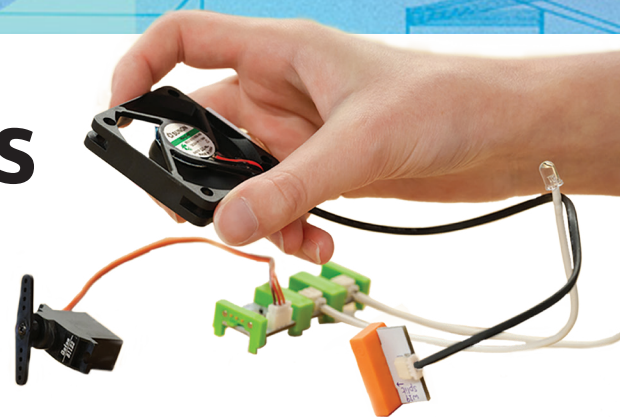


creative technologies & design

student handbook // 2026-2027



University
of Regina



Creative
Technologies
& Design

MAP
FACULTY OF MEDIA •
ART • PERFORMANCE

Territorial Acknowledgement

Territorial Acknowledgement

The University of Regina and its federated colleges are on Treaty 4 and Treaty 6 territories — the homelands of the nêhiyawak, Anihšīnāpēk, Dakota, Lakota, Nakoda, and the homeland of the the Michif/Métis Nation.

We recognize that, as an institution founded by settlers, we benefit from being on this land. We are grateful for the privilege to learn, teach, and work here. We demonstrate our commitment to reconciliation by incorporating Indigenous knowledge and worldviews in our research, teaching, and studies to ensure that there are increased economic, social, and creative opportunities for current and future generations. It is our responsibility to strengthen relationships with Indigenous communities and build a more inclusive future.

(Tapwewin kwayaskwastâsowin – nêhiyawak (Cree) language stating Truth and putting things right: Indigenous Engagement Strategic Plan, pg. 4)

<https://www.uregina.ca/indigenous-engagement/strategic-plan/index.html>

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Welcome Message

Message from Dr. Charity Marsh

Head of the Department of Creative Technologies & Design

Welcome to our expanding Department of Creative Technologies & Design.

Creative Technologies & Design programs are for students who have an interest in learning about art, design, technology, and culture through an interdisciplinary lens. You can explore digital culture while working in 3D animation, interactive media and installations, visual communication and graphic design, physical computing, creative computation, virtual and augmented reality, sound art, digital storytelling, computer gaming, audio engineering and sound design. CTCH & DES spans visual, audio, and interactive worlds, offering a range of learning opportunities including critical and technical skills, industry standard and DIY platforms, creative practice, and real-world application.



To meet the demands of the cultural industries, and the needs of our students in the past two years, we have launched 7 new and exciting programs, developed many new courses, fostered key industry and community partnerships and expanded our exceptional team of expert faculty and instructors.

In addition to the one-year certificates in Audio Recording and Sound Design, Visual Communication Design, and User Experience Design that we announced last year, in Fall 2026 we are launching our new Certificate in Video Game Design. These one-year certificates can be added to a degree or diploma, or they can be taken as a stand-alone program. We also have a new 2-year Diploma in Creative Technologies & Design, along with the BA and BFA in Creative Technologies, and our Bachelor of Design, a 2+2 degree program, allowing anyone with a diploma in one of our recognized areas to register for the Bachelor in year three of the degree.

In Creative Technologies & Design we prioritize experimentation, play, risk-taking, collaboration, and thinking outside the box. Our faculty and instructors help students develop specialized skills across a range of technologies used in industry, while also offering opportunities to gain hands-on experience through creative assignments, experiential learning, and collaboration.

As students move through the programs, their focus on project-based exploration and professionalization is key. Our students develop skills as designers, artists, scientists, developers, theorists, entrepreneurs, and practice-based scholars, as they learn to think about creative technologies & design in new and critical ways.

As Head of the Department of Creative Technologies & Design, I look forward to meeting our students and supporting them on their incredible journeys. Students can find me in my office (RC 263), just around the corner from the Dean's office, the MAP Student Program Center, the MAP Admin-Hub, and the office of our Associate Dean Undergraduate.

I am always eager to assist our CTCH & DES students as we navigate the 2026-2027 academic year together.

All the best,

Dr. Charity Marsh,

Head, Department of
Creative Technologies & Design

We invite you to explore our expanded and new programs here:

Creative Technologies & Design

<https://www.uregina.ca/media-art-performance/creative-technologies-design/index.html>

Diploma & Bachelor's Degree Programs: Creative Technologies

<https://www.uregina.ca/academics/programs/map/creative-technologies.html>

Bachelor's Degree Program: Design

<https://www.uregina.ca/academics/programs/map/design.html>

Creative Technologies & Design Certificates

<https://www.uregina.ca/academics/programs/map/index.html>

We invite you to follow along on our social media as we share many of our student, faculty, and alumni adventures, events, and celebrations.



[@CreativeTechnologiesUofR](#)



[@uofrimplabs](#)



[@ur_ctchd_students](#)



[@ctchmakerspace](#)



SECTION ONE

Introduction to Creative Technologies & Design

The Department of Creative Technologies & Design

Welcome to the Department of Creative Technologies & Design in the Faculty of Media, Art, and Performance at the University of Regina. This handbook is a guide to understanding our vision, programs, policies, requirements, resources, and getting to know our faculty members, lab instructors, and other key support members. This handbook supplements the general policies and procedures outlined on the Faculty of Media, Art, and Performance (MAP) webpages and the University of Regina Undergraduate and Graduate Calendars.

Our Vision

The Department of Creative Technologies & Design recognizes visionary research at the intersection of art, science, technology, design and culture through forming a collaborative network that fosters new and innovative interdisciplinary opportunities for students and researchers alike. CTCH & DES courses are taught by faculty and instructors who work within and across disciplines, develop new models for teaching and learning, and bring together students with a wide range of interests to explore exciting forms of creative expression, skill development, and professional practice. Many of our faculty members and instructors are creative industry professionals who bring decades of professional experience to their teaching and classrooms. Our students benefit from faculty members whose research is cutting edge, and pushing the boundaries of how digital art and digital media platforms can be used for new kinds of worldmaking, social justice, and accessibility. This research is integrated into course material, and supports our students in thinking about their learning in real world applications, as well as encouraging them to move beyond what's already being done towards new possibilities.



Students can take CTCH 321: Introduction to Computer Games and VR Design

Program Administration for Creative Technologies & Design

General questions about Creative Technologies & Design programs and course offerings can be directed to:

Department Head for Creative Technologies & Design

Dr. Charity Marsh

Professor, Creative Technologies & Design

MAP.CTCHDes.Head@uregina.ca

For program advice or to set up an advising appointment contact:

Jen Lockwood in the MAP Student Program Center located in the Faculty of MAP, Riddell Center 267

MAP.StudentProgramCentre@uregina.ca

Charity Redding and Shivani Singh in the MAP Administrative Hub located in the Faculty of MAP, Riddell Center

MAP.AdminHub@uregina.ca

Faculty Liaison (Department of Computer Science, Faculty of Science)

Dr. Daryl Hepting

Hepting@cs.uregina.ca

Faculty Liaison (Faculty of Engineering)

Adam Tilson

Adam.Tilson@uregina.ca

Important Links:

Faculty of Media, Art, and Performance <https://www.uregina.ca/media-art-performance/index.html>

Undergraduate Calendar <https://www.uregina.ca/registrar/academic-calendars-and-schedule/undergraduate-calendar.html>



Come Play With Us!

Creative Technologies & Design

The Department of Creative Technologies (CTCH) & Design (DES) consists of interdisciplinary programs that are unique in the province of Saskatchewan. Bridging technical skills with artmaking, critical thinking, and innovation, CTCH & DES facilitates a reimagining of creative technologies and design. We bring together artists, designers, scientists, engineers, entrepreneurs, and critical thinkers to create and explore innovative approaches to real-world problems.

Our CTCH & DES students develop specialized technical and art skills across a range of digital technologies used in industry, gaining hands-on experience while studying. In Creative Technologies & Design, students explore digital culture while working in interactive media and installation, visual communication and graphic design, physical computing, creative computation, virtual and augmented reality, 3D animation, sound art, digital storytelling, interactive media, computer gaming, and sound and music technologies. Our small studio courses focus on project-based exploration, collaboration, and professionalization.

Students may enter through the Faculty of Media, Art, and Performance and graduate with a BA, BFA, BDes, a Diploma in Creative Technologies & Design. One of our new certificates, Certificate in Audio Recording and Sound Design, may be taken as a stand alone program or added to a degree or diploma from MAP or in another Faculty. Minors in Creative Technologies are also possible as part of a major degree in MAP or a different Faculty at the University of Regina.

Our roster of CTCH & DES courses encourages curiosity, experimentation, play, collaboration, and risk taking. Our programs cultivate imaginative and innovative outcomes inspired by our changing technological landscapes. In our degrees we include courses from other areas in MAP, computer science, and engineering, with opportunities to draw on courses from other Faculties as well.

Who Should Study With Us?

Creative Technologies & Design is ideal for students who have an interest in art, design, technology, culture, interdisciplinary study, and learning the creative and technical skills to work in and across industries. Our students are serious about gaining skills as artists, designers, scientists, developers, theorists, entrepreneurs, and practice-based scholars, and they learn to think about technology in new ways. Creative Technologies & Design encourages play, experimentation, curiosity, collaboration, and thinking outside the box.

Creative Technologies & Design supports studies and research outside of and across traditional areas of MAP, bringing together artists, designers, scientists, and cultural theorists to converge and explore new approaches to art-making, creative problem-solving, and real-world applications that re-imagine the impact and power of technology within media arts, visual culture, design, music, film, video, theatre, performance, and the creative industries.

Creative Technologies and Design courses also supplement traditional study in Fine Arts. For example, imagine:

- How an artist can make their art interactive and accessible to more audiences with Augmented Reality
- How real-time interactivity through the incorporation of custom electronics enriches the process of making art installations
- How the development and programming of topic-sensitive mobile apps augments a course in performance theatre
- How a course working with a tablet as an instrument broadens traditional music training by including new media
- How a course in expanded cinema enhances approaches to animation
- How 3D modeling, laser cutting and rapid prototyping facilitates new avenues in sculpture

For students of Creative Technologies & Design, the possibilities are as open and flexible as our ideas and engagements. Students are supported through programs that include developing technical skills, critical thinking skills, and professionalization skills through hands-on activities and experiential learning opportunities. Our courses offer rich learning environments as students learn to collaborate with students from other disciplines, learning to navigate and understand different disciplinary languages. These learning environments and learning outcomes are what set our students apart from others in the job market.



Creative Technologies & Design Program Goals

- To teach creative, critical and technological excellence through an interdisciplinary approach working across creative technologies & design, art making and study, cultural and media studies, computer science, and engineering.
- To support the growth of intellectual, creative and technological expertise in our students.
- To sustain flexible, rigorous programs that continually integrate new approaches and respond to leading scholarly, industry and creative challenges.
- To enable pedagogical paths for makers, creative industry professionals, those seeking to augment another program with electives, and scholars: including those who will continue with graduate work, and those who will move directly into professional fields.
- To continue to be a centre for excellence in interdisciplinary pedagogical innovation.

Careers

Creative Technologies & Design graduates have many options for continued study and employment. This unique specialization in art, design, and technology also gives students an edge in applying for graduate programs to pursue scholarly research at the master's and doctoral levels anywhere in the world. Our graduates are employable in the areas of mobile app design and development; animation; web content design and programming; virtual reality and augmented reality design; interaction design; audio engineering and sound design. Or, graduates may choose careers in the creative sector working in the visual and media arts, film, music, or theatre; as digital and interactive media content designers; as marketing and communications specialists, including online and social media producers or consultants.

