### DEGREE CHECKLIST  
2020-2021

**NAME AND STUDENT #**

<table>
<thead>
<tr>
<th>COURSES</th>
<th>CREDITS EARNED</th>
<th>GRADE</th>
</tr>
</thead>
<tbody>
<tr>
<td>FA/DATT 1010 3.00</td>
<td>Introduction to Interactive Digital Media I</td>
<td></td>
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<tr>
<td>LE/EECS 1012 3.00</td>
<td>Net-Centric Introduction to Computing</td>
<td></td>
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<tr>
<td>LE/EECS 1019 3.00</td>
<td>Discrete Math for Computer Science</td>
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<tr>
<td>LE/EECS 1710 3.00</td>
<td>Programming for Digital Media</td>
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<tr>
<td>FA/DATT 1020 3.00</td>
<td>Introduction to Interactive Digital Media II</td>
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<tr>
<td>FA/DATT 1100 3.00</td>
<td>Fundamentals of Digital Media Studies</td>
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<tr>
<td>LE/EECS 1720 3.00</td>
<td>Building Interactive Systems</td>
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<tr>
<td>SC/MATH 1025 3.00</td>
<td>Applied Linear Algebra</td>
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**First Year Courses**

**6 credits from:**
DANC 1900 3.00, FILM 1900 3.00, MUSI 1900 3.00, THEA 1900 (1900-series AMPD courses excluding ARTH 1900 and DATT 1900)

**Second Year Courses**

<table>
<thead>
<tr>
<th>COURSES</th>
<th>CREDITS EARNED</th>
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<tbody>
<tr>
<td>FA/DATT 2050 3.00</td>
<td>Media Signal Processing</td>
<td></td>
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<tr>
<td>FA/DATT 2100 3.00</td>
<td>Publishing and Digital Media</td>
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<tr>
<td>FA/DATT 2300 3.00</td>
<td>Game Development I</td>
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<tr>
<td>FA/DATT 2301 3.00</td>
<td>Game History, Genre, and New Directions</td>
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<tr>
<td>FA/DATT 2500 3.00</td>
<td>Introduction to 3D Modelling</td>
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<tr>
<td>FA/DATT 2501 3.00</td>
<td>Introduction to 3D Animation</td>
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<tr>
<td>LE/EECS 2030 3.00</td>
<td>Advanced Object-Oriented Programming</td>
<td></td>
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<tr>
<td>LE/EECS 2011 3.00</td>
<td>Fundamentals of Data Structures</td>
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**Notes**

Students are strongly advised to refer to online Academic Calendars before enrolling into courses: http://calendars.registrar.yorku.ca/
### Third Year Courses
- FA/DATT 3300 3.00 - Game Mechanics
- FA/DATT 3701 6.00 - Collaborative Project Development
- 3 credits chosen from:
  - FA/DATT 3070 3.00, FA/DATT 3200 3.00, FA/DATT 3300 3.00, FA/DATT 3391 3.00, FA/DATT 3395 3.00, FA/DATT 3398 3.00, FA/DATT 3940 3.00, FA/DATT 3941 3.00
- 3 credits chosen from:
  - LE/EECS 3214 3.00, LE/EECS 3421 3.00, LE/EECS 3431 3.00, LE/EECS 3461 3.00
- 6 credits in:
  - **AP/COMM, **SC/STS, or FA/ARTH at the 3000 level or above
- General Education
  - 3.00 credits of AP/HUMA, AP/USD, or SC/NATS

### Electives
- 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

### Fourth Year Courses
- FA/DATT 4300 3.00 - Game Development II
- LE/EECS 4700 6.00 - Digital Media Project
- 3 credits chosen from:
  - LE/EECS 4431 3.00*, LE/EECS 4441 3.00, LE/EECS 4461 3.00, LE/EECS 4462 3.00, LE/EECS 4471 3.00*, LE/EECS 4480 3.00*
- 3 credits chosen from:
  - FA/DATT 4070 3.00, FA/DATT 4071 3.00, FA/DATT 4520 3.00, FA/DATT 4530 3.00, FA/DATT 4591 3.00, FA/DATT 4935 3.00, FA/DATT 4940 3.00, FA/DATT 4950 3.00, FA/DATT 4990 3.00
- 6 credits in the School of the Arts, Media, Performance & Design (not DATT)
- Electives (take 4000-level course from any department)

### Elective Credits
- Additional elective credits, as required, for an overall total of 120 credits.

### TOTAL OGPA
- Minimum overall GPA of 5.00 required to graduate in an Honours program

### General Education Requirement:
- Minimum 6.00 credits from humanities (may use the 1900-series of AMPD courses toward the humanities requirement)
- Minimum 6.00 credits from social science courses (may use COMM/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.

### Notes
- "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).