



DEGREE CHECKLIST
2020-2021

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

NAME AND 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 1010 3.00	Introduction to Interactive Digital Media I		
	<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"/>	FA/DATT 1020 3.00	Introduction to Interactive Digital Media II		
	<input type="checkbox"/>	FA/DATT 1100 3.00	Fundamentals of Digital Media Studies		
	<input type="checkbox"/>	LE/EECS 1720 3.00	Building Interactive Systems		
	<input type="checkbox"/>	SC/MATH 1025 3.00	Applied Linear Algebra		
**6 credits from FA/ARTH 1900 3.00, FA/DANC 1900 3.00, FA/FILM 1900 3.00, FA/MUSI 1900 3.00, FA/THEA 1900, FA/YSDN 1900 3.00 (1900-series AMPD courses excluding FA/DATT 1900 3.00)	<input type="checkbox"/>				
	<input type="checkbox"/>				
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 6.00 credits of SC/NATS	<input type="checkbox"/>				
	<input type="checkbox"/>				
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	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 3070 3.0, 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, ***SC/STS, or FA/ARTH at the 3000 level or above	<input type="checkbox"/>			
	<input type="checkbox"/>			
General Education 3.00 credits of AP/HUMA, AP/SOSC, or SC/NATS	<input type="checkbox"/>			
Electives	<input type="checkbox"/>			
	<input type="checkbox"/>			
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 4431 3.00*, LE/EECS 4441 3.00, LE/EECS 4443 3.00, LE/EECS 4461 3.00, LE/EECS 4462 3.0, LE/EECS 4471 3.00*, LE/EECS 4491 3.00*	<input type="checkbox"/>			
3 credits chosen from: FA/DATT 4070 3.00, FA/DATT 4071 3.00, FA/DATT 4520 3.00, 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, FA/DATT 4990 3.00	<input type="checkbox"/>			
6 credits in the School of the Arts, Media, Performance & Design (not DATT)	<input type="checkbox"/>			
	<input type="checkbox"/>			
Electives (take 4000-level course from any department)	<input type="checkbox"/>			
Elective	<input type="checkbox"/>			
	<input type="checkbox"/>			
* These courses require prerequisites that are not part of the program requirements				
TOTAL OGPA (minimum overall GPA of 5.00 required to graduate in an Honours program)				
General Education Requirement: 21 credits in total **Minimum 6.00 credits from humanities (may use the 1900-series of AMPD courses not including DATT 1900 to satisfy the humanities requirement) ***Minimum 6.00 credits from social science courses (may use COMN/STS courses toward this requirement) Minimum 6.00 credits of natural science Additional 3.00 credits from humanities, social science or natural science areas				
Upper Level Credits: Minimum of 36 credits must be at the 3000 or 4000 level. At least 18 credits must be at the 4000 level.				
Elective Credits Additional elective credits, as required, for an overall total of 120 credits. Some students may be required to take more than 120 credits				
EECS GPA Prerequisite: Most 2000-, 3000-, and 4000-level EECS courses require a cumulative GPA of 4.5 or better over all EECS major courses in addition to other course-specific prerequisites. 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).				
Notes				
BA Spec Hons, Digital Media - Digital Media Gaming Arts				Page 2 of 2