CTCH & DES Teaching Faculty and Researchers

CREATIVE TECHNOLOGIES & DESIGN CORE FACULTY

Dr. Charity Marsh (she/her)

Head, Creative Technologies & Design
Professor, Creative Technologies & Design
RC 263

Charity.Marsh@uregina.ca or MAP.CTCHDes.Head@uregina.ca

Dr. Aislinn McDougall (she/her)

Assistant Professor, Creative Technologies & Design
RC 248

Aislinn.McDougall@uregina.ca

Dr. Evie Johnny Ruddy (they/them)

Assistant Professor, Creative Technologies & Design
RC 154

Evie.Johnny.Ruddy@uregina.ca

David Roman (he/they)

Lab Instructor, Audio Production and Sound Design, Creative Technologies & Design
David.Roman@uregina.ca

Morgan Green (they/them)

Assistant Professor, Creative Technologies & Design
Morgan.Harris.Green@uregina.ca

Maria Azam (she/her)

Lab Instructor, 3D Animation, Video Game Design, VR Design
Maria.Azam@uregina.ca

CTCH & DES Teaching Faculty and Researchers

CREATIVE TECHNOLOGIES & DESIGN AFFILIATED FACULTY

Dr. Timothy Maciag (he/him)

Assistant Professor, Software Systems Engineering

Timothy.Maciag@uregina.ca

Dr. Daryl Hepting (he/him)

Professor, Computer Science

CW 308.22, (306) 585-5210

Daryl.Hepting@uregina.ca

Ian Campbell (he/him)

Lab Instructor, Film Department (and Creative Technologies & Design)

RC 239.2

Ian.Campbell@uregina.ca

Adam Tilson (he/him)

Lab Instructor, Game Design, Software Systems Engineering

RC 436

Adam.Tilson@uregina.ca

CTCH & DES Teaching Faculty and Researchers

CREATIVE TECHNOLOGIES & DESIGN SESSIONAL INSTRUCTORS

A number of our Creative Technologies & Design classes are also taught by our wonderful team of industry professionals, and some of the recommended electives for Creative Technologies & Design students are taught in the Departments of Film, Music, Theatre, and Visual Arts.

Ben Halsall, MA, PGCHE, BA

CTCH/DES 113, CTCH/DES 311

Brandon Watson, PhD Student in Media and Artistic Research, UofR

CTCH/DES 110, CTCH/DES 204, CTCH 223 / CS 207

Jaecy Bells, MA Student in Media and Artistic Research, UofR

CTCH/DES 110, CTCH/DES 111

Kadence Meredith, MSC, UofR

CTCH/DES 112

Elizabeth Curry, MA, UofR

CTCH/DES 203, CTCH 225 / MU 206

Ringo Jedlic, MA, UofR

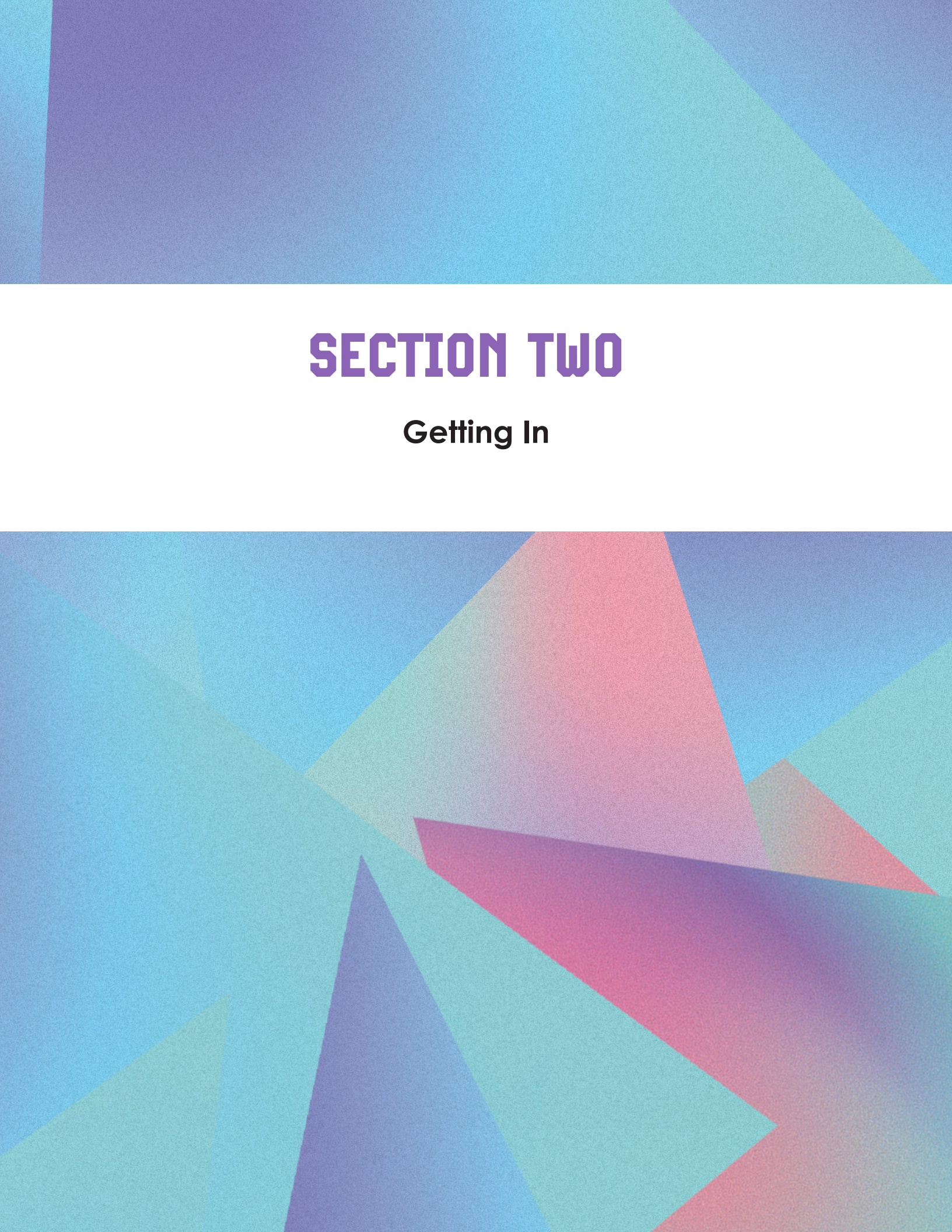
CTCH/DES 203, CTCH/DES 205

Amin Malakoothikak, MFA, UofR

CTCH/DES 213, CTCH/DES 215

Alain Maubert-Crotte, PhD Candidate, Computer Science, UofR

Lab Instructor, CTCH 223 / CS 207



SECTION TWO

Getting In

Application Procedures:

All students applying to the Creative Technologies & Design programs must first apply to the University of Regina. Full details about admission requirements to enter through the Faculty of MAP can be accessed from the Creative Technologies & Design website:

<https://www.uregina.ca/media-art-performance/creative-technologies-design/index.html>

(click the 'Apply for Admission' button in the Quick Links).

Full details about admission requirements to enter through Computer Science can be accessed from the Computer Science **"Future Undergraduate Students"** page: <http://www.cs.uregina.ca/FutureStudents/undergrad/>

Important Dates:

Fall/winter application deadlines for most programs at the University of Regina are August 1 for Canadian citizens and permanent residents, and March 1 for International Students.

See <https://www.uregina.ca/admissions/undergraduate/deadlines.html>

for more details, along with the Important Dates web pages:

<https://www.uregina.ca/registrar/academic-calendars-and-schedule/academic-schedule.html>

Facilities:

The Faculty of Media, Art, and Performance and Department of Computer Science have excellent facilities for the study of Creative Technologies & Design.

See https://www.uregina.ca/media-art-performance/facilities.html#fact_2_1

Creative Technologies & Design Maker Space (RC 040): This a flexible project space, equipped with various small hand tools, soldering equipment, a projector, a sound system, a work bench, littleBits Pro library, a laser cutter, a plotter cutter, and iMacs with the latest Adobe Creative Suite on all the computers. The space is perfect for rapid prototyping, working with wearable technologies and learning and playing with DIY electronics. Located in RC 040 the Maker Space supports ongoing CTCH & DES classes, and also offers community hours to facilitate public engagement.



The IMP Labs and the interactive DJ studio

IMP Labs (RC 033): The IMP Labs are a hub for engaging in the creating practices of interactive media and audio technologies and cultures. The lab houses a multimedia, interactive DJ studio and performance/workshop space, and a beat-making lab. Community engagement is a major drive behind the space, with the goal of making the technologies, equipment and expertise accessible not only to researchers and University students, but also to the public at large. Located in RC 033 the IMP Labs support ongoing CTCH & DES classes, and also offers community hours to facilitate public engagement.

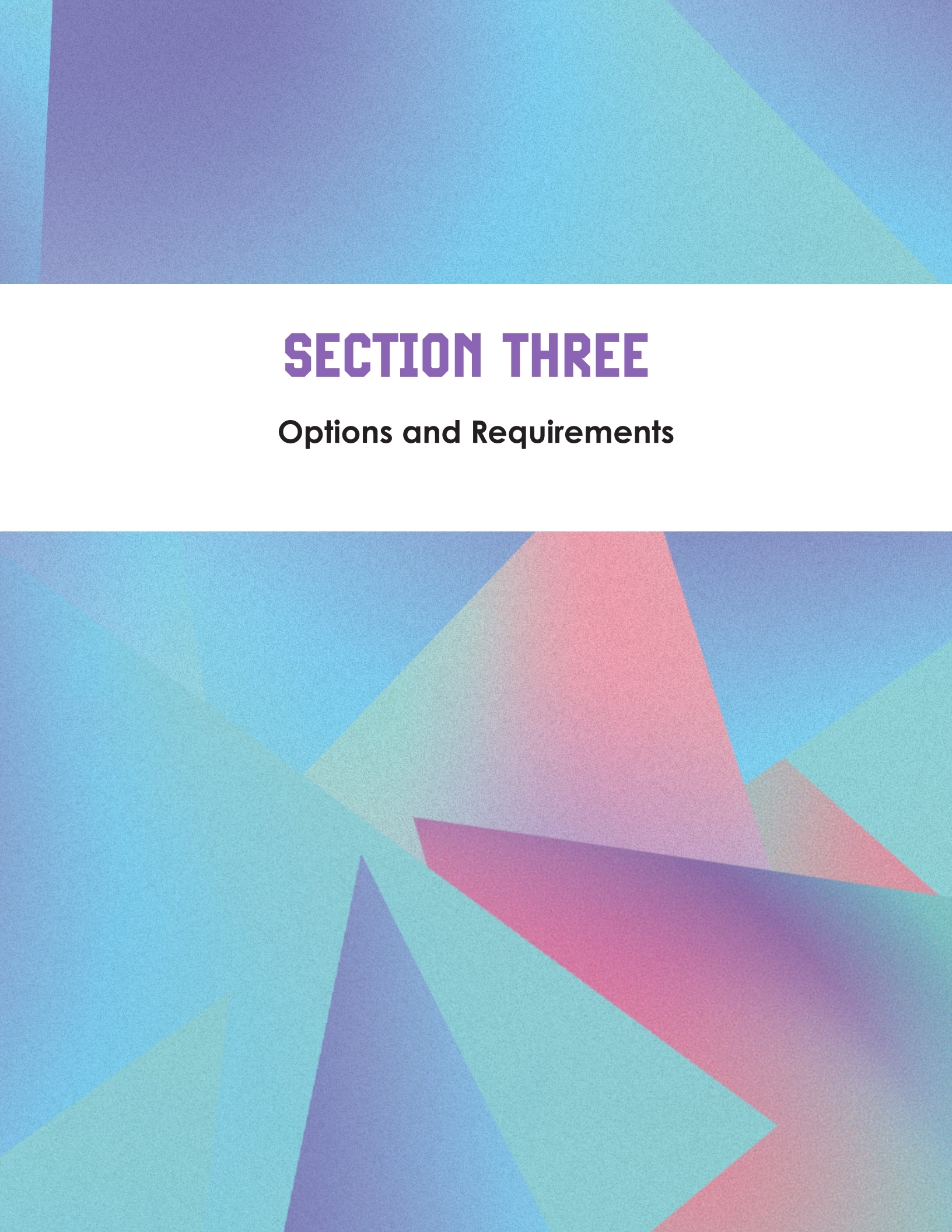
MAP Art Store (RC 025): The MAP Art Store is the place to buy many materials required for CTCH & DES courses, as well as other MAP course supplies.

