

CREATIVE TECHNOLOGIES

STUDENT HANDBOOK

2022 - 2023



FACULTY OF MEDIA+
ART+PERFORMANCE



University
of Regina

Available online in PDF Format at:

<https://www.uregina.ca/mediartperformance/assets/docs/pdf/CTech-Handbook.pdf>

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SECTION ONE: INTRODUCTION

Introduction

Welcome to the Creative Technologies program (CTCH) at the University of Regina. This handbook provides information about CTCH: its vision, requirements, faculty, facilities, and the broad range of courses that can be taken as part of an individualized course of study. This handbook supplements the general policies and procedures outlined on the Faculty of Media, Art, and Performance (MAP) and Computer Science (CS) web pages and the University of Regina Undergraduate and Graduate Calendars.

The Creative Technologies program recognizes visionary research at the intersection of the arts, sciences, technology and culture through forming a collaborative network that fosters new and innovative interdisciplinary opportunities for students and researchers alike. Core courses are taught by faculty 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. We also have a range of creative industries professionals who teach as sessionals and share their professional experience in the field.

Program Administration

The Student Program Office is located in the Faculty of MAP (RC 267.2). General questions about the program and courses can be directed to:

Program Coordinator

Dr. Charity Marsh

Professor, Creative Technologies and Interdisciplinary Programs (Creative Technologies)

Charity.Marsh@uregina.ca

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

Dr. Daryl Hepting

Hepting@cs.uregina.ca

Faculty Liaison (Faculty of Engineering)

Dr. Tim Maciag

Tim.Maciag@uregina.ca

For program advice or to set up an advising appointment:

MAP Students:

Student Program Centre

RC 267

306-585-5570

media.art.performance@uregina.ca

CS Students:

Contact the Academic Program Coordinator: Connie Renwick (CW 307.14)

Connie.Renwick@uregina.ca

Important Links:

Faculty of Media, Art, and Performance

<https://www.uregina.ca/mediaartperformance/creative-technologies.html>

Department of Computer Science

<http://www.cs.uregina.ca/UndergradProgram/>

Undergraduate Calendar:

<https://www.uregina.ca/student/registrar/publications/undergraduate-calendar/sections.html>

Program Profile

Creative Technologies: Where technology and art collide to create something new

Creative Technologies (CTCH) is an interdisciplinary program that is unique in the province of Saskatchewan. It encourages studies and research outside of and across traditional areas of study; bringing together artists, scientists, and cultural theorists to converge and explore innovative approaches to art making that re-imagine the impact and power of technology within the fine arts including visual and media arts, music, film, and theatre. Students may enter through the Faculty of Media, Art, and Performance and graduate with a BA (Fine Art) in Creative Technologies, or enter through the Faculty of Science, Department of Computer Science and graduate with a BSc (Computer Science) in Creative Technologies. Minors in Creative Technologies are also possible, as part of a major degree in a different Faculty at the University of Regina.

CTCH offers courses from fine arts, computer science, and engineering, with opportunities

to draw on courses from media and communications studies, education, and beyond. Our roster of courses encourages collaboration, experimentation, and lateral thinking. The program cultivates imaginative and innovative outcomes inspired by our changing technological landscape.

Who Should Study With Us?

The Creative Technologies program is ideal for students who have specific interests in art, technology, culture, and interdisciplinary study. Our students are serious about gaining skills as artists, scientists, developers, designers, theorists, entrepreneurs, and practice-based scholars, and they learn to think about technology and the arts in new ways. Our students thrive in the exploration of digital culture while working in interactive media and installation, physical computing and creative computation, augmented performance and critical research into art and technology.

Our courses also supplement traditional study in media, art, and performance. Imagine how a course working with an iPad as an instrument broadens traditional music training by including new media; how real-time interactivity through the incorporation of custom electronics enriches the process of making art installation; how 3D modeling, laser cutting and rapid prototyping nurtures new avenues in sculpture; how a course in expanded cinema enhances approaches to animation; and how the development and programming of topic sensitive social media and mobile apps augment a course in performance theatre. For students of Creative Technologies, the possibilities are as open and flexible as are our ideas and engagements. Students are supported through an academic advising process that tailors their program of study to individual interests:

Our Program Goals

- To teach creative, critical and technological excellence through an interdisciplinary approach working across new media/creative technologies 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 a flexible, rigorous program that continually integrates new approaches and responds 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 graduates have many options for continued study and employment. This unique specialization in art 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. Graduates will be employable in the areas of interactive art design and display, mobile app design and development; animation; web content design and programming; and, interface and interaction 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; and, as online and social media producers or consultants.

