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:
CISC 102 Discrete Mathematics for Computing I 3.00
MATH 110 Linear Algebra 3.00
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:
CISC 325
CISC_Subs at the 400 level 3.00
G. Select 6.00 units from the following:
CISC 325
CISC_Subs at the 200 level or above 6.00

2. Sub-Plans
A. Select one of the following 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

#### 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)

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<tr>
<th>Code</th>
<th>Title</th>
<th>Units</th>
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</thead>
<tbody>
<tr>
<td></td>
<td>Options</td>
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<tr>
<td></td>
<td>a. Select 6.00 units from the following:</td>
<td>6.00</td>
</tr>
<tr>
<td>DRAM 100</td>
<td>Introduction to Theatre</td>
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<tr>
<td>BISC 100</td>
<td>Thinking Locally</td>
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<tr>
<td>BISC 101</td>
<td>Acting Globally</td>
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<td>b. Complete the following:</td>
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<tr>
<td>DRAM 200</td>
<td>Theatre History &amp; Literature I</td>
<td>6.00</td>
</tr>
<tr>
<td>DRAM 220</td>
<td>Play Reading and Analysis</td>
<td>3.00</td>
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<td></td>
<td>c. Select 6.00 units from the following:</td>
<td>6.00</td>
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<tr>
<td>DRAM 240</td>
<td>Introduction To Theatre Space</td>
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<tr>
<td>DRAM 241</td>
<td>Design and Theatre</td>
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<tr>
<td>DRAM 242</td>
<td>Introduction To Theatre Production</td>
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</tbody>
</table>

**Total Units** 39.00

### C. Computing and Film (COFI)

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<tr>
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<td>Options</td>
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<tr>
<td></td>
<td>i. Core</td>
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<tr>
<td></td>
<td>a. Select 6.00 units from the following:</td>
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<tr>
<td>FILM 110</td>
<td>Film, Media and Screen Cultures</td>
<td></td>
</tr>
<tr>
<td>FILM 104 &amp; FILM 106</td>
<td>and</td>
<td></td>
</tr>
<tr>
<td>BISC 100 &amp; FILM 104</td>
<td>Thinking Locally and</td>
<td></td>
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<tr>
<td></td>
<td>b. Select 12.00 units from the following:</td>
<td>12.00</td>
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<tr>
<td>FILM 206</td>
<td>Research, Writing, and Presentation Methods</td>
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<tr>
<td>FILM 207</td>
<td>Writing Foundations for Film and Media</td>
<td></td>
</tr>
<tr>
<td>FILM 216</td>
<td>Historical Inquiry</td>
<td></td>
</tr>
<tr>
<td>FILM 217</td>
<td>Film and Media History and Theory Pre-1960</td>
<td></td>
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<td></td>
<td>ii. Option</td>
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<tr>
<td></td>
<td>a. FILM at the 400 level</td>
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<tr>
<td></td>
<td>b. FILM at the 300 level or above</td>
<td>12.00</td>
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**Total Units** 39.00

### D. Computing and Music (COMU)

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<tr>
<td></td>
<td>i. Core</td>
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<tr>
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<td>a. Select 3.00 units from the following:</td>
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<tr>
<td>MUSC 104</td>
<td>Music Fundamentals</td>
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<tr>
<td>MUSC 105</td>
<td>Foundations in Tonal Music</td>
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<tr>
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<td>b. Complete the following:</td>
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<tr>
<td>MUSC 156</td>
<td>Introduction to Digital Audio Recording, Editing, and Mixing</td>
<td>3.00</td>
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<tr>
<td>MUSC 255</td>
<td>Electroacoustic Music Composition</td>
<td>6.00</td>
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<tr>
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<td>c. Select 9.00 units from the following:</td>
<td>9.00</td>
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<tr>
<td>MUSC 191</td>
<td>Theory and Analysis I</td>
<td></td>
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<tr>
<td>MUTH 110</td>
<td>The Republic to Rationalism: History, Arts, and Performance I</td>
<td></td>
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<tr>
<td>MUTH 111</td>
<td>Listening to Revolutions: History, Arts, and Performance II</td>
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<td></td>
<td>d. Select 3.00 units from the following:</td>
<td>3.00</td>
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<tr>
<td>MUSC 210</td>
<td>Western Art Music: Crusades to Colonialism</td>
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<tr>
<td>MUSC 211</td>
<td>Western Art Music: Industrialization to the Internet</td>
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**Total Units** 39.00