MAP Equipment Depot (ED 152): The MAP Equipment Depot is located on the main floor of the Education building. With Department Head and course instructor permission, students can sign out equipment that is needed for courses assignments.

MAP Sound Studio (ED 242): This is a research space for multichannel sound, audio art and sound technologies. This space also works well for VR and AR Design. ED 242 is one of the primary CTCH & DES classrooms.

New MAP computer Lab (ED 440.2): A 30 seat Mac computer lab equipped with audio, graphics, imaging, office, software development, web development, and hacker/maker tools, along with an Epson scanner and midi keyboard. For more MAP Facilities see <https://www.uregina.ca/media-art-performance/facilities.html>

Faculty of MAP Digital Print Studio: This is a flexible space equipped with magnetic display walls and professional grade equipment capable of printing large format digital images. Your instructor will arrange access to this space if it is being used for a class or event. Printing access is organized through your instructor.



SECTION THREE

Options and Requirements

Program Options

Bachelor of Arts and the Bachelor of Fine Arts in Creative Technologies

Creative Technologies is for students who have an interest in art, technology, culture, and interdisciplinary study. Explore digital culture while working in interactive media and installation, physical computing, creative computation, virtual and augmented reality, 3D animation, sound art, digital storytelling, interactive media, computer gaming, popular music technologies, and critical research into art and technology. The U of R's innovative programs in Creative Technologies are unique in Saskatchewan.

Our students can develop skills as artists, scientists, developers, designers, theorists, entrepreneurs, and practice-based scholars, as they learn to think about technology and the arts in new and critical ways.

Creative Technologies encourages collaboration, experimentation, play, and thinking outside the box. Our programs cultivate imaginative and innovative outcomes inspired by our changing technological landscape.

Flexibility is built into these programs, so you can choose courses that match your own interests. First, take required courses that provide a broad base of technological skills and theoretical knowledge. Then, engage in the advising process to choose your individualized course of study in relation to the many studio-based upper level courses offered.

As you will see, the difference between the BA and BFA programs is in the number of electives and the number of studio-based courses required. The BFA requires more making courses.

<https://www.uregina.ca/media-art-performance/creative-technologies-design/index.html>

Program Options

Bachelor of Design

Design is for students who have an interest in design, technology, art, culture, and interdisciplinary study. Explore digital culture while working in visual communication and graphic design, physical computing, creative computation, VR design, AR design, interactive media and installation, and sound design. The U of R's innovative programs in Creative Technologies & Design are unique in Saskatchewan and across the prairie provinces.

Our students develop skills as designers, artists, scientists, developers, theorists, entrepreneurs, and practice-based scholars, as they learn to think about creative technologies and design in new and critical ways.

Design encourages collaboration, experimentation, play, and thinking outside the box. Our programs cultivate imaginative and innovative outcomes inspired by our changing technological landscape.

This two-year post-diploma degree program is what is known as a 2+2 program. Students must first complete a diploma in design at an approved Canadian institution, or a Diploma in Creative Technologies or a Diploma in Computer Science at the University of Regina. Then, they can apply for direct entry to the Bachelor of Design program.

<https://www.uregina.ca/academics/programs/map/design.html>



Kadence Meredith's Descendent (2024) at PLAYGROUND {Photo credit by Dr. Evie Johnny Ruddy}

Program Options

Diploma in Creative Technologies and Design

This two-year program provides a well-rounded introduction to Creative Technologies. Courses completed in the diploma can be used towards the course requirements for a Creative Technologies degree or a Design degree, if you decide to transition to a degree program.

MAP Minor in Creative Technologies

A minor in Creative Technologies will add breadth to your fine arts degree. Find out how far your creativity can take you by adding these courses to your program of study. See the following pages for a detailed outline of the Minor requirements.

<https://www.uregina.ca/media-art-performance/creative-technologies-design/index.html>

Certificate in Audio Recording and Sound Design

This certificate program is 30 credit hours (10 courses) and focuses on recording, editing, and mixing sound and musical pieces for video games, movies, live theatre performances, and other creative works. You will gain hands-on experience working with industry-standard tools, including Digital Audio Workstation, Adobe InDesign, and music mixer and looper machines. Through these tools, you will learn to capture and mix unique sounds to enhance storytelling and auditory experiences.

<https://www.uregina.ca/academics/programs/map/cert-audio-recording-sound-design.html>

Program Options

Certificate in User Experience Design

Learn to design meaningful products, systems, services, and devices that prioritize usability, accessibility, and enjoyability with the Certificate in User Experience Design. In this program, you'll focus on the user, working on both the look and functionality of your designs. Courses cover topics such as software design, augmented reality, human-computer interaction, evaluating user interfaces, voice commands, colour, icons, sound, and creative thinking.

<https://www.uregina.ca/academics/programs/map/cert-user-experience-design.html>

Certificate in Visual Communication Design

Offered through the Department of Creative Technologies & Design, in the Faculty of Media, Art, and Performance, this 30-credit (10-course) program focuses on using visual elements—such as images, typography, layout, and colour—to share information and connect with audiences. Throughout the certificate, you'll build strong skills in media communications, brand and identity design, and emerging technologies. You'll explore areas such as graphic design, branding and advertising, and web design—learning how to make your work accessible, engaging, and effective across platforms.

<https://www.uregina.ca/academics/programs/map/cert-visual-communication-design.html>

Certificate in Video Game Design:

In this one-year certificate, you will learn how to design video games. Courses cover a variety of topics across Creative Technologies & Design, including game design theory, 3D animation, digital storytelling, video game design and development, creative coding, augmented reality, virtual reality, livestreaming, and sound design for video games.

You will gain hands-on experience working with industry-standard tools, including Unity, C#, Maya, and Digital Audio Workstations. Through these tools you will learn how to turn your creative ideas into playable video games.

This certificate stands on its own or can be ladderized into any of the Creative Technologies & Design degree programs.

<https://www.uregina.ca/media-art-performance/creative-technologies-design/index.html>

Program Options

How to Choose My Classes

First-Year Courses

There are some set first-year courses in CTCH & DES that will introduce you to the wider field and provide you with some key, hands-on training and skill development in the areas of audio, visual, interactive, and digital media. Depending on which programs you are taking in CTCH & DES, you can choose other critical competencies, core courses, and/or electives to complete during this year.

MAP Critical Competencies and/or core courses outside of MAP: These courses ground your BA, BFA, BDES, in the necessary broad approach to your field, and ensure you have the required literacies and critical knowledges to help you to succeed in your program and beyond. These courses can be taken at any time during your degree. However, some courses have pre-requisites that must be taken first, so check each option carefully or talk to Jen in the MAP Student Program Centre.

Approved Courses: These courses are offered across the Faculty of MAP and our partners. They are designated electives in Visual Art, Theatre, Music, Film, Computer Science and Engineering that can be used to supplement the core CTCH & DES classes by offering exciting disciplinary training that connects to our programs. We have a list of courses to choose which is updated regularly. You will have to check with the MAP Student Program Centre to see which courses are being run that semester, as courses are not offered every semester.

Program Options

Second-Year Courses

This is where you have the opportunity to choose from a diverse range of CTCH & DES classes and take further recommended electives. Some courses are core to all students, but you have lots of other choices available. You may wish to cluster a number of courses in a particular area, or alternatively, you can take a diversity of approaches as you explore all the offered areas of Creative Technologies & Design. Courses may be lecture based, or studio/lab based, or a hybrid-based model, often including a mix of both approaches.

We have arranged them into the following three streams to help you find a pathway that makes sense for your areas of interest and to give you a strong background in the discipline of Creative Technologies & Design:

Sound/Audio: *These courses are focused in interactive audio, popular music, sound art and other creative, critical, and technical approaches to working with sound.*

Visual: *These courses are focused in design, creative coding for visuals, video hacking, modelling, expanded screens, and other creative, critical and technical approaches to working with 2D and 3D visuals.*

Interactive: *These courses are focused on interactive gadgets, wearables, game and VR design, AR design, and other approaches to creating interactive media, art, performance and/or interactive Computer Science or Engineering work.*

All three streams of Creative Technologies & Design focus on critical questions, hands-on technical skills, and real-world applications in and across many fields. There are also two designated core critical theory courses (CTCH 203 and CTCH 303) that all students must take in order to ground their studies in critical and historical knowledge in the fields. Some students may also be interested in research careers and can take additional studies in this area.

Program Options

Third-Year Courses

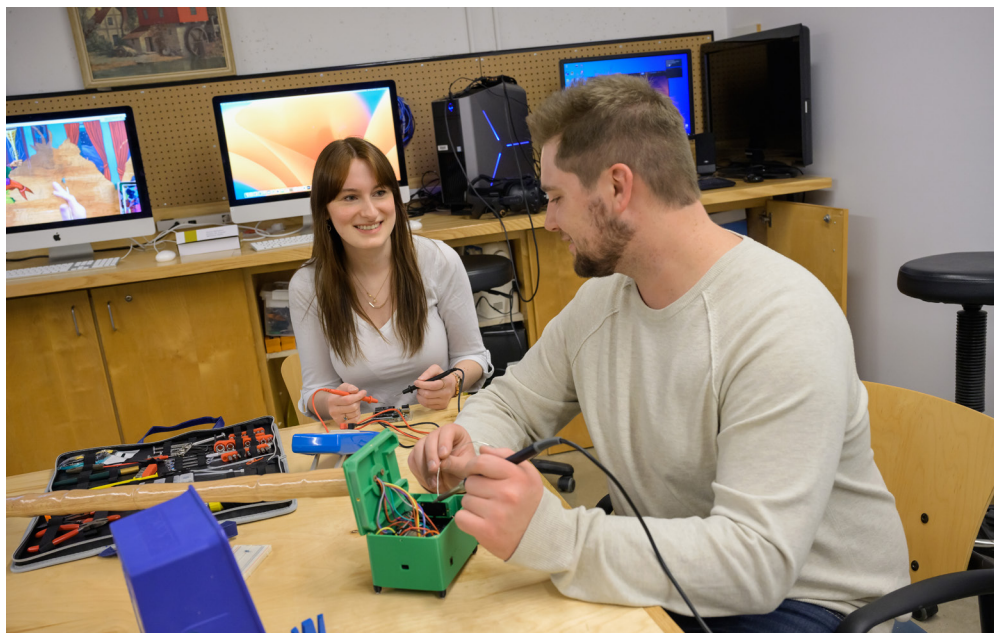
This is when you apply your technical and critical learning from the first and second years to more advanced classes based on collaborative and large projects, deeper critical analysis, and advanced learning. Courses at the upper levels allow you to propose and develop your own independent projects and approaches, work in interdisciplinary teams, and present your work in professional and public venues, including at festivals, exhibitions, and industry showcases.

Fourth-Year Courses

In your fourth year, you will take our capstone project classes which provide you with the professionalization skills needed to find employment in industry, expand artistic practice, and/or to apply for graduate school. Capstone is comprised of two courses and continue from Fall through Winter. Capstone projects are presented in the final year-end showcase, which is open to the public. In these classes you will learn professionalization (CTCH/DES 498) and create a major project or major written paper (CTCH/DES 499).

Visit our online showcase of student projects:

<https://www.creativetechnologiesanddesign.ca/>



Graduate and Undergraduate Students collaborate in the Maker Space.

Career Opportunities

What Kinds of Jobs Might I Get with my Creative Technologies & Design Degree?

Our programs offer multiple kinds of degrees and diplomas in Creative Technologies & Design that can be applied to many careers. Our graduates have also gone on to combine careers in art, industry, and commercial spheres.

