



PROGRAM PLANNING GUIDE

Name: _____

ID:

Bachelor of Fine Arts - New Media / Bachelor of Science

New Media / Computer Science



Through new media studies, you'll explore the interconnectivity between technology, art, industry, and culture. Examine, study and create using a wide range of technologies and techniques in graphic, web and interaction design, 3D modelling, animation, video game design and development, screenwriting, and new media theory. Combine your foundation in new media with studies in computer science, delving into the study of algorithms, data structures and their applications to develop efficient solutions to global problems.

What determines my program requirements?

Please refer to the Academic Calendar (www.ulethbridge.ca/ross/academic-calendar) for complete program information.

Calendar Year: 2025/2026 - Your calendar year is set to the academic year you are admitted (or readmitted) and you should follow the requirements for that year for the duration of your program.

Faculty/School: Faculty of Arts and Science (www.ulethbridge.ca/artsci) and Faculty of Fine Arts (www.ulethbridge.ca/fine-arts)

Program(s): Bachelor of Fine Arts - New Media / Bachelor of Science

Major(s): New Media / Computer Science

Minor: A defined set of courses, designed to provide depth in a particular discipline, study in an interdisciplinary area, or focus on a theme-related topic. To learn more about optional minors see www.ulethbridge.ca/ross/minors.

Am I admissible to this program?

Admission: www.ulethbridge.ca/ross/admissions/undergrad

Transfer: www.ulethbridge.ca/ross/transfer-resources

When/How do I apply to the University?

Deadlines: www.ulethbridge.ca/ross/admissions/undergrad/deadlines

Step-by-Step: www.ulethbridge.ca/ross/admissions/step-by-step

Where can I find information on courses?

Course Catalogue: www.ulethbridge.ca/ross/courses

Registration Guide: www.ulethbridge.ca/ross/registration-guide

When can I register for classes?

Register early! (March for Summer and Fall; November for Winter)

Registration Dates: www.ulethbridge.ca/ross/registration-dates

How can I enhance my program?

Career Bridge: www.ulethbridge.ca/career-bridge

Co-op Education: www.ulethbridge.ca/career-bridge/co-operative-education

Honours Thesis: www.ulethbridge.ca/ross/undergraduate-thesis

Double Major: www.ulethbridge.ca/ross/double-major

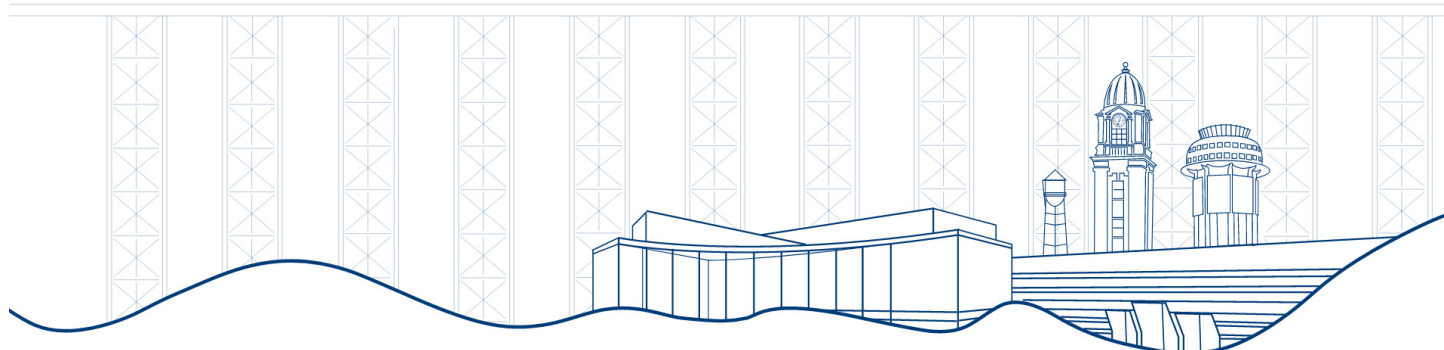
What supports are available to students?

