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

COCA-P-BAH [----]-O (where [----] is a Computing and the Creative Arts Sub-Plan)

Subject: Administered by the School of Computing in partnership with the Departments of Art History and Art Conservation, Film and Media, and the Dan School of Drama and Music.
Plan: Consists of 45.00 core units and 39.00 units in one Sub-Plan, as described below.
Program: The Plan, with sufficient electives to total 120.00 units (*114.00 units for students admitted prior to September 2017*), will lead to a Bachelor of Arts (Honours) Degree.

Note: Requirements for this program have been modified. Please consult the 2023-2024 (https://queensu-ca-public.courseleaf.com/archive/2023-2024/)*Calendar* for the previous requirements.

Code	Title	Units
1. Core		
A. Complete the following:		
CISC 102	Discrete Structures I	3.00
CISC 121	Introduction to Computing Science I	3.00
CISC 124	Introduction to Computing Science II	3.00
B. Complete the following:		
COCA 201	Introduction to Computing and the Creative Arts	3.00
C. Complete the following:		
CISC 203	Discrete Structures II	3.00
CISC 204	Logic for Computing Science	3.00
CISC 223	Software Specifications	3.00
CISC 235	Data Structures	3.00
D. 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
E. Complete 3.00 units from the following:		**3.00**
CISC at the 400-level		
CISC_Subs at the 400-level		
F. Complete 6.00 units from the following:		**6.00**
CISC at the 200-level or above		
CISC_Subs at the 200-level or above		
2. Sub-Plans		
A. Complete one of the following Sub-Plans:		**39.00**
Computing and Art (COAR-O)		
Computing and Drama (CODR-O)		
Computing and Film (COFI-O)		
Computing and Music (COMU-O)		
Electives		
Elective Courses		36.00
Total Units		**120.00**

Sub-Plans

A. Computing and Art (COAR-O) (39.00)

Code	Title	Units
i. Core		
a. Complete 6.00 units from the following:		**6.00**
ARTH 116 & ARTH 117	Art and Architecture in Britain from the Classical Period to c.1700 and Art and Architecture in Britain from c.1700 to the Present	
or		
ARTH 121 & ARTH 122	Introduction to Global Art Histories and Curating Art Worlds	
ii. Option		
a. Complete 3.00 units from the following:		**3.00**
ARTH at the 400-level		
b. Complete 12.00 units from the following:		**12.00**
ARTH at the 300-level or above		
c. Complete 18.00 units from the following:		**18.00**
ARTH at the 100- or 200-level		
Total Units		**39.00**

B. Computing and Drama (CODR-O) (39.00)

Code	Title	Units
i. Core		
a. Complete 6.00 units from the following:		**6.00**
BADR 100 & BADR 101	Thinking Locally and Acting Globally	
or		

DRAM 100	Introduction to Drama, Theatre, and Performance Studies	
b. Complete the following:		
DRAM 200	Theatre History and Literature I	6.00
DRAM 220	Play Reading and Analysis	3.00
c. Complete 6.00 units from the following:		**6.00**
DRAM 240	Introduction to Theatre Production I	
DRAM 241	Design and Theatre	
DRAM 242	Introduction to Theatre Production II	
ii. Option		
a. Complete 12.00 units from the following:		**12.00**
DRAM at the 300-level or above		
b. Complete 6.00 units from the following:		**6.00**
DRAM		
DRAM _Subs		
ENIN		
Total Units		**39.00**

C. Computing and Film (COFI-O) (39.00)

Code	Title	Units
i. Core		
a. Complete 6.00 units from the following:		**6.00**
BADR 100 & FILM 104	Thinking Locally and Film Form and Modern Culture to 1970	
or		
FILM 110	Film, Media and Screen Cultures	
or		
FILM 111 & FILM 112	Film, Media, and Screen Cultures: History and Aesthetics and Film, Media, and Screen Cultures: Theory and Practice	
b. Complete 12.00 units from the following:		**12.00**
ANIM 200	Introduction to Animation	
FILM 206	Academic Research and Writing Methods for Film and Media	
or FILM 20	Writing Foundations for Film and Media	
FILM 216	Historical Inquiry	
FILM 217	Film Theory and History	
FILM 218	Media Theory and History	
FILM 226	Critical Inquiry	
FILM 236	Media and Cultural Studies	
FILM 240	Media and Popular Culture	
FILM 257	Film and Media Concept Development	
FILM 260	Digital Media Theory	
c. Complete the following:		
FILM 250	Fundamentals of Media Production	3.00
ii. Option		
a. Complete 6.00 units from the following:		**6.00**
ANIM at the 400-level		
FILM at the 400-level		
b. Complete 12.00 units from the following:		**12.00**
ANIM at the 300-level or above		
FILM at the 300-level or above		
Total Units		**39.00**

D. Computing and Music (COMU-O) (39.00)

Code	Title	Units
i. Core		
a. Complete 3.00 units from the following:		**3.00**
MUSC 104	Music Fundamentals	
MUSC 192	Theory and Analysis IA	
b. Complete 9.00 units from the following:		**9.00**
MUSC 156	Introduction to Digital Audio Recording, Editing, and Mixing	
MUSC 157	Amplified Sound in Live Contexts	
MUSC 158	Sampling and Beatmaking	
MUSC 159	Creative Production: Beats, Songs, and Soundtracks	
c. Complete the following:		
MUSC 126	Ear Training for Production	3.00
MUSC 257	Theory of Digital Recording	3.00
MUSC 258	Musical Acoustics	3.00
d. Complete the following:		
MUSC 103	Music, Meaning, and Society	3.00
MUSC 209	Critical Issues in Contemporary Popular Music	3.00
e. Complete 6.00 units from the following:		**6.00**
MAPP 311	Sound Production	
MUSC 254	Composition in the Sonic Arts Studio	
MUSC 256	Developing Sound Practices in the Sonic Arts Studio	
MUSC 397	Introduction to MIDI Orchestration	
ii. Option		
a. Complete 6.00 units from the following:		**6.00**
ENIN		
MUSC		
MUSC_Subs		
iii. Notes		

a. Students in this Sub-Plan rank with MUSC Joint Honours students for priority access to Music courses.	
Total Units	**39.00**

3. Notes

A. Students with no programming experience should review the Introductory Courses (https://www.queensu.ca/academic-calendar/arts-science/schools-departments-programs/computing/) paragraph included on the School of Computing overview page in the *Calendar.*

B. ELEC courses are offered by the Smith Engineering. Special permission may be required to register. All such courses will count as 3.00 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).

D. FILM 110 has been replaced by FILM 111 and FILM 112.

E. FILM 250 is the prerequisite course for all upper-year production courses, therefore should be taken in second year. FILM 257 is the prerequisite course for FILM 312.

F. A maximum of 6.00 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, HSCI, LAW, NURS, and courses offered by Smith Engineering.

Computing and the Creative Arts Course Lists

The following lists contain courses offered through other Departments. In accordance with Academic Regulation **2.6** (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		
ELEC 470	Computer System Architecture [1]	3.50
ELEC 474	Machine Vision [1]	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

[1] Note that the unit weighting system in Smith Engineering differs from that in the Faculty of Arts and Science. Therefore, upon acceptance of any course from Smith Engineering, the unit weighting towards Arts and Science degree requirements shall be at the discretion of the Associate Dean (Academic). Usually, a one-term course shall count as 3.00 units and a two-term course as 6.00 units.

DRAM_Subs

Code	Title	Units
Drama Substitutions		
CLST 312	Greek and Roman Drama	3.00
DRAM 335	Acting for the Screen	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 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		
BADR 200		3.00
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		