



**DEGREE CHECKLIST  
2021-2022**

**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
<b>First Year Courses</b>					
	<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		
<b>**6 credits from</b> 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"/>				
<b>Second Year Courses</b>					
	<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		
<b>General Education</b> 6.00 credits of SC/NATS	<input type="checkbox"/>				
	<input type="checkbox"/>				
<b>Notes</b>					

	COURSES		CREDITS EARNED	GRADE
<b>Third Year Courses</b>				
	<input type="checkbox"/>	FA/DATT 3300 3.00	Game Mechanics	
	<input type="checkbox"/>	FA/DATT 3701 6.00	Collaborative Project Development	
<b>3 credits chosen from:</b> 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"/>			
<b>3 credits chosen from:</b> LE/EECS 3214 3.00, LE/EECS 3421 3.00, LE/EECS 3431 3.00, LE/EECS 3461 3.00	<input type="checkbox"/>			
<b>6 credits in:</b> ***AP/COMN, ***SC/STS, or FA/ARTH at the 3000 level or above	<input type="checkbox"/>			
	<input type="checkbox"/>			
<b>General Education</b> 3.00 credits of AP/HUMA, AP/SOSC, or SC/NATS	<input type="checkbox"/>			
<b>Electives</b>	<input type="checkbox"/>			
	<input type="checkbox"/>			
<b>Fourth Year Courses</b>				
	<input type="checkbox"/>	FA/DATT 4300 3.00	Game Development II	
	<input type="checkbox"/>	LE/EECS 4700 6.00	Digital Media Project	
<b>3 credits chosen from:</b> 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"/>			
<b>3 credits chosen from:</b> 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"/>			
<b>6 credits in the School of the Arts, Media, Performance &amp; Design (not DATT)</b>	<input type="checkbox"/>			
	<input type="checkbox"/>			
<b>Electives (take 4000-level course from any department)</b>	<input type="checkbox"/>			
<b>Elective</b>	<input type="checkbox"/>			
	<input type="checkbox"/>			
* These courses require prerequisites that are not part of the program requirements				
<b>TOTAL OGPA (minimum overall GPA of 5.00 required to graduate in an Honours program)</b>				
<b>General Education Requirement:</b> 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				
<b>Upper Level Credits:</b> Minimum of 36 credits must be at the 3000 or 4000 level. At least 18 credits must be at the 4000 level.				
<b>Elective Credits</b> Additional elective credits, as required, for an overall total of 120 credits. Some students may be required to take more than 120 credits				
<b>EECS GPA Prerequisite:</b> 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).				
<b>Notes</b>				
BA Spec Hons, Digital Media - Digital Media Gaming Arts				Page 2 of 2