Specific career options for creative technologies graduates include:

- **Contemporary Artist** (*Digital/new media artist, popular musician, sound artist, media artist, digital performer etc.*)
- **Computer programmer/analyst, or Engineer** (*Computer scientist or engineer employed in the Creative Industries*)
- **Animator** (*Concept artist, art director, character designer, animation technical director, lighting artist, rigger for TV, film, and game development*)
- **Entrepreneur** (*Inventor, creative businessperson*)
- **Researcher** (*Professor in art/technology/media/computer science/engineering; product tester or reviewer; research and development work*)
Note: Many research options will require continuing on to a graduate degree.
- **Designer** (*graphic designer, interactive content designer, sound designer, computer game designer, VR designer, AR designer*)
- **Interactive Media Producer** (*Production of commercial online content including visual, video, audio, and interactive content, web design, game design, etc. Developer of interactive gadgets and systems, mobile app designer*)
- **Careers in Social Media and Online Marketing** (*social media marketing; social media consultant; YouTube producer/performer*)

Program Requirements

BA in Creative Technologies

Credit Hours	BA in Creative Technologies Required Courses
0.0	MAP 001
Critical Competencies - 33 credit hours	
Communication in Writing	
6.0	Two of ACAD 100, ENGL 100 or 110
Culture and Society	
3.0	MAP 209
6.0	Any two in the following areas (excluding courses in statistics, methods, or PHIL 150): ANTH, CLAS, ENGL above 100- level, HIST, HUM, INDG, IDS, JS, IS, Language other than English, Literature in translation, LING, RLST, PHIL, WGST.
Natural and Social Sciences	
6.0	Two courses in the following areas: (excluding courses in research/statistics) ECON, GES, PSCI, PSYC, SOC, SOST, and STS other than statistics or methodology. Any two Science courses, including MATH. Computer Science courses will not be counted in this area!
Research Skills and Methodologies	
3.0	Any course in research methods, statistical analysis, logic, or computer science offered through La Cité, the Faculties of Arts and Science, such as PHIL 150, CS (any course), INDG 280, 282, SOST 201, 203, 306, 307, PSYC 204, 305, STAT* (any course), WGST 220. ARTH 301, and THST 250 may be counted in this area if not already counted in another area of the program – see Additional Regulations. *Statistics courses offered through faculties other than Arts and Science may be used with approval by the Dean or designate.
Critical Competency Electives - 9 credit hours	
9.0	Three courses from any of the critical competency categories.

Program Requirements

Major Requirements – 60 credit hours in the discipline	
3.0	CTCH / DES 209
3.0	CTCH 110
3.0	CTCH 111
3.0	CTCH 112
3.0	CTCH 113
3.0	CTCH 203
3.0	CTCH / DES 204
3.0	CTCH / DES 217
3.0	CTCH 301
3.0	CTCH 303
3.0	CTCH / DES 306
9.0	Three CTCH courses at the 200-, 300-, or 400-level
3.0	CS 207 or CTCH 223
3.0	ENSE 271
3.0	FILM 200
3.0	CTCH 498
3.0	CTCH 499
6.0	Two courses from the Creative Technologies approved courses**
Media, Art, and Performance Requirements outside the major	
9.0	Three Media, Art, and Performance courses outside the major
Open Electives – 15 credit hours	
15.0	Five Open Electives
120.0	Total - PGPA 65.00% and 60.00% UGPA are required for graduation

Program Requirements

BFA in Creative Technologies

Credit Hours	BFA in Creative Technologies: Required Courses
0.0	MAP 001
Critical Competencies – 18 credit hours	
Communication in Writing	
6.0	Two of ACAD 100, ENGL 100 or 110
Culture and Society	
3.0	MAP 202 or MAP 209*
3.0	Any one in the following areas (excluding courses in statistics, methods, or PHIL 150): ANTH, CLAS, ENGL above 100- level, HIST, HUM, INDG, IDS, JS, IS, Language other than English, Literature in translation, LING, RLST, PHIL, WGST.
Natural or Social Sciences	
6.0	Two courses in the following areas (excluding courses in research/statistics): ECON, GES, PSCI, PSYC, SOC, SOST, and STS other than statistics or methodology; any Science courses, including MATH.
Research Skills and Methodologies	
3.0	Any course in research methods, statistical analysis, logic, or computer science offered through La Cité, the Faculties of Arts and Science, such as PHIL 150, CS (any course), INDG 280, 282, SOST 201, 203, 306, 307, PSYC 204, 305, STATS* (any course), WGST 220. ARTH 301, and THST 250 may be counted in this area if not already counted in another area of the program – see Additional Regulations. *Statistics courses offered through faculties other than Arts and Science may be used with approval by the Dean or designate.
Media, Art, and Performance Requirements outside the major ART, ARTH, MAP, FILM, INA, INAH, MU, THTR (6 credit hours)	
6.0	Two Media, Art, and Performance courses outside the major

Program Requirements

Major Requirements – 81 credit hours in the discipline	
3.0	CTCH 110
3.0	CTCH 111
3.0	CTCH 112
3.0	CTCH 113
3.0	FILM 200
3.0	CTCH 203
3.0	CTCH 204
3.0	CS 207 or CTCH 223
3.0	CTCH / DES 209
3.0	CTCH / DES 217
3.0	ENSE 271
15.0	Five of the following: CTCH 201, 205, 213, 215, 251, CS 207 or ANY other 200-300 level CTCH course
3.0	CTCH 301
3.0	CTCH 302 or CTCH 307
3.0	CTCH 303
3.0	CTCH / DES 306
15.0	Five of the following: CTCH 305 311, 312, 313, 314, 321, ENSE 405 or ANY other 300-400 level CTCH course
3.0	CTCH 498
3.0	CTCH 499
Open Electives –12 credit hours	
<u>12.0</u>	<u>Four</u> Open Electives
120.0	Total - PGPA 65.00% and 60.00% UGPA are required for graduation

Program Requirements

Bachelor of Design

Credit Hours	Bachelor of Design Required Courses
0.0	MAP 001
Critical Competencies – 18 credit hours	
Communication in Writing	
3.0	ACAD 100 or ENGL 110
Culture and Society	
3.0	MAP 202 or MAP 209*
3.0	Any course in the following areas (excluding courses in statistics, methods, or PHIL 150): ANTH, CLAS, ENGL above 100-level, HIST, HUM, INDG, IDS, JS, IS, Language other than English, Literature in translation, LING, RLST, PHIL, WGST.
Natural or Social Sciences	
3.0	Any course in the following areas (excluding courses in research/statistics): ECON, GES, PSCI, PSYC, SOC, SOST, and STS other than statistics or methodology; any Science courses, including MATH.
Research Skills and Methodologies	
3.0	CTCH 203*
3.0	CTCH 303*

Program Requirements

Major Requirements – 42 credit hours	
3.0	CTCH / DES 209
3.0	CTCH / DES 217
15.0	Five courses from the following: CTCH/DES 201, 213, 215, 216, 218, 219, 221, 222, CTCH 223 / CS 207 or any other DES 200 level
15.0	Five courses from the following: CTCH 301, CTCH/DES 302, 306, 307, 311-317, or any CTCH / DES 300 or 400 level
3.0	DES 498
3.0	DES 499
60.0	Total - A minimum of PGPA of 65.00% is required

Program Options

Diploma in Creative Technologies & Design

Credit Hours	Minor in Creative Technologies: Required Courses
0	MAP 001
3.0	ENGL 100
3.0	CTCH 110
3.0	CTCH 111
3.0	CTCH 112
3.0	CTCH 113
3.0	CTCH 203
3.0	CTCH / DES 204
3.0	CTCH / DES 209
3.0	CTCH / DES 217
3.0	CTCH 301
3.0	CTCH / DES 306
3.0	FILM 200
15.0	Five CTCH/DES courses in the 200 or 300 level approved.
9.0	Three electives - Courses in computer science, engineering, or MAP are recommended
60.0	Total - A minimum PGPA of 65.00% and 60.00% UGPA is required.

Program Options

Minor in Creative Technologies

Credit Hours	Minor in Creative Technologies: Required Courses
3.0	CTCH / DES 110
6.0	Two of CTCH/DES 111, 112, or 113
6.0	Any two CTCH/DES 2XX level
3.0	Any CTCH/DES 3XX level
18.0	Total - GPA 65.00% required.

Faculty of Science, Computer Science, Minor in Creative Technologies

Credit Hours	Computer Science Minor in Creative Technologies: Required Courses
3.0	CTCH / DES 110
3.0	CS 207
3.0	CTCH 203
3.0	Any CTCH 2XX or 3XX level course.
3.0	Any CTCH 2XX or 3XX level course.
3.0	Approved Elective*
18.0	Total - GPA 65.00% required.
Approved Electives: ART 223, CS 205, 207, 215, 408, 409, 427, 428, ENGG 100, ENGG 123, MUCO 326, MUCO 327, or THDS 347.	

The minor in Creative Technologies is offered jointly with the Faculty of Media, Art, and Performance. For purposes of elective requirements, CTCH courses are considered to be categorized as Media, Art, and Performance courses.

Program Options

Certificate in Audio Recording and Sound Design

Credit Hours	Certificate in in Audio Recording and Sound Design: Required Courses
0	MAP 001*
3.0	CTCH / DES 110
3.0	CTCH / DES 111
3.0	CTCH / DES 112
3.0	CTCH / DES 218
3.0	CTCH / DES 317
9.0	Three of CTCH/DES 201, 205, 209, 219, 221, 222 OR any 2XX level approved.
6.0	Two of CTCH/DES 301, 306, 307, 312-315, 321 OR any 3XX level approved.
30.0	Total 65.00% PGPA and 60.00% UGPA required. This certificate must be completed in the first 61 credit hours of study with a GPA of 65%.

Certificate in User Experience Design

Credit Hours	Certificate in User Experience Design: Required Courses
0	MAP 001*
3.0	CTCH / DES 110
3.0	CTCH / DES 111
3.0	CTCH 203
3.0	CTCH / DES 219
3.0	CTCH / DES 313
3.0	CTCH / DES 316
6.0	Two of CTCH/DES 2XX level courses and/or ENSE 271.
6.0	Two of the following: CTCH/DES 306, 312 OR 315
30.0	Total 65.00% PGPA and 60.00% UGPA required.

Program Options

Certificate in Visual Communication Design

Credit Hours	Certificate Visual Communication Design: Required Courses
0	MAP 001*
3.0	CTCH / DES 110
3.0	CTCH / DES 111
3.0	CTCH / DES 113
3.0	CTCH 203
3.0	CTCH / DES 213
3.0	CTCH / DES 215
6.0	Two CTCH/DES courses in 2XX level.
6.0	Two CTCH/DES courses in 3XX level.
30.0	Total 65.00% PGPA and 60.00% UGPA required.

Certificate in Video Game Design

Credit Hours	Certificate Visual Communication Design: Required Courses
0	MAP 001*
3.0	CTCH / DES 110
3.0	CTCH / DES 111
3.0	CTCH / DES 112
3.0	CTCH 113
3.0	CTCH / DES 204
3.0	CTCH / DES 216
3.0	CTCH / DES 219
3.0	CTCH / DES 224
6.0	Two CTCH/DES 306, 312, 313, 314
30.0	Total 65.00% PGPA and 60.00% UGPA required.

Professional Placement and Co-op Options

Professional Placement and Co-op Options

The Faculty of Media, Art, and Performance Professional Placement

The MAP Professional Placement courses are similar to internships. These courses give students the opportunity to further their knowledge and skill set within an institution related to their major, and at the same time, earn credit towards their degree. Typically, the placement is off campus. The project or terms of the placement will be developed through consultation between the home department, the student and the institution. Supervision is jointly undertaken by the host institution and a faculty member. Students must have completed 60 credit hours and have permission from their Department Head to take part in the program.

Co-op Option for CS Students

The department of Computer Science offers paid co-op positions to qualified candidates in the second, third, and fourth year of a computer science degree program.

Full details can be found on the Co-operative Education Program webpages of the Department of Computer Science:

<https://www.uregina.ca/science/computer-science/co-op/index.html>

and on the Career Centre pages:

<https://www.uregina.ca/centre-for-experiential-and-service-learning/>

CS students must maintain an average of at least 65% and must be enrolled in (or have completed) at least 30 and no more than 75 credit hours (including current semester of study) towards their Science degree including CS 115 or CS 110 along with MATH 110. It is also recommended that the student have more than 1 CS class completed. Students must be registered as a full-time student in the semester prior to starting a work term.

Professional Placement and Co-op Options

What types of co-op jobs are available to CS Co-op students?

CS Co-op students are prepared to work in software design, help desk support, network administration, web page design and maintenance, hardware and software application support, data processing, instruction and scientific computing. You might work as an Applications Delivery Analyst for Shell Canada, a Technical Assistant for SaskTel, or SGI Desktop Services, Network Services and Application Development.