Student Services: www.ulethbridge.ca/campus-life/student-services

Student Success Centre: www.ulethbridge.ca/student-success-centre

Accessible Learning: www.ulethbridge.ca/ross/alc

Counselling Services: www.ulethbridge.ca/counselling





Required courses and notes

Name: _____

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Program Requirements

- _____ 1. Art 2033 - Sculpture/Spatial Practice I
- _____ 2. Computer Science 1620 - Fundamentals of Programming I
- _____ 3. Computer Science 1820 - Discrete Structures
- _____ 4. Computer Science 2610 - Introduction to Digital Systems
- _____ 5. Computer Science 2620 - Fundamentals of Programming II
- _____ 6. Computer Science 2720 - Practical Software Development
- _____ 7. Computer Science 3615 - Computer Architecture
- _____ 8. Computer Science 3620 - Data Structures and Algorithms
- _____ 9. Computer Science 3740 - Programming Languages
- _____ 10. Mathematics 2000 - Mathematical Concepts
- _____ 11. New Media 1000 - Introduction to New Media
- _____ 12. New Media 2005 - Design Fundamentals for New Media
- _____ 13. New Media 2010 - Visual Communications for New Media
- _____ 14. New Media 2030 - Video Fundamentals
- _____ 15. New Media 2150 - Memes, Influencers, and Digital Convergence
- _____ 16. New Media 3030 - 3-D Computer Modelling and Animation
- _____ 17. New Media 3150 - Seminar in New Media Studies
- _____ 18. New Media 3380 - Programming for Artists
- _____ 19. New Media 3420 - Narrative for New Media
- _____ 20. New Media 3520 - Web Design and Development
- _____ 21. New Media 3680 - Interaction Design
- _____ 22. New Media 3900 - Portfolio and Professional Practice

One of:

- _____ New Media 3040 - Colour Theory and Digital Photo Manipulation
- _____ New Media 3230 - Streaming and User Generated Video
- _____ New Media 3310 - Game Design: Theory and Practice
- _____ New Media 3640 - Character Animation I
- _____ New Media 3700 - Event and Exhibition Design
- _____ New Media 3810 - Expanded Cinema
- _____ New Media 3820 - Information Design
- _____ New Media 4420/Cinema 4420 - Screenwriting
- _____ New Media 4520 - Advanced Web Design
- _____ New Media 4720 - The Dynamic Web
- _____ New Media 4820/Cinema 4820 - Writing for Comedy
- _____ New Media 4830 - Theory and Practice of Motion Capture

24. One of:

- _____ New Media 3250 - Media, Advertising, and Consumer Culture
- _____ New Media 3300 - Theory and Aesthetics of Digital Games
- _____ New Media 3550/Cinema 3550 - History of Animation
- _____ New Media 3560 - Popular Narrative
- _____ New Media 3650 - Modern Media, War and Propaganda

25. One of:

- _____ Art History 1001 - World Art Before 1400
- _____ Art History 1002 - World Art Since 1400

26. One of:

- _____ Mathematics 1410 - Elementary Linear Algebra
- _____ Mathematics 1510 - Calculus for Management and Social Sciences
- _____ Mathematics 1560 - Calculus I
- _____ Mathematics 1565 - Accelerated Calculus I
- _____ Statistics 1770 - Introduction to Probability and Statistics

_____ 27. One New Media elective (3.0 credit hours) at the 3000/4000 level

28.-32. Either:

- _____ New Media 4651 - Internship (12.0 credit hours)
- _____ New Media 4661 - Internship Project (3.0 credit hours)

OR

One of:

- _____ New Media 4690 - Advanced Studio (6.0 credit hours)
- _____ New Media 4995 - Undergraduate Thesis (6.0 credit hours)
- _____ Three New Media electives (9.0 credit hours) at the 3000/4000 level

_____ **33.-38.** Six additional courses (18.0 credit hours) in Computer Science at the 3000/4000 level

- _____ 33. _____
- _____ 34. _____
- _____ 35. _____
- _____ 36. _____
- _____ 37. _____
- _____ 38. _____

_____ **39.-40.** Two courses (6.0 credit hours) in Computer Science at the 4000 level, excluding Computer Science 4850 (Topics), Computer Science 4980 (Applied Studies), and Computer Science 4990 (Independent Study)

- _____ 39. _____
- _____ 40. _____

_____ **41.-44.** Four courses (12.0 credit hours) from List II: Social Sciences

- _____ 41. _____
- _____ 42. _____
- _____ 43. _____
- _____ 44. _____

_____ **45.-47.** Three additional courses (9.0 credit hours) from the Faculty of Fine Arts

- _____ 45. _____
- _____ 46. _____
- _____ 47. _____

_____ **48.-50.** Three additional courses (9.0 credit hours) from the Faculty of Arts and Science or School of Liberal Education

- _____ 48. _____
- _____ 49. _____
- _____ 50. _____

Notes

To determine if a given course has a Social Science designation, see List II: Social Science Courses (see **School of Liberal Education** in the 2025/2026 University of Lethbridge Calendar, www.ulethbridge.ca/ross/academic-calendar).

