COMPUTING AND THE CREATIVE ARTS - SPECIALIZATION (ARTS) – BACHELOR OF ARTS (HONOURS)

COCA-P-BAH
Subject: Administered by the School of Computing in partnership with the Departments of Art History and Art Conservation, Film and Media, and Dan School of Drama and Music.
Plan: Consists of 45.0 core units and 39.0 units in one Sub-plan, as described below.
Program: The Plan, with sufficient electives to total 120.0 units (*114.0 units for students admitted **prior** to September 2017*), will lead to a Bachelor of Arts (Honours) Degree.

Requirements for this program have been modified. Please consult the 2020-2021 Calendar for the previous requirements.

Code	Title	Units
1. Core		
A. Complete the following:		
CISC 121	Introduction to Computing Science I	3.00
CISC 124	Introduction to Computing Science II	3.00
B. Select 3.00 units from the following:		3.00
CISC 102	Discrete Mathematics for Computing l	
MATH 110	Linear Algebra	
C. Complete the following:		
COCA 201	Intro Comp & Creative Arts	3.00
D. Complete the following:		
CISC 203	Discrete Mathematics for Computing II	3.00
CISC 204	Logic for Computing Science	3.00
CISC 223	Software Specifications	3.00
CISC 235	Data Structures	3.00
E. Complete the following:		
CISC 325	Human-Computer Interaction	3.00
CISC 352	Artificial Intelligence	3.00
CISC 360	Programming Paradigms	3.00
CISC 365	Algorithms I	3.00
F. Select 3.00 units from the following:		3.00
CISC		
CISC_Subs at the 400 level		
G. Select 6.00 units from the following:		6.00
CISC		
CISC_Subs at the 200 level or above		
2. Sub-Plans		
A. Select one of the folowing Sub-Plans:		39.00
Computing and Art (COAR)		
Computing and Drama (CODR)		
Computing and Film (COFI)		
Computing and Music (COMU)		
Electives		
Elective Courses		36.00
Total Units		**120.00**

3. Notes

A. Those students with no programming experience should review first-year course choices based on the Section on Introductory Courses at the start of the chapter on Computing.

B. ELEC courses are offered by the Faculty of Engineering and Applied Science. Special permission may be required to register. All such courses will count as 3.0 units towards degree requirements in Arts and Science.

C. Students who have completed a conservatory Advanced Rudiments exam or equivalent with a grade of 80% or higher may request to have a different MUSC course substituted for Core requirement 1.D.i.a. (MUSC 104 Music Fundamentals).

D. FILM 250 Fundamentals of Media Production is the prerequisite course for all upper-year production courses, therefore should be taken in second year. FILM 257 Film and Media Concept Development is the prerequisite course for FILM 312 Screenwriting.

E. A maximum of 6.0 units from courses offered by other Faculties and Schools may be counted toward the program and/or Plan Requirements. This includes courses in BMED, COMM, GLPH, LAW, NURS and courses in the Faculty of Engineering and Applied Science.

Sub-Plans

A. Computing and Art (COAR)

Code	Title	Units
i. Core		
a. Select 6.00 units from the following:		6.00
ARTH 116		
ARTH 117		

ARTH 120	Art in the West from Antiquity to Modernity	
ii. Option		
a. ARTH at the 400 level		3.00
b. ARTH at the 300 level or above		12.00
c. ARTH at the 100 or 200 level		18.00
Total Units		**39.00**

B. Computing and Drama (CODR)

Code	Title	Units
i. Core		
a. Select 6.00 units from the following:		6.00
DRAM 100	Introduction to Theatre	
BISC 100	Thinking Locally	
BISC 101	Acting Globally	
b. Complete the following:		
DRAM 200	Theatre History & Literature I	6.00
DRAM 220	Play Reading and Analysis	3.00
c. Select 6.00 units from the following:		6.00
DRAM 240	Introduction To Theatre Space	
DRAM 241	Design and Theatre	
DRAM 242	Introduction To Theatre Production	
ii. Option		
a. DRAM at the 300 level or above		12.00
b. Select 6.00 units from the following:		6.00
DRAM		
DRAM _Subs		
ENIN		
Total Units		**39.00**