How many work terms will I do?

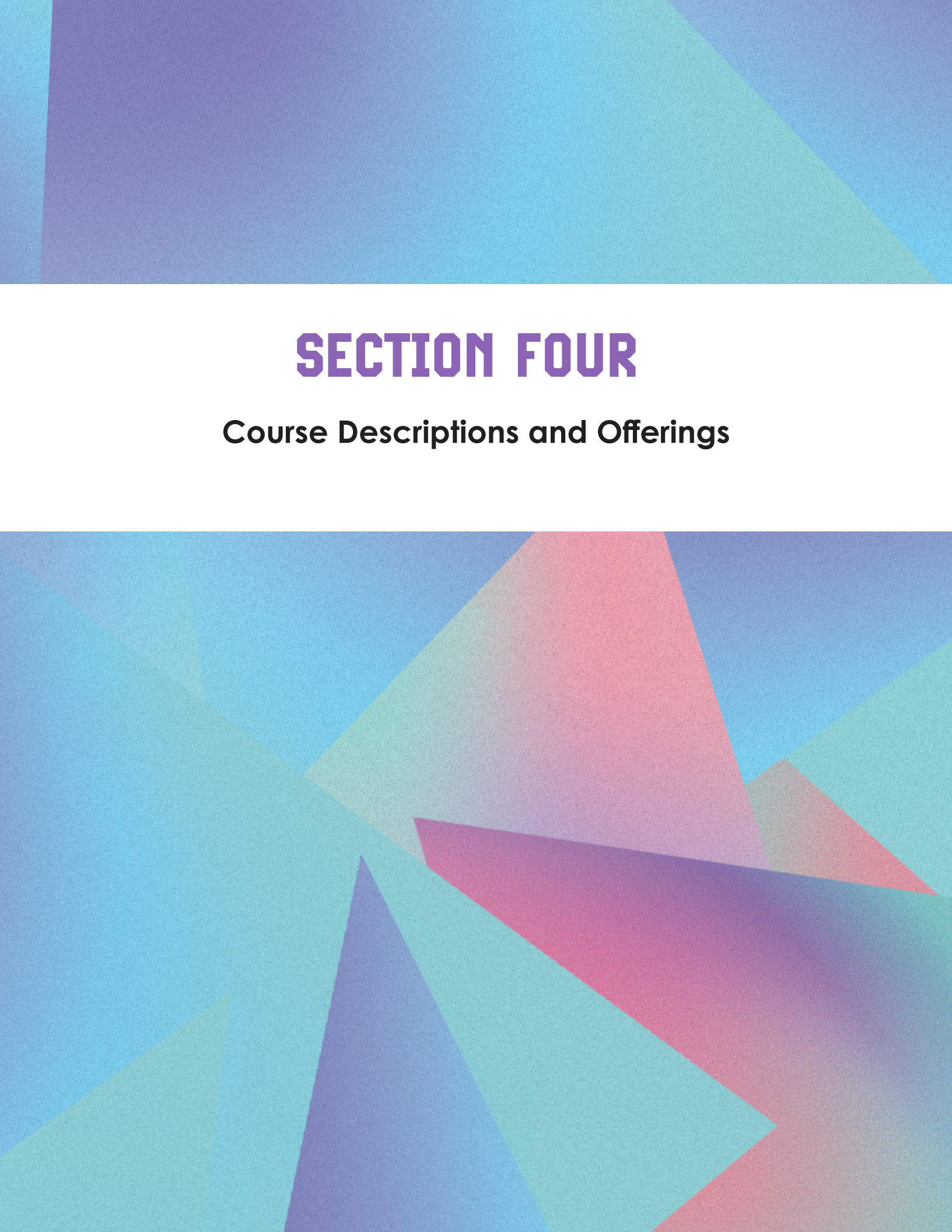
Three, with an optional fourth.

How much can I earn during a work term?

Salaries for CS Co-op students typically range from \$2200 per month to \$3200 per month. That works out to approximately \$14 to \$20 per hour. Some employers may also offer a moving allowance.



Recording a podcast in the IMP Labs.



SECTION FOUR

Course Descriptions and Offerings

Course Descriptions and Offerings

Creative Technologies & Design courses (with the CTCH and DES course code) are available, alongside a wide range of courses from our partner Departments that also engage with Creative Technologies & Design. Not all courses run every semester.

For current offerings, search by the term and look under “Creative Technologies” and “Design” on the University of Regina website, see:

“Search Classes and Build a Schedule”

<https://www.uregina.ca/media-art-performance/creative-technologies-design/timetable-courses.html>

Schedule of CTCH & DES courses offered for 2026-2027

Fall 2026

CTCH 110	Introduction to Creative Technologies
CTCH/DES 112	Introduction to Audio Tools
CTCH/DES 113	Introduction to Digital Studio Tools
CTCH 201	Introduction to Sound Art
CTCH 203	Introduction to Media and Communication
CTCH/DES 204	Introduction to Creative Coding
CTCH 205	Hip Hop Cultures, Politics, Identities
CTCH/DES 213	Brand Strategy, Advertising and Design
CTCH/DES 216	3D Animation: Art, Social Media
CTCH/DES 217	Critical, Creative, Professional Writing for Digital Platforms
CTCH/DES 218	Introduction to Audio Mixing and Mastering
CTCH/DES 222	Livestreaming for Content Creation
CTCH 223 / CS 207	Building Interactive Gadgets
CTCH 225	Popular Music
CTCH 301	Play

CTCH/DES 313	Augmented Reality
CTCH/DES 315	Design Justice
FILM 200	Introduction to Film Production
CTCH/DES 498	Professionalization, Portfolio, Pitch

Winter 2027

CTCH 110	Introduction to Creative Technologies
CTCH 111	Creative Technologies Processes
CTCH/DES 112	Introduction to Audio Tools
CTCH/DES 113	Introduction to Digital Studio Tools
CTCH 115	Mobile Documentation for Live Events and Promotion
CTCH 203	Introduction to Media and Communication
CTCH/DES 204	Introduction to Creative Coding
CTCH/DES 209	Fundamentals of Creative Practice
CTCH 213	Brand Strategy, Advertising and Design
CTCH/DES 215	Visual Identity Design
CTCH/DES 219	Game Design Audio
CTCH 224	Playing Video Games
CTCH 303	Technology, Culture, and Art
CTCH/DES 306	Digital Storytelling and Interactive Media
CTCH/DES 312	Introduction to Computer Game and VR Design
CTCH/DES 314	Advanced 3D Animation
CTCH 316	Designing User Experiences Through Design Thinking and Human Centred Design Methods
CTCH/DES 317	Advanced Audio Production Techniques for Interdisciplinary Media
CTCH/DES 318	Intermediate Creative Coding
CTCH/DES 499	Creative Technology Capstone Project



Spring/Summer 2026

CTCH 110	Introduction to Creative Technologies
CTCH/DES 112	Introduction to Audio Tools
CTCH/DES 113	Introduction to Digital Studio Tools
CTCH/DES 204	Introduction to Creative Coding
CTCH/DES 213	Brand Strategy, Advertising and Design
CTCH /DES 216	3D Animation
CTCH 221	The Art of Podcasting
CTCH 225	Popular Music
CTCH/DES 311	Video Hack: Web Video Tools
CTCH/DES 312	Introduction to Computer Game and VR Design
FILM 200	Introduction to Film Production



Samantha Liamzon's Out (2026) at the CTCH & DES Student Showcase

Catalogue of CTCH & DES Courses

CTCH 110: Introduction to Creative Technologies

This course investigates the creative use of technology. It explores how computer hardware and software, machinery and gadgets and devices, and networks (including social networks) are used in the production of works of visual art, music, theatre, film and new media; and how creativity shapes new technologies. No prerequisite.

CTCH 111: Creative Technologies Processes

This course investigates the creative uses of technologies and how various technologies are used in the production of visual arts, film, music, theatre and new media and how creativity shapes new technologies. Will include hands on activities ***Prerequisite: CTCH 110.***

CTCH/DES 112: Introduction to Audio Tools

An entry level course including practical guidance in the setup and use of audio and electronic equipment, and in learning to write and perform music using commercial, open-source and DIY audio tools with the computer. Designed to be useful to students regardless of literacy in music reading and notation, this course welcomes students of varied experience and background in music, creative sound and computers. *Note: Students may receive credit for one of CTCH 112, DES 112, and CTCH 212.*

CTCH/DES 113: Introduction to Digital Studio Tools

This entry level studio course explores the creative opportunities available when working digitally in the areas of fine art, illustration and graphic design. Throughout this course students will work towards the production of a portfolio of digital works that will include digital painting, digital collage, vector illustrations, typography, layout design and photographic manipulations. Modules will include introductory and intermediate skills in Adobe Photoshop, Adobe Illustrator, and Adobe InDesign as well as learning how to incorporate scanned artwork or photography into works for both print and screen. *Note: Students may receive credit for one of CTCH 113, DES 113, and CTCH 211.*

CTCH 115: Mobile Documentation for Live Events and Promotion

Students will learn how to document live events using a smart device. This course will cover mobile video recording and editing techniques, how to record and edit audio, how to take and edit digital images, and how to add logos, titles/captions, transitions, effects, and more to mobile videos. Students will be expected to attend and document live events as part of their course work.

CTCH 201: Introduction to Sound Art

This course introduces the artistic practice of sound art. It covers a range of sound art practices including avant-garde sound, Musique Concrète, sound and 1960s art movements, electroacoustic music, sound sculpture, radio art, Acoustic Ecology, community-engaged sound art, sound art in performance, and new media. Includes practical exercises. ***Prerequisite: Successful completion of 15 credit hours and one of CTCH 112 or DES 112, or permission of the instructor***

DES 201: Design Theories and Approaches

This course introduces students to a range of design theories, methods, and styles that have shaped contemporary design practice. Focusing on practical and applied frameworks using high tech technologies, students will study how various design approaches influence creative thinking, problem-solving, and innovation across disciplines. Topics may include bionic design, human-centered design, modular design, universal design, speculative design, systems thinking, and sustainable design.

CTCH 203: Introduction to Media and Communication

Key topics in media and communication such as: theories of media and communication; technology as social practice; digital and interactive media; television and advertising; global media; online media; surveillance; alternative and tactical media; perceptual media. ***Prerequisite: Completion of 15 credits of study.***

CTCH/DES 204: Introduction to Creative Coding

This course introduces core creative coding methods and strategies for computational art. ***Prerequisite: Successful completion of 15 hours, or permission of the Coordinator.***

CTCH 205: Hip Hop Cultures, Politics, Identities

This course is an exploration of local and global hip hop cultures, politics and identities. Students will be expected to engage in both critical analysis and hip hop cultural production. *Note: Students cannot receive credit for CTCH 200AC and CTCH 205.*

CTCH 206: The Electronic Voice: Beatbox, Looping, Vocal FX and Soundscapes

This course explores the endless possibilities of the human voice in combination with technology and covers modules in song construction, beatboxing, looping, improvisation, vocal FX and live performance using various electronic equipment. This course is ideal for students with vocal interest, comfortable with solo singing. *Note: Students may only receive credit for one of CTCH 206 and CTCH 200AE.*

CTCH 209/DES 209: Fundamentals of Creative Practice

In this course, students will be introduced to foundational concepts and skillsets for developing their creative practice. This practice-based, hands-on studio course will guide students in establishing strategies and techniques for artistic research, concept development, and presentation and documentation of creative work, with a focus on new media, creative technologies, and design practices. Discussion, peer review, and self-reflection activities will support students in investigating their interests as creative practitioners. ***Prerequisite: Two of the following: CTCH/DES 110, 111, 112, 113.***

CTCH 210AD: Playing Video Games

Students play and study a survey of iconic video games from 1970s-2020s such as arcade games, dungeon crawlers, platformers, RPGs, MMOs, choice-based games and blockbuster, narrative-driven games. Students will be introduced to critical approaches to video games as crucial frameworks for engaging these immersive, digital entities. ***Prerequisite: Successful completion of 15 credit hours.***