### iii. Notes

- Students in this Sub-plan rank with MUSC Medial students for priority access to Music courses.
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

<table>
<thead>
<tr>
<th>Code</th>
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<th>Units</th>
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<tbody>
<tr>
<td>COMM 365</td>
<td>Advanced Business Decision Modeling</td>
<td>3.00</td>
</tr>
<tr>
<td>ELEC 470</td>
<td>Computer System Architecture</td>
<td>3.50</td>
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<tr>
<td>ELEC 474</td>
<td>Machine Vision</td>
<td>3.50</td>
</tr>
<tr>
<td>MATH 272</td>
<td>Applications of Numerical Methods</td>
<td>3.00</td>
</tr>
<tr>
<td>MATH 337</td>
<td>Stochastic Models in Operations Research 3.00</td>
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<tr>
<td>MATH 401</td>
<td>Graph Theory</td>
<td>3.00</td>
</tr>
<tr>
<td>MATH 402</td>
<td>Enumerative Combinatorics</td>
<td>3.00</td>
</tr>
<tr>
<td>MATH 434</td>
<td>Optimization Theory with Applications to Machine Learning</td>
<td>3.00</td>
</tr>
<tr>
<td>MATH 474</td>
<td>Information Theory</td>
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### DRAM_Subs

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<tbody>
<tr>
<td>CLST 312</td>
<td>Greek and Roman Drama</td>
<td>3.00</td>
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<tr>
<td>DEVS 321</td>
<td>Development Dramas</td>
<td>3.00</td>
</tr>
<tr>
<td>DRAM 335</td>
<td>Acting for the Screen</td>
<td>3.00</td>
</tr>
<tr>
<td>ENGL 256</td>
<td>Shakespeare</td>
<td>6.00</td>
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<tr>
<td>ENGL 257</td>
<td>Elizabethan Shakespeare</td>
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<tr>
<td>ENGL 258</td>
<td>Jacobean Shakespeare</td>
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<tr>
<td>ENGL 259</td>
<td>Global Shakespeare</td>
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<tr>
<td>ENGL 326</td>
<td>Shakespeare and Renaissance Drama</td>
<td>6.00</td>
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<tr>
<td>ENGL 335</td>
<td>English Drama to 1700</td>
<td>6.00</td>
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<tr>
<td>ENIN</td>
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<tr>
<td>FILM 381</td>
<td>Audience Reception</td>
<td>3.00</td>
</tr>
<tr>
<td>FREN 305</td>
<td>Le théâtre depuis 1945</td>
<td>3.00</td>
</tr>
<tr>
<td>IDIS 210</td>
<td>Arts in Society</td>
<td>3.00</td>
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<tr>
<td>IDIS 410</td>
<td>Contemporary Cultural Performance in Practice</td>
<td>3.00</td>
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<tr>
<td>ITLN 357</td>
<td>Pirandello’s Theatre</td>
<td>3.00</td>
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<tr>
<td>LLCU 200</td>
<td>Semiotics: Interpreting the World</td>
<td>3.00</td>
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<tr>
<td>LLCU 257</td>
<td>Pirandello’s Theatre</td>
<td>3.00</td>
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<tr>
<td>LLCU 301</td>
<td>Oral Tradition and Innovation in Cultural Transmission</td>
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<tr>
<td>LLCU 332</td>
<td>Spanish Baroque Short Theatre</td>
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### MUSC_Subs

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<tbody>
<tr>
<td>DRAM 247</td>
<td>Drama Practicum</td>
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<td>ENIN</td>
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<tr>
<td>GNDS 410</td>
<td>Special Topics in Gender Studies</td>
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</tr>
<tr>
<td>IDIS 410</td>
<td>Contemporary Cultural Performance in Practice</td>
<td>3.00</td>
</tr>
<tr>
<td>LLCU 244</td>
<td>Hips Don’t Lie?: Music and Culture in Latin America</td>
<td>3.00</td>
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<tr>
<td>MAPP 311</td>
<td>Sound Production</td>
<td>3.00</td>
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<td>MUTH</td>
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