



**DEGREE CHECKLIST
2024-2025**

**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 1010 3.00	Introduction to Interactive Digital Media I		
<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"/>	FA/DATT 1200 3.00	Multimedia Asset Creation I		
<input type="checkbox"/>	LE/EECS 1015 3.00	Introduction to Computer Science and Programming		
<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		
**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 2040 3.00	Math, Art, Code		
<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 2310 3.00	Game Design and Prototyping II		
<input type="checkbox"/>	LE/EECS 2030 3.00	Advanced Object Oriented Programming		
3 credits from: LE/EECS 2101 3.00, LE/EECS 2031 3.00, or LE/EECS 2311 3.00		<input type="checkbox"/>		
6 credits chosen from FA/DATT 2000-level excluding FA/DATT 2040 3.00, FA/DATT 2050 3.00, and FA/DATT 2100 3.00		<input type="checkbox"/>		
		<input type="checkbox"/>		
General Education 3.00 credits of AP/HUMA, AP/SOSC, or SC/NATS		<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	
9 credits chosen from: LE/EECS 3214 3.00, LE/EECS 3421 3.00, LE/EECS 3431 3.00, LE/EECS 3461 3.00; or any FA/DATT 3000-level excluding FA/DATT 3300 3.00, FA/DATT 3700 6.00, and FA/DATT 3701 6.00	<input type="checkbox"/>			
	<input type="checkbox"/>			
	<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 6.00 credits of SC/NATS	<input type="checkbox"/>			
	<input type="checkbox"/>			
Fourth Year Courses				
	<input type="checkbox"/>	FA/DATT 4301 3.00	Critical Game Play	
	<input type="checkbox"/>	LE/EECS 4700 6.00	Digital Media Project	
6 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*; or any FA/DATT 4000-level excluding FA/DATT 4301 3.00 * These courses require prerequisites that are not part of the program requirements	<input type="checkbox"/>			
	<input type="checkbox"/>			
6 credits in the School of Arts, Media, Performance & Design (AMPD) (Excluding DATT)	<input type="checkbox"/>			
	<input type="checkbox"/>			
9 Additional Elective Credits Including at least 3.00 credits at the 4000-level May be taken in any subject area	<input type="checkbox"/>			
	<input type="checkbox"/>			
	<input type="checkbox"/>			
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				
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