CTCH 210AE: Cyber-Lit

Introduces students to digital literature and new media texts that reflect the infiltration of digital technologies on creative expression. Part lecture, part creative lab, the course invites students to analyze and create print and digital-born texts that are interactive, hypertextual, generative, gameified, memeified, programmed and social media-driven. ***Prerequisite: Successful completion of 15 credit hours.***

CTCH 210AF: Digital Creative Writing

In this introduction to digital creative writing, students will learn to compose digital-born fiction and poetry on an array of digital platforms, studying the impact of digital forms on creative content. Students will workshop creative work, learn new digital tools and critically engage with touchstone digital-born texts. ***Prerequisite: Successful completion of 15 credit hours.***

CTCH 211: Digital Studio Tools

This studio course explores the creative opportunities available when working digitally in the areas of fine art, illustration and graphic design. Throughout this course students will work towards the production of a portfolio of digital works that will include digital painting, digital collage, vector illustrations, typography, layout design and photographic manipulations. Modules will include introductory and intermediate skills in Adobe Photoshop, Adobe Illustrator, and Adobe InDesign as well as learning how to incorporate scanned artwork or photography into works for both print and screen. *Note: Students may only receive credit for one of CTCH 210AA and CTCH 211.*

CTCH 212: Audio Tools

A basic course including practical guidance in the setup and use of audio and electronic equipment, and in learning to write and perform music using commercial, open-source and DIY audio tools with the computer. Designed to be useful to students regardless of literacy in music reading and notation, this course welcomes students of varied experience and background in music, creative sound and computers. ***Prerequisite: 30 credit hours or permission of instructor.***

CTCH/DES 213: Brand Strategy, Advertising and Design

This course explores design practices for branding strategy and advertising as they are developed in a professional environment. Through experiential learning processes, lectures, case studies, and studio projects, students will gain practical and theoretical knowledge to create and understand the visual language underpinning brand identities and advertising campaigns. The course emphasizes the development of brand strategy, aligning creative design and communication with strategic objectives to build cohesive and effective brand messages. *Note: Students may only receive credit for one of CTCH 213, DES 213, and CTCH 200AG.*

CTCH 214: Visual Communication for the WEB

This course focuses on skills, experience, and critical thinking related to the production of online-related experiences. While investigating case studies and visual communication principles, students will engage with projects including display/mobile advertising, as well as the design of a website. *Note: Students may only receive credit for one of CTCH 214, DES 214, or CTCH 200AK.

CTCH 215: Visual Identity Design

This course focuses on the conceptualization, development, and implementation of visual identity systems that define and communicate the essence of a brand. Students will explore the role of graphic design in building visual identities that are cohesive across different media and channels. The course combines theory and practice, emphasizing the translation of a brand's values and mission into a recognizable and effective visual identity. Students will engage with real-world projects, building complete visual identity systems, which include logo design, typography, color palettes, and other key design elements. Emphasis will be placed on ensuring consistency, flexibility, and longevity across various brand touchpoints, from digital interfaces to physical environments. ***Prerequisite: CTCH 213 or DES 213.***

CTCH 216: 3D Animation

An online real-time interactive software intensive course that addresses digital art, design, 3D animation and modeling. *Note: Students may receive credit for one of CTCH 216, DES 216, or CTCH 210AB.*

CTCH 217: Critical, Creative, Professional Writing for Digital Platforms and Technologies

This course instructs students to develop and refine their written communication skills within Creative Technologies and Design, focusing on digital spaces for communication, creative making, and critical analysis. Students will write within, for, and about digital platforms and technologies across critical, creative and professional writing genres. ***Prerequisite: ENGL 100 or ACAD 100 and CTCH/DES 110 or CTCH/DES 111.***

CTCH 218/DES 218: Introduction to Audio Mixing and Mastering

This course will cover the foundational knowledge required to professionally mix and master a soundscape using a Digital Audio Workstation (DAW). Students will study topics pertaining to the science of sound waves, the art of sound mixing, the recording process, and the post-production audio process. ***Prerequisite: One of CTCH 112 or DES 112 or permission of instructor.***

CTCH 219/DES 219: Game Design Audio

This course will provide an introductory overview of the workflow and tools utilized to sound design for the gaming industry. Students will study the creative process of game designers and how they use sound and music to contribute to aesthetics and meaningful gameplay. This will include a comprehensive overview of the process of recording and mixing unique sound effects for animation, as well as knowledge pertaining to the composition and curation of music for a video game.

One of CTCH 110, CTCH 111, CTCH 112, DES 110, DES 111, DES 112, or permission of the Department Head.

CTCH 221: The Art of Podcasting

An introduction to the creative and technical aspects of creating a podcast. Students will develop, record and edit podcast episodes in a variety of genres. They will share their work via web pages and an RSS feed that can be accessed through various podcast clients. *Note: Students may only receive credit for one of CTCH 221 or FILM 221 or FILM 280AD.*

CTCH 222/DES 222: Livestreaming for Content Creation

This studio course introduces students to the methodologies and technologies used in livestreaming for content creation, with a focus on the operation of Open Broadcaster Software (OBS). This is an interdisciplinary media course that will teach skills related to lighting, basic camera operation, live audio mixing and routing, music curation, live video editing, simple graphic design, and integration with live streaming platforms. ***Prerequisite: One of CTCH 110, CTCH 111, CTCH 112, DES 110, DES 111, DES 112, or permission of the Department Head.***

CTCH 223/CS 207: Building Interactive Gadgets

An introduction to building and controlling interactive devices for multimedia art and DIY projects. Build robots, new musical instruments, wearable computers and more. Learn about sensors and actuators: WiFi, Bluetooth, GPS; hardware platforms such as the Arduino; and software platforms such as Processing and MaxMSP.

Prerequisite: CS 100 or CS 110 or completion of 30 credit hours.

CTCH/DES 224: Playing Video Games

Students play and study a survey of iconic video games from 1970s-2020s such as arcade games, dungeon crawlers, platformers, RPGs, MMOs, choice-based games and blockbuster, narrative-driven games. Students will be introduced to critical approaches to video games as crucial frameworks for engaging these immersive, digital entities. ***Prerequisite: Successful completion of 15 credit hours.***

CTCH 225: Popular Music

This course will examine popular music in Canada, the US, and the UK, from the 50s through to the present. Students will explore a wide range of topics including: genres from folk and blues to hip-hop and EDM; music production technologies from performing on stage to the recording booth; music distribution from radio to streaming; music cultures from local scenes to subcultures and countercultures; and fandom from Beatlemania to the Bey Hive. *Note: Students can only receive credit for one of MU 205, MU 206, MU 320AG, MUHI 205, or CTCH 225.*

CTCH 250: Creative Technologies Beyond the Classroom

Students will critically and experientially engage with creative technologies in global locations. *Note: Students may only receive credit for one of CTCH 250 and CTCH 200AF.*

CTCH 251: Creative Technologies Beyond the Classroom 2

Students will critically and experientially engage with creative technologies in global locations. *Note: Students may only receive credit for one of CTCH 251 and CTCH 200AH.*

FILM 200: Introduction to Film Production

Exploring the differences between photographic, film, video and audio processes, students will study the characteristics of these media through hands on assignments. *Note: Restricted to Film majors. Materials Fee: \$100* *Note: Creative Technologies Program Option*

ENSE 271: People-Centred Design

Psychological principles of human-computer interaction. Evaluation of user interfaces. Usability engineering. Task analysis, user-centered design, and prototyping. Conceptual models and metaphors. Software design rationale. Design of windows, menus, and commands. Voice and natural language I/O. Response time and feedback. Color, icons, and sound. Internationalization and localization. User interface architectures and APIs. Case studies and project.

Prerequisites: Completion of 30 credit hours.

CTCH 300AA: Independent Study

An independent studies course designed for creative research in the Creative Technologies or Media, Arts, and Performance field. Students will work with their instructor to complete a detailed plan for the semester. ***Prerequisite: Successful completion of 30 credit hours or permission of instructor.***

CTCH 301: Play

Play is a core, hands-on studio course which critically investigates participation, interaction, and play within new media art practice. Students will build projects in the areas of interactive installation or performance, data translation, and interactive games. ***Prerequisites: CS 207 or CTCH 202 or CTCH 204 or permission of instructor.***

CTCH 302: Augmentation

Augmentation explores “wearables” technologies and techniques in art practice. Students will create wearable projects and learn about critical concepts, global and emerging practices which address technological augmentation of the body in art and design. ***Prerequisite: CTCH 204 or CS 207.***

CTCH 303: Technology, Culture, and Art

Turning to cultural and artistic practices as tools for analyzing current technological developments and their influence on art, politics, and culture, students will analyze theoretical works focusing on understanding technology as culture, the intersections between technology and social life, and the contributions digital technologies make to creative industries.

Prerequisite: CTCH 203.

CTCH 304: Media Empires

This course offers an interdisciplinary approach to historical patterns of technological development, and the institutional, ideological, aesthetic and ethical changes they have prompted over the last hundred years in the most popular media of the day (film, TV, internet).

CTCH 305: Expanded Screens

This course looks at contemporary cinemas and the expanding and contracting screen in recent decades. Topic may include films as political vehicles, technological spectacles, accessories, and installation art.

CTCH/DES 306: Digital Storytelling and Interactive Media

This studies/ studio hybrid course explores the social, political, cultural, economic, and intersectionality of interactive media and digital storytelling. We will engage with audio (audio walking tours, music recording, podcasting, radio programming) and on-line interactive and immersive storytelling (web-projects, gaming, apps).

Prerequisite: Successful completion of 30 credit hours, or permission of the Coordinator.

Note: Students may receive credit for one of CTCH 306, DES 206, or CTCH 310AE.

CTCH 307: Improvisation

Students analyze the roles of improvisation in the creation and production of artworks (i.e. interactive media, sound art, music, performance, socially engaged art, digital storytelling, community radio). Drawing on key principles such as active listening, risk taking, building trust, and collaboration, students will create art projects using critical improvisation. ***Prerequisite: CTCH 201 or CTCH 202 or CTCH 205, or permission of instructor.*** *Note: Students may receive credit for one of CTCH 307, CTCH 200AB, or CTCH 202.*

CTCH/DES 311: Video Hack: Web Video Tools

This course mashes together traditional video creation skills with an emphasis on using contemporary tools to produce high quality digital outputs for the internet and emerging online platforms. Using widely available tools such as smartphones, tablets, action cameras, open source code & laptops this class will explore creative opportunities afforded by these new tools. Topics will include super short form videos for social media, video mashups from found video, code & video, time-lapse video & the evolution of camera placement. Editing projects for these new platforms will incorporate professional video editing applications, online tools and image editing applications.

Prerequisite: 30 credit hours or permission of Coordinator.

CTCH/DES 312: introduction to Computer Game and VR Design

This course introduces computer game design using Unity and other industry standard software, through concept, pre-production, production and post-production; includes storyboarding and distribution. For game design, and virtual reality composition towards experimental art applications.

Prerequisite: 30 credit hours or permission of the Coordinator.

Note: Students may only receive credit for one of CTCH 312, DES 312, or CTCH 310AD.

Note: Special permission of the instructor available for strong candidates with less credit hours completed.

CTCH/DES 313: Augmented Reality

Students will critically engage with augmented reality (AR) experiences and be introduced to user experience (UX) design specifically for AR, including interaction design (IxD), sound design, and user testing. Students will gain hands-on skills in creating an interactive AR experience from conception to production and promotion.

Prerequisite: 30 credit hours or Permission of Coordinator.

Note: Students may receive credit for one of CTCH 313, DES 313 or CTCH 310AF.

CTCH/DES 314: Advanced 3D Animation

Advanced studies in 3D modelling/animation for Industry and Entertainment. Studies will include opportunities to learn character modelling, rigging and animation. Applications for motion graphics and visual effects (VFX). Professional 3D portfolio for media and industry will be covered.

Prerequisite: CTCH 216 or DES 216 or Permission of the Coordinator.

Note: Students may only receive credit for one of CTCH 314, DES 314, or CTCH 310AG.