Some senior courses are scheduled for alternate years. Since these courses are frequently sequential and dependent upon adequate preparation, students are urged to seek advice before the end of their third term in planning a major and selecting courses.

It is strongly recommended that a student attain a grade of 'C' or higher in any course used to satisfy prerequisites for courses in Computer Science and Mathematics.



Required courses and notes

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General Requirements

- _____ A minimum of 50 courses (150.0 credit hours) from disciplines offered by the Faculty of Fine Arts, the Faculty of Arts and Science, or the School of Liberal Education (no courses labelled ACCT, ADCS, AGEM, CDEV, CRED, EDUC, FINC, GLBU, HLSC, HRLR, IGBM, INHL, MGT, MKTG, NURS, PUBH, or TREC unless cross-listed with a course from one of the above faculties) with a GPA of at least 2.00 (on the University of Lethbridge 4.0 scale).
- _____ A minimum cumulative GPA of 2.50 (on the University of Lethbridge 4.0 scale) on all New Media courses.
- _____ A maximum of three Independent Study courses (9.0 credit hours) may be completed for credit towards the program.
- _____ A maximum of three Disciplinary Credit Applied Studies (9.0 credit hours).
- _____ Completion of the Liberal Education List Requirement (see **School of Liberal Education** in the 2025/2026 University of Lethbridge Calendar, www.ulethbridge.ca/ross/academic-calendar).
- _____ Residence requirement: a minimum of 15 courses from disciplines offered by the Faculty of Fine Arts and a minimum of 15 courses from disciplines offered by the Faculty of Arts and Science or the School of Liberal Education must be completed at the University of Lethbridge, including a minimum of seven courses (21.0 credit hours) in New Media and a minimum of seven courses (21.0 credit hours) in Computer Science.

Optional Minor: _____

For information about minors see **Minors** in the 2025/2026 University of Lethbridge Calendar, www.ulethbridge.ca/ross/academic-calendar. Consult with an Academic Advisor if you wish to add a minor to your program.

- _____ **1.-6. Required Courses**
- _____ 1. _____
 - _____ 2. _____
 - _____ 3. _____
 - _____ 4. _____
 - _____ 5. _____
 - _____ 6. _____



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Shown below is the recommended sequence of courses for your degree. Consult timetables for course offerings, prerequisites, and corequisites before registering each term as some courses may have limited offerings (ie. once a year, alternating years, or only offered in the Fall or Winter terms). Consult with an Academic Advisor in your faculty if you wish to alter this sequence with regard to the specifically listed courses.

Note that this sequence was prepared based on course scheduling at the time of publication and may change during your studies.

First Year (Fall)

One of: Art 2033 or Art History 1001
Computer Science 1620
Computer Science 1820
New Media 1000
New Media 2005

First Year (Winter)

One of: Art 2033 or Art History 1002
Computer Science 2620
Mathematics 2000
New Media 2010
New Media 2030

Second Year (Fall)

Computer Science 2610
New Media 2150
New Media 3380
Mathematics or Statistics List course
Social Science

Second Year (Winter)

Computer Science 2720
Computer Science 3620
New Media 3150
New Media 3420
Social Science

Third Year (Fall)

¹ Computer Science 3615
Computer Science 3740
New Media 3030
New Media 3520
Social Science

Third Year (Winter)

Computer Science 3000/4000 level
Computer Science 3000/4000 level
New Media 3680
New Media 3900
One of: New Media 3000/4000 elective or Social Science

Fourth Year (Fall)

Computer Science 3000/4000 level
New Media List course
One of: New Media 3000/4000 elective or Social Science
Fine Arts Elective
Arts and Science Elective

Fourth Year (Winter)

Computer Science 3000/4000 level
Computer Science 3000/4000 level
New Media List course
Fine Arts Elective
Arts and Science Elective

Fifth Year (Fall)

Computer Science 3000/4000 level
Computer Science 4000 level
One of: Computer Science 4000 level or New Media 3000/4000 level
Fine Arts Elective
Arts and Science Elective

Fifth Year (Winter)

New Media 4651 (12.0 credit hours)
New Media 4661 (3.0 credit hours)
OR
One of (6.0 credit hours): New Media 4690 or New Media 4995
One of: Computer Science 4000 level or New Media 3000/4000 level
New Media 3000/4000 level
New Media 3000/4000 level

1. Term of offering may vary.