C. Computing and Film (COFI)

Code	Title	Units
i. Core		
Select 6.00 units from the following:		6.00
FILM 110	Film, Media and Screen Cultures	
FILM 104 & FILM 106	and	
BISC 100 & FILM 104	Thinking Locally and	
b. Select 12.00 units from the following:		12.00
FILM 206	Research, Writing, and Presentation Methods	
FILM 207	Writing Foundations for Film and Media	
FILM 216	Historical Inquiry	
FILM 217	Film and Media History and Theory Pre-1960	
FILM 218	Film and Media History and Theory Post-1960	
FILM 226	Critical Inquiry	
FILM 236	Media and Cultural Studies	
FILM 240	Media & Popular Culture	
FILM 257	Film and Media Concept Development	
FILM 260	Digital Media Theory and Practice	
c. Complete the following:		
FILM 250	Fundamentals of Media Production	3.00
ii. Option		
a. FILM at the 400 level		6.00
b. FILM at the 300 level or above		12.00
Total Units		**39.00**

D. Computing and Music (COMU)

Code	Title	Units
i. Core		
a. Select 3.00 units from the following:		3.00
MUSC 104	Music Fundamentals	
MUSC 105	Foundations in Tonal Music	
b. Complete the following:		
MUSC 156	Introduction to Digital Audio Recording, Editing, and Mixing	3.00
MUSC 255	Electroacoustic Music Composition	6.00
c. Select 9.00 units from the following:		9.00
MUSC 191	Theory and Analysis I	
MUTH 110	The Republic to Rationalism: History, Arts, and Performance l	
MUTH 111	Listening to Revolutions: History, Arts, and Performance ll	
d. Select 3.00 units from the following:		3.00
MUSC 210	Western Art Music: Crusades to Colonialism	
MUSC 211	Western Art Music: Industrialization to the Internet	
ii. Option		
a. MUSC at the 300-level or above		6.00
b. MUSC at the 200-level or above		6.00
c. Select 3.00 units from the following:		3.00
MUSC		
MUSC_Subs		
ENIN		
iii. Notes		
a. Students in this Sub-plan rank with MUSC Medial students for priority access to Music courses.		
Total Units		**39.00**

Computing and the Creative Arts Course Lists

The following lists contain courses offered through other Departments. In accordance with Academic Regulation 2.5 (Access to Classes), students do not have enrolment priority in all of these courses. Access to these courses may only be made available during the Open Enrolment period, and then only if space permits.

CISC_Subs

Code	Title	Units
Courses in other departments usable as CISC options		
COMM 365	Advanced Business Decision Modeling	3.00
ELEC 470	Computer System Architecture	3.50
ELEC 474	Machine Vision	3.50
MATH 272	Applications of Numerical Methods	3.00
MATH 337	Stochastic Models in Operations Research	3.00
MATH 401	Graph Theory	3.00
MATH 402	Enumerative Combinatorics	3.00
MATH 434	Optimization Theory with Applications to Machine Learning	3.00
MATH 474	Information Theory	3.00

DRAM_Subs

Code	Title	Units
Drama Substitutions		
CLST 312	Greek and Roman Drama	3.00
DEVS 321	Development Dramas	3.00
DRAM 335	Acting for the Screen	3.00
ENGL 256	Shakespeare	6.00
ENGL 257	Elizabethan Shakespeare	3.00
ENGL 258	Jacobean Shakespeare	3.00
ENGL 259	Global Shakespeare	3.00
ENGL 326	Shakespeare and Renaissance Drama	6.00
ENGL 335	English Drama to 1700	6.00
ENIN		
FILM 381	Audience Reception	3.00
FREN 305	Le théâtre depuis 1945	3.00
IDIS 210	Arts in Society	3.00
IDIS 410	Contemporary Cultural Performance in Practice	3.00
ITLN 357	Pirandello's Theatre	3.00
LLCU 200	Semiotics: Interpreting the World	3.00
LLCU 257	Pirandello's Theatre	3.00
LLCU 301	Oral Tradition and Innovation in Cultural Transmission	3.00
LLCU 332	Spanish Baroque Short Theatre	3.00
LLCU 339	XX-Century Italian Playwrights: In Search of the Theatre	3.00
MAPP 300	Media and Performance II	3.00
MUSC 287	Percussion Techniques and Methods	3.00
MUTH		

MUSC_Subs

Code	Title	Units
Music Substitutions		
DRAM 247	Drama Practicum	1.50
ENIN		
GNDS 410	Special Topics in Gender Studies	3.00
IDIS 410	Contemporary Cultural Performance in Practice	3.00
LLCU 244	Hips Don't Lie?: Music and Culture in Latin America	3.00
MAPP 311	Sound Production	3.00
MUTH		