CTCH/DES 315: Design Justice

Students will critically analyze case studies to investigate how design operates in relation to power, inclusion, exclusion, accessibility, and accountability. Students will learn about the design justice model and put the principles of design justice into practice as they design projects that address real-world problems or exclusion. ***Prerequisite: Successful completion of 30 credit hours and one of CTCH 203 or DES 203 or permission of the instructor.***

Note: Students may only receive credit for CTCH 315 or DES 315.

CTCH/DES 316: Designing User Experiences Through Design Thinking and Human Centred Design Methods

Explore the five stages of design thinking to craft human-centred experiences. Learn usability, accessibility, and interaction design while mastering tools in the creative thinking process and prototyping. Through hands-on projects, you'll develop innovative workflows and strategies to create impactful, intuitive interfaces that enhance user experiences across different platforms.

Prerequisite: Successful completion of 30 credit hours and one of CTCH 110, DES 110, or ENSE 271 or permission of the instructor.

Note: Students may only receive credit for CTCH 316 or DES 316.

CTCH 317/DES 317: Advanced Audio Production Techniques for Interdisciplinary Media

This studio course focuses on advanced audio production that will build upon a student's foundational knowledge and skills of audio production. This course will focus on advanced audio mixing and editing techniques related to level balancing, panning, dialogue editing, vocal editing, EQ, dynamics, effects, automation, pitch correction, time correction, and audio routing. Students will gain an understanding of the specific post-production audio mixing approaches employed by different media disciplines including visual media, music, and spoken word. ***Prerequisite: One of CTCH 110, CTCH 111, CTCH 112, CTCH 118, DES 110, DES 111, DES 112, DES 218, or permission of the Department Head.***

Note: Students may receive credit for one of CTCH 317 or DES 317.

CTCH/DES 318: Intermediate Creative Coding

This course develops creative coding skills beyond the introductory level. Students will build elaborate projects in areas such as gaming and data art, while developing an understanding of coding concepts such as objects, agents, and data structures. As they develop these computational skills, students will critically examine their narrative, conceptual, and aesthetic goals within a complex social and technological landscape. ***Prerequisite: CTCH 204 or DES 204.***

Note: Students may receive credit for one of CTCH 318 or DES 318.

CTCH 320AB: Contemporary Performance/Technology

This course investigates the use of new technology in live performance contexts. It covers technology in performance art, new theatre forms, and live sound and body work. Students will study contemporary artists and analyse their ideas and techniques working on either a major essay or a solo performance work.

Prerequisite: 30 credit hours or permission of instructor.

CTCH 320AD: Audio Art and Maker Culture

This course explores the connections between maker culture and sound art in both maker culture and artistic contexts. Students will examine existing artists and practitioners, create demos, and participate in and examine local maker culture and audio art events. ***Prerequisite: 30 credit hours or permission of instructor.***

CTCH 321: Popular Music Cultures and Technologies

The aim of this course is to study and understand the social, political, and cultural significance of popular music in the 20th and 21st Centuries. Topics include genres, individual artists and groups, stylistic trends, record labels and recording technologies, media representation and celebrity construction, as well as the role of race, class, gender, sexuality, and regional differences in the reception of popular music. ***Prerequisite: 30 credit hours or permission of instructor.***

Note: Students may only receive credit for one of CTCH 321 and CTCH 320AA.

CTCH 403: Advanced Communication

A seminar in advanced communication. Individual seminar themes include but are not limited to: digital and interactive media; global media; television studies; media convergence and surveillance; alternative and tactical media; perceptual media, etc. ***Prerequisite: CTCH 303 or permission of the instructor.***

CTCH 410AB: Black-Box Studio on Experimental Techniques in Motion Capture and Animation Simulation

This course is a hands on studio working with motion capture technologies, animation and creation of scenario simulations. The course will build mixed-reality content for virtual reality experiences. A combination of studio and theory will be studied in class. ***Prerequisite: 30 credit hours or permission of instructor.***

CTCH 411/DES 411: Collaboration and Project Design

This course critically investigates collaborative project design models from the arts and computer sciences and their application to creative technologies work, exploring historical and contemporary examples including improvisation, Avant-Garde experimentation techniques, jams, hackathons, and agile methodologies. ***Prerequisite: Completion of 30 credit hours or permission of the Coordinator.***

Note: Students may only receive credit for one of CTCH 410AA, CTCH 411, or DES 411.

CTCH/DES 498: Professionalization, Portfolio, Pitch

Students will learn professional skills, including how to craft a CV, write a professional bio, create a dossier, and develop a digital portfolio. Students will learn how to prepare grant applications, apply to graduate programs, and interview for industry positions. Students will develop and present the pitch for their final capstone projects. ***Prerequisite: 81 credit hours.***

CTCH/DES 499: Creative Technologies Capstone Project

This course focuses on the development of a major independent project or research paper in the area of Creative Technologies, for all students in the Creative Technologies Concentration.

Prerequisite: 84 credit hours and CTCH 498.

Course Descriptions: Computer Science Courses

These courses are approved to be part of CTCH & DES and are offered through the Department of Computer Science.

(Check with the Department to see which ones are currently available.)

CS110: Programming and Problem Solving

An introduction to problem-solving techniques, the fundamental concepts of programming, and the software design process. Topics will include: data types, control structures, scope rules, functions, files, and the mechanics of running, testing and debugging. Problems will be drawn from various science disciplines. ***Prerequisite: Precalculus 30, Calculus 30, or MATH 102.*** *Note: CS majors who have mastered the course material in CS 110 through other means are eligible to write the CS 110 bypass exam.*



CTCH/DES 313: Augmented Reality

CS115: Object Oriented Design

This course focuses on the concepts of object-oriented programming. Topics include data abstraction, classes, composition and inheritance, subtyping, dynamic binding, polymorphism and dynamic memory management. Other topics include type systems, two-dimensional arrays, records, references, searching and sorting algorithms, language translation. Software engineering: comprehensibility, correctness, efficiency, refactoring. ***Prerequisite: CS 110 with a minimum grade of 65% and one of MATH 110 (may be taken concurrently) or MATH 103 with a minimum grade of 80%.***

CS201: Introduction to Digital Systems

Hardware paradigms, logic minimization, sequential and combinational circuits, register transfer notation. Numerical data representation, number bases, floating-point and two's-complement representation, representation of non-numeric data, records and arrays. Von Neumann architecture, control units, instruction sets, assembly language programming, addressing modes, subroutines, basic building blocks, computer components. ***Prerequisite: CS 110***

CS 205: Introduction to Multimedia Systems

Multimedia is the use of computers to integrate texts, graphics, video, animation, and sound in an interactive experience. The course introduces these elements of multimedia and their associated technologies. Students will gain an appreciation of each element and be able to combine them into a finished work. ***Prerequisite: CS 110*** *Note: Students may not receive credit for more than one of CS 205, CS 325, CS 390AI, CS 490BM, and FILM 385AB*

CTCH 223 / CS 207: Building Interactive Gadgets

An introduction to building and controlling interactive devices for multimedia art and DIY projects. Build robots, new musical instruments, wearable computers and more. Learn about sensors and actuators: WiFi, Bluetooth, GPS; hardware platforms such as the Arduino; and software platforms such as Processing and MaxMSP. ***Prerequisite: CS 100 or CS 110 or completion of 30 credit hours.*** *Note: Students may receive credit for one of CS 207 or CTCH 223.*

CS 280: Social, Ethics, & the Profession

The social and ethical aspects of computing. Professional ethics and communication. A survey of issues related to intellectual property, privacy and civil liberties, sustainability, security policies and laws, computer crimes, and supporting diversity, equity, inclusion, and accessibility in software systems.

Prerequisite: CS 180 and ENGL 100.

CS 285: Web & Database Programming

This course shows how interactive database-driven web applications are designed and implemented. Appropriate protocols and languages for web and database programming will be discussed, with a focus on client-server architectures, interface design, event-driven programming, information management, data modeling, database systems, APIs, model-viewcontroller design patterns. Comparisons to development on other specialized platforms. ***Prerequisite: CS 210 and CS 280.***

Note: Students can only receive credit for CS 215 or CS 285.

CS 305: Human Computer Communications

This course stresses the importance of good interfaces and the relationship of user interface design to human-computer interaction. Other topics include: interface quality and methods of evaluation, interface design examples, dimensions of interface variability, dialogue genre, dialogue tools and techniques, user-centered design and task analysis, prototyping and the iterative design cycle, user interface implementation, prototyping tools and environments, I/O devices, basic computer graphics, and color and sound. ***Prerequisite: CS 215. ***

CS 315: Introduction to Computer Graphics

Introduction to graphics hardware and software. Two-dimensional graphics rendering algorithms. Basic three-dimensional modeling, transformations, viewing geometry, lighting and shading, hidden surface removal, and texture mapping. *** Prerequisite: CS210 and MATH 122 ***

CS320: Introduction to Artificial Intelligence

Foundations and main methods of Artificial Intelligence. Problem characteristics and spaces. Search and optimization techniques with a focus on uninformed and heuristic algorithms. Two player games and constraint satisfaction. Modelling and simulation. Comparison of logic-based, fuzzy, and probabilistic reasoning and knowledge representation methodologies. ***Prerequisite: CS 220.***

Note: Students may only receive credit for one of CS 320 or ENSE 411 (ENSE 496AC).

CS 340: Advanced Data Structures and Algorithm Design

Fundamental algorithms: depth- and breadth-first traversals, pattern matching, and graph algorithms. Algorithmic strategies: brute-force, greedy, divide-and-conquer, backtracking, branch-and-bound, dynamic programming, and randomized. Algorithm analysis, complexity theory, performance evaluation. Parallelism: fundamentals, algorithms, communication. ***Prerequisite: CS 220.***

CS 408: Animation Software Design

This course teaches the design and implementation of software for creating animations. Topics include history of animation, technical background, motion control, keyframe-based animation, kinematics, physically based animation, fluid animation, modelling and animating human figures, facial animation, modelling behavior, and special models for animation. ***Prerequisite: One of CS 315, CS 320, CS 330, or CS 340***

CS 409: Interactive Entertainment Software

This course teaches the design and implementation of interactive entertainment software, including computer games. Topics include history of interactive software, social factors, principles of interactive entertainment, hardware platforms, current software development tools, game design, game architecture, game physics, collision detection, game graphics, artificial intelligence for games, audio, game production and business aspects. ***Prerequisite: One of CS 315, CS 320, CS 330, or CS 340. ***

CS 427: Introduction to Computer Audio

The purpose of this course is to provide a broad overview of many areas of computer audio, including: Digital representation and compression; Psychoacoustics; Surround Sound; Speech recognition and Music Information Retrieval; MIDI and New interfaces for music; and video game sound. We will also explore modular interactive software environments such as Max/MSP and PD. ***Prerequisite: CS 315, or CS 320, or CS 340***

Note: Students may not receive credit for more than one of CS 327, CS 427, and CS 490BX

CS 428: Human Computer Communications

This course stresses the importance of good interfaces and the relationship of user interface design to human-computer interaction. Other topics include: interface quality and methods of evaluation; interface design examples; dimensions of interface variability; dialogue genre; dialogue tools and techniques; user-centered design and task analysis; prototyping and the iterative design cycle; user interface implementation; prototyping tools and environments; I/O devices; basic computer graphics; color and sound. ***Prerequisite: CS 215 or CS 285 and CS 280.*** *Note: Students may not receive credit for more than one of CS 305 and CS 428.*

Course Descriptions: Engineering Courses

These courses are approved to be part of CTCH & DES and are offered through the Department of Computer Science.

(Check with the Department to see which ones are currently available.)

