses; students will be accepted to these limited concentrations based on their CGPA and are required to maintain the specified CGPA while pursuing the limited concentration. Students can be accepted only to one concentration at the same time. Students in a concentration have priority in registering for that concentration's courses. Students are required to complete all their concentration courses within two years, after this time they will lose their priority for registration in concentration courses.

Students who do not choose a concentration or are not accepted to any concentration may still complete concentration requirements and apply for recognition of the completed concentration on their degrees at the time of graduation.

Students may complete more than one concentration. All completed concentrations will be recognized on their degrees.

Concentration in 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 who choose this concentration must complete all of

- IAT 313-3 Narrative and New Media
- IAT 320-3 Body Interface
- IAT 343-3 Animation

- IAT 344-3- Moving Images
- IAT 443-3 Interactive Video
- IAT 445-3 Immersive Environments

Concentration in Informatics Interactive Systems

~~This concentration covers technological systems used in work, learning and play situations.~~

~~Its emphasis is on system building with particular emphasis on how people use systems, how to design and program user centered systems, and how to represent and reason about the objects and environments that people use. Graduates will make systems that people find useful and engaging.~~

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 who choose this concentration must complete all of

- IAT 351-3 Advanced Human-Computer Interaction
- IAT 352-3 Knowledge Media Architectures
- IAT 355-3 Introduction to Visual Analytics
- IAT 410-3 Advanced Game Design
- IAT 452-3 Developing Design Tools
- IAT 455-3 Computational Media

Concentration in 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 who choose this concentration must complete all of

- IAT 333-3 Interaction Design Methods
- IAT 334-3 Interface Design
- IAT 336-3 Materials in Design
- IAT 337-3 Representation and Fabrication
- IAT 338-3 Interactive Objects and Environments
- IAT 431-3 Speculative Design

Marked up VERSION of proposed calendar language

Interactive Arts and Technology Bachelor of Science Major Program

School of Interactive Arts and Technology | Faculty of Communication, Art and Technology Simon Fraser University Calendar 2012 Fall

The School of Interactive Arts and Technology (SIAT) offers a bachelor of science (BSc) degree in interactive arts and technology with three concentrations: design, media arts, and ~~informatics~~ **interactive systems**.

Admission Requirements

Admission is based on a competitive cumulative grade point average. Students whose first admission attempt is unsuccessful may improve their average by completing additional courses. Admission to the school is possible via three routes.

Route 1

These applicants come directly from BC high school 12 or have equivalent high school preparation in accordance with the requirements.

Route 2

Internal transfer applicants are students who have already been admitted to another Simon Fraser University program, and now wish to ~~be~~ transfer to the School of Interactive Arts and Technology. ~~These applicants will normally be admitted to the school via the TechOne program.~~

Students apply to ~~either~~ the program after completing 18 units of the lower division requirements listed below, or equivalents. ~~A minimum of six units of IAT course work is required.~~

Route 3

These applicants apply to the School of Interactive Arts and Technology for direct transfer from another post-secondary institution.

Students apply to the program after completing 18 units of the lower division requirements listed below, or equivalents.

Continuation Requirements

Students, who do not maintain at least a 2.40 CGPA, will be placed on the school's probation. Courses available to probationary students may be limited. Each term, these students must consult an advisor prior to enrolment and must achieve either a term 2.40 term GPA or an improved CGPA.

Reinstatement from probationary standing occurs when the student's CGPA improves to 2.40 or better and is maintained.

Prerequisite Grade Requirement

Interactive Arts and Technology course entry requires a grade of C- or better in each prerequisite course.

Students must obtain permission from the department if they wish to complete, for further credit, any course that is a prerequisite for a course the student has already completed with a grade of C- or higher.

Program Requirements

This program requires the completion of

- ~~lower division requirements of 12 units of approved first year courses and the SIAT core requirements as specified below~~
- ~~upper division requirements of at least one of the three concentrations in SIAT~~
- lower and upper division requirements of the **BA BSc** degree program as specified below
- **a total of 30 IAT upper division units**
- a total of at least 120 units including 45 upper division units.

~~Students enter this major program by meeting the admission requirements specified above. Students will normally apply to the BSc program after completion of first year studies or equivalent.~~

Lower Division Requirements

~~The first year of a degree in Interactive Arts and Technology is TechOne, which includes the first year coursework listed in the lower division core.~~

Core Courses

SIAT lower division core requirements are as follows.

Students complete all of

- CMPT 166-3 An Animated Introduction to Programming or an equivalent introductory programming course (including CMPT 120, 125, 126, or 128)
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- IAT 265-3 Multimedia Programming for Art and Design * or other approved second year programming course
- IAT 267-3 Introduction to Technological Systems *

*these courses or their equivalents must have a science designation

Additional Requirements

Students in this BA BSc program will also complete

- MACM 101-3 Discrete Mathematics I

and one additional three-unit lower division science course from computing science, engineering science, kinesiology, mathematics, statistics, or physics.

Upper Division Requirements

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- ~~• Concentration in Media Arts~~
- ~~• Concentration in Informatics~~
- ~~• Concentration in Design~~

Additional Requirements

~~Students in this BSc program will also complete both of~~

- ~~• IAT 402-3 Interdisciplinary Design Studio I (Science)~~
- ~~• IAT 404-3 Interdisciplinary Design Studio II (Science)~~

~~and~~ 24 units chosen from the following list:

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- IAT 337-3 Representation and Fabrication
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- IAT 352-3 Knowledge Media Architectures
- IAT 355-3 Introduction to Visual Analytics
- IAT 381-3 Special Topics in Interactive Arts and Technology (Science)
- IAT 410-3 Advanced Game Design
- IAT 432-3 Design Evaluation
- IAT 452-3 Developing Design Tools
- IAT 455-3 Computational Media
- IAT 481-3 Special Topics in Interactive Arts and Technology (Science)
- ~~and~~ any upper division course from computing science (CMPT), engineering science (ENSC), physiology and kinesiology (KIN), management and systems science (MSSC), mathematics (MATH), mathematics and computing science (MACM), cognitive science (COGS) or psychology (PSYC).

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