



DEGREE CHECKLIST
2019-2020

BACHELOR OF ARTS (BA) DIGITAL MEDIA
Specialized Honours (Digital Media Game Arts Stream)

NAME

STUDENT #

Students are strongly advised to refer to online Academic Calendars before enrolling into courses: <http://calendars.registrar.yorku.ca/>

COURSES			CREDITS EARNED	GRADE
First Year Courses				
<input type="checkbox"/>	FA/DATT 1000 6.00	Introduction to Interactive Digital Media		
<input type="checkbox"/>	FA/DATT 1100 3.00	Fundamentals of Digital Media Studies		
<input type="checkbox"/>	LE/EECS 1012 3.00	Net-Centric Introduction to Computing		
<input type="checkbox"/>	LE/EECS 1019 3.00	Discrete Math for Computer Science		
<input type="checkbox"/>	LE/EECS 1710 3.00	Programming for Digital Media		
<input type="checkbox"/>	LE/EECS 1720 3.00	Building Interactive Systems		
<input type="checkbox"/>	SC/MATH 1025 3.00	Applied Linear Algebra		
6.0 credits** from FA/DANC 1900 3.00, FA/FILM 1900 3.00, FA/MUSI 1900 3.00, FA/THEA 1900 3.00, FA/VISA 1900 3.00, FA/YSDN 1900 3.00		<input type="checkbox"/>		
		<input type="checkbox"/>		

**These six credits can be used to satisfy the humanities area of the general education requirement in both AMPD and LE.

Second Year Courses				
<input type="checkbox"/>	FA/DATT 2050 3.00	Media Signal Processing		
<input type="checkbox"/>	FA/DATT 2100 3.00	Publishing and Digital Media		
<input type="checkbox"/>	FA/DATT 2300 3.00	Game Development I		
<input type="checkbox"/>	FA/DATT 2301 3.00	Game History, Genre, and New Directions		
<input type="checkbox"/>	FA/DATT 2500 3.00	Introduction to 3D Modelling		
<input type="checkbox"/>	FA/DATT 2501 3.00	Introduction to 3D Animation		
<input type="checkbox"/>	LE/EECS 2030 3.00	Advanced Object Oriented Programming		
<input type="checkbox"/>	LE/EECS 2011 3.00	Fundamentals of Data Structures		
General Education/Electives		<input type="checkbox"/>		
		<input type="checkbox"/>		

Notes

	COURSES		CREDITS EARNED	GRADE
Third Year Courses				
	<input type="checkbox"/>	FA/DATT 3300 3.00	Game Mechanics	
	<input type="checkbox"/>	FA/DATT 3701 6.00	Collaborative Project Development	
3 credits chosen from: FA/DATT 3200 3.00, FA/DATT 3930 3.00, FA/DATT 3931 3.00, FA/DATT 3935 3.00, FA/DATT 3938 3.00, FA/DATT 3940 3.00, FA/DATT 3941 3.00	<input type="checkbox"/>			
3 credits chosen from: LE/EECS 3214 3.00, LE/EECS 3421 3.00, LE/EECS 3431 3.00, LE/EECS 3461 3.00	<input type="checkbox"/>			
6 credits in:*** AP/COMN or SC/STS @ the 3000-level or above	<input type="checkbox"/>			
	<input type="checkbox"/>			
General Education/Electives	<input type="checkbox"/>			
	<input type="checkbox"/>			
	<input type="checkbox"/>			
***These six credits can be used to satisfy the social science area of the general education requirement in both AMPD and LE.				
Fourth Year Courses				
	<input type="checkbox"/>	FA/DATT 4300 3.00	Game Development II	
	<input type="checkbox"/>	LE/EECS 4700 6.00	Digital Media Project	
3 credits chosen from: LE/EECS 4413 3.00, LE/EECS 4431 3.00*, LE/EECS 4441 3.00, LE/EECS 4443 3.00, LE/EECS 4461 3.00, LE/EECS 4471 3.00*, LE/EECS 4491 3.00*	<input type="checkbox"/>			
3 credits chosen from: FA/DATT 4930 3.00, FA/DATT 4931 3.00, FA/DATT 4932 3.00, FA/DATT 4935 3.00, FA/DATT 4940 3.00, FA/DATT 4950 3.00	<input type="checkbox"/>			
6 credits in the School of the Arts, Media, Performance & Design (not DATT)	<input type="checkbox"/>			
	<input type="checkbox"/>			
Additional elective credits, as required for an overall total of at least 120 credits, including at least 18 credits at the 4000 level. The requirement of 36 credits at the 3000 level or higher is satisfied by the courses listed above.	<input type="checkbox"/>			
	<input type="checkbox"/>			
	<input type="checkbox"/>			
General Education Requirement: 21 credits chosen from humanities, natural science, and social science courses, with the constraint that at least 6 credits must be chosen from each of humanities, social science, and natural science areas. **FA/DANC 1900 3.00, FA/FILM 1900 3.00, FA/MUSI 1900 3.00, FA/THEA 1900 3.00, FA/VISA 1900 3.00, FA/YSDN 1900 3.00 listed above on the checklist can be used to satisfy 6 humanities required credits. ***AP/COMN or SC/STS at the 3000-level or above can be used to satisfy 6 social science credits.				
Elective Credits Additional elective credits, as required, for an overall total of 120 credits.				
TOTAL CGPA (minimum overall GPA of 5.00 required to graduate in an Honours program)				
General Prerequisite: Most 2000-, 3000-, and 4000-level EECS courses require the following general (that is, common) prerequisites, in addition to other course-specific prerequisites: a cumulative grade point average of 4.50 or better over all completed major EECS courses. Note: "Major" courses are all EECS courses with second digit other than 5 and include LE/EECS 1028 3.00 (cross-listed to: SC/MATH 1028 3.00) and LE/EECS 1019 3.00 (cross-listed to: SC/MATH 1019 3.00).				
An optional internship of 4.8,12 or 16 months is open to DIGM majors via the Lassonde Internship Program.				
Notes				
* These courses require prerequisites that are not part of the program requirements				