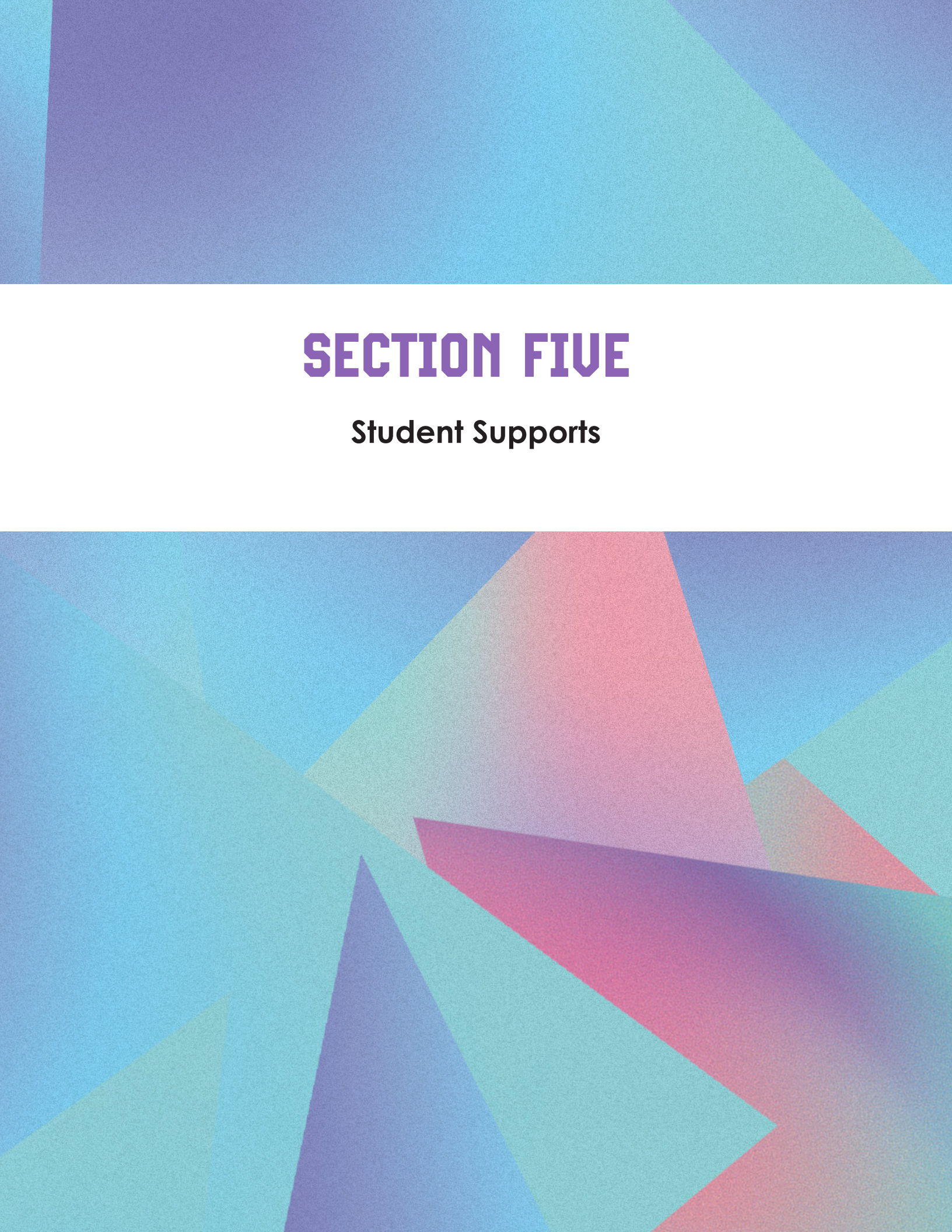
ENGG 100: Engineering Graphics

Fundamentals of graphical communication and analysis. Manual and computer-aided sketching and drawing techniques; orthographic and pictorial projections; multi-view, isometric and oblique drawings; basic descriptive geometry; introduction to working drawings.

ENSE 271: People Centered Design

Psychological principles of human-computer interaction. Evaluation of user interfaces. Usability engineering. Task analysis, user-centered design, and prototyping. Conceptual models and metaphors. Software design rationale. Design of windows, menus, and commands. Voice and natural language I/O. Response time and feedback. Color, icons, and sound. Internationalization and localization. User interface architectures and APIs. Case studies and project.

Prerequisites: Completion of 30 credit hours.



SECTION FIVE

Student Supports

Student Supports

Building Security and Access:

University of Regina buildings are open from 7:00 a.m. - 11:00 p.m. Some rooms are accessible only by card key, which will be issued as appropriate to each student by the Office of the Dean of Media, Art, and Performance. It is prohibited to prop the doors to key-accessible spaces as this jeopardizes the security of people and equipment.

House Phone: A house phone is located in the basement of the Riddell Centre around the corner from the Maker Space. Campus Security is on call 24/7, and can be reached at (306) 585-4999.

Walk Along: Walk Along is a free service that offers staff and students a safe walk to their car or anywhere on campus. Call (306) 585-5600 or press the "Walk Along" button on campus pay phones (no coins required).

Lone Worker: The Lone Worker Service is provided by Campus Security to enhance your personal safety while working or studying alone. The Service is available to everyone in the University of Regina community during the quiet hours of the evening, weekends and statutory holidays.



Collaboration is a key element of Creative Technologies & Design courses.

Student Supports

Use of Facilities and Equipment:

Facilities are designated for Creative Technologies & Design in order that all users can enjoy a pleasant and productive working environment. It is essential that there be mutual respect and co-operation.

Please consider the impact of your actions on others in our common shared spaces, and observe the following guidelines:

1. Spaces must be left in their original, tidy condition for the next users.
2. Eating and drinking at computer workstations is prohibited. Smoking and/or consuming drugs or alcohol are prohibited outside of designated areas on campus.
3. Users of designated, specialized spaces must have permission to use those spaces: faculty members will facilitate appropriate key requests.
4. Keys for specialized spaces are non-transferable and must be returned to the Office of the Dean.
5. There must be no tampering with equipment. Any problems with equipment should be reported immediately to the appropriate faculty or staff member or technician.
6. No equipment is to be moved without permission of faculty.
7. No permanently placed equipment is to be removed from the University premises without written permission.

Booking Rooms:

Your class may include access to one of our specialized labs or studios. Your instructor will inform you of the access policy, but in general undergraduate students access the spaces in one of three ways:

1. Your class may be scheduled in one of our specialized spaces such as the Maker Space or the Sound Studio. Your instructor will provide orientation. If you are allowed to access the lab outside class for your assignments, you will be informed by your instructor how to arrange access.

Student Supports

2. You can also visit labs/spaces during a set drop-in “open hour” or open lab times. These are drop-in times set by the program for Fall and Winter, and change from semester to semester. Usually, the open hours are supervised by undergraduate technical assistants, graduate students, or sometimes by your instructor. Open lab hours are set up for the Maker Space, and the IMP Labs. These open hours will be advertised by posters, and social media.

Maker Space

Location: Riddell Centre 040

Hours: TBD each semester

The Maker Space supports creativity and collaboration, providing students with tools like 3D printers, laser cutters, and various software for projects within Creative Technologies & Design programs. The Maker Space has weekly community hours for students to use the hardware and software in this space.

MAP Computer Lab

Location: Education Building 440.2

Hours: The lab is open whenever the University is open.

The new MAP Computer Lab in ED 440.2 has MAC desktop computers with various softwares installed. **Availability depends on class usage.** Usually, schedules are posted on the door that show the regular class usage for a semester. Students may purchase a fob for \$10 to gain access when it is available for use.

Student Supports

Equipment and Fees:

Creative Technologies & Design students can access some equipment for free, take home loan, through the MAP Equipment room. The room is located in the Education Building, First Floor, inside the Film Department. Students must book equipment in advance. Strict booking policies are used to ensure equipment is looked after and returned on time. You will receive information on what you need, and how to reserve, pick up, and return your equipment from your instructor.

Other equipment will be used in the labs/classrooms and can only be accessed there.

You may also be asked to provide your own equipment for a specific class, or to purchase kits or other resources. This will all be outlined in your syllabus/course outline when you start the course.

A materials fee will be applied to all students registered in the CTCH & DES making courses where additional equipment will be purchased by CTCH & DES. Exact amounts for the materials fee will be determined based on the specific needs for each course. This is to support the upkeep and replacement of expensive, specialized equipment and to provide extra supplies for you for unique classes, you will be informed at the start of the class when this applies.

Email Notices to Students:

All units at the University of Regina maintain an official list of students' University of Regina e-mail addresses and we will regularly send e-mail notices to your University of Regina account. Please check your UR e-mail account and URCourses individual course email folders regularly.

Student Employment Opportunities:

Various student employment opportunities are available to Creative Technologies & Design students including student teaching technical assistant positions, and research assistantships with Professors. All positions are posted on the University of Regina website.

Student Supports

Centre for Student Accessibility

Student Accessibility upholds the University's commitment to a diverse and inclusive learning environment by providing services and supports for students based on disability, religion, family status, and gender identity. Students who require these services are encouraged to contact Student Accessibility to discuss the possibility of academic accommodations and other supports as early as possible. For further information, please email accessibility@uregina.ca or phone 306-337-2200.

For further information on the registration process, please explore the “UR Accommodated” website: <https://www.uregina.ca/student/accessibility/>.

Respectful University Policy & Sexual Violence Misconduct

Harassment and Discrimination will not be tolerated. The University of Regina promotes a learning environment that is free from all forms of harassment and discrimination. The University will neither tolerate nor condone any inappropriate or irresponsible conduct, including any form of behaviour which creates an intimidating, hostile or offensive environment for work or study through the harassment of an individual or group on the basis of a) race and all race-related grounds such as ancestry, place of origin, colour, ethnic origin, citizenship and creed or b) sex, gender or sexual orientation.

All members of the University community also have the right to work, teach, research, study and otherwise participate in activities connected to the University in an environment that is free from any form of sexual violence, including sexual harassment, stalking, sexual assault, cyber sexual violence and harassment, and distribution of intimate images without consent.

University policies may be viewed here:

<https://www.uregina.ca/policy/browse-policy/policy-GOV-100-015.html>

<https://www.uregina.ca/policy/browse-policy/policy-GOV-100-018.html>

Student Supports

Academic Regulations

Students are responsible for understanding and following the University's Academic Regulations in the [Undergraduate Calendar](#).

Academic Misconduct

Academic Misconduct, as [defined in the Undergraduate Calendar](#), includes cheating, plagiarism, and any other acts by which students attempt to attain grades or academic standing that they don't deserve. The University's policy is that it is your responsibility to know what plagiarism is and to avoid it in your course work. You will not be able to excuse academic misconduct by arguing that you didn't know your behaviour constituted plagiarism or misconduct. Please read the section titled, "Plagiarism" in the Undergraduate Calendar. If you are ever uncertain about whether or not your work constitutes plagiarism, please ask your instructor before you submit it. When you hand in assignments, it will be assumed that you submitted the version you intended to submit. Therefore, any attempt to avoid penalty by saying you accidentally handed in the wrong paper or file, will not be accepted. Please review the Student Code of Conduct and Right to Appeal on pages 48-55 in the Undergraduate Calendar.

Every CTCH & DES course syllabus will have a statement about Academic Misconduct and the use of AI. It is a student's responsibility to read through the syllabus and understand the specific regulations for every course.

Student Supports

Policies on Generative AI

The use of generative AI technology is prohibited. Students are not allowed to use generative artificial intelligence software in their assignments, including Microsoft Co-pilot, Microsoft predictive editorial assistance, ChatGPT, Perplexity, Quillbot, Wordtune, Spinbot, Microsoft Co-pilot, Bard, Rytr, Writesonic, Jasper, DeepL, Youdao, Google Translate, or any tool that provides translating, writing, summarizing, paraphrasing, or editing assistance. **If the software is writing, re-writing, or doing research for you, it is not allowed. If the software is translating for you – if it is choosing the words or the ideas or both – it is not allowed, and it will be reported as academic misconduct.**

Incorporating plug-ins and add-ons that contain generative AI technology into Microsoft Word, Google Docs, or any other word processor and using them to write your assignments is also a violation of academic integrity. You are expected to complete all course work, including but not limited to writing, reading, research, and art-making, without substantial assistance from others, including automated tools. *Students are responsible for documenting their process, including saving drafts of their work, and will need to be able to present that documentation should an academic integrity investigation arise.*

In order to document your process, use Microsoft Word and turn on Track Changes at the beginning so that your process is documented.

Unauthorized or uncited use of generative AI is considered a breach of academic integrity.

Always reference sources included in your course work. For guidance on how to reference using various citation styles, please visit: <https://www.cite.auckland.ac.nz/2.html>. All tools must be acknowledged at the end of the assignment, including grammar or translation assistive technology, in a paragraph that outlines the tools used and what they were used for.