CTCH Teaching Faculty and Researchers

CREATIVE TECHNOLOGIES CORE FACULTY

Dr. Charity Marsh
Program Coordinator, Creative Technologies
Professor, Creative Technologies and Interdisciplinary Programs
RC 048 (306) 337-2623
Charity.Marsh@uregina.ca

Lindsey French
Assistant Professor, Creative Technologies (and Visual Arts)
RC 154, (306) 585-5554
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Dr. Aislinn McDougall
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RC 248
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CREATIVE TECHNOLOGIES AFFILIATED FACULTY

Dr. Timothy Maciag
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Dr. Christina Stojanova
Professor, Film Department (and Creative Technologies)
ED 239.7, 306-585-5690
christina.stojanova@uregina.ca

A number of our CTCH classes are also taught by our wonderful team of industry professionals and some of the recommended electives for Creative Technologies students are taught in the as well as the Departments of Film, Music, Theatre, and Visual Arts. To find out more information about these courses and instructors, contact Dr. Charity Marsh or the Student Program Office.

SECTION TWO: Getting In

Application Procedures:

All students applying to the Creative Technologies program 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 website:

<https://www.uregina.ca/mediaartperformance/creative-technologies.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 is August 1 for Canadian citizens and permanent residents, and March 1 for International Students.

See <http://www.uregina.ca/futurestudents/deadlines/fall.html> for more details, along with the Important Dates web pages: <https://www.uregina.ca/student/registrar/publications/>

Facilities:

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

<http://www.cs.uregina.ca/Technical/>

Creative Technology Maker Space: This a flexible project space, equipped with various small hand tools, soldering equipment, projector, sound system, work bench, littleBits Pro library, laser cutter, 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.

IMP Labs: 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 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 to the public at large.

MAP Sound Studio: This is a research space for multichannel sound, and audio art and technology. Access will be arranged by your instructor if you are using it for classes or projects. Instructors please see <https://www.uregina.ca/mediartperformance/for-faculty-staff.html> for the booking policy for this space. Located in ED242.

Computer Science Undergraduate Media Lab (UDML) and Other Classrooms: The UDML (or "Fishbowl") houses 16 iMacs equipped with audio, graphics, imaging, office, software development, web development, and hacker/maker tools, along with an Epson scanner and midi keyboard. Located in CL 135.

Faculty of MAP/Department of Visual Arts Digital Print Studio 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.

NOTE: COVID-19 Pandemic restrictions may result in campus and lab closures, see the University of Regina website for details

SECTION THREE: Options and Requirements

Bachelor of Arts (Fine Arts) Creative Technologies Concentration:

Chart your own course in this diverse interdisciplinary program. You will learn to be innovative and adept with new technology and at integrating new mediums. You will gain a new perspective on technology and the arts.

Flexibility is built into the program, 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.

<http://www.uregina.ca/mediaartperformance/areas-study/creative-tech/ct-programs.html>

Bachelor of Science (Computer Science), Creative Technologies Concentration:

This computer science degree allows you to take core creative technologies classes alongside core computer science classes to build an interdisciplinary degree focused on computer science skills such as coding and programming.

<http://www.cs.uregina.ca/UndergradProgram/programs/>

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/mediaartperformance/programs/creative-tech/ct-programs.html>

Computer Science Minor in Creative Technologies:

A minor in Creative Technologies will add breadth to your computer science 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 Computer Science Minor requirements.

<http://www.cs.uregina.ca/UndergradProgram/programs/minor>

How to Choose My Classes

First Year Courses: There are some set first year courses in CTCH designed to introduce you to the wider field and provide you with some basic training in the areas of audio, visual, and interactive media. . You can also choose other critical competencies, electives, or required CS or MATH courses to complete during this year.

MAP Critical Competencies or Required CS and MATH Courses: These are courses to ground your Bachelor of Arts or Bachelor of Computer Science in the necessary broad approach to your field, and ensure you have the required literacies and critical knowledges. These courses can be taken at any time during your degree. Some have pre-requisites that must be taken first, check each option carefully.

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 classes by offering exciting disciplinary training that connects to our program. We have a list of courses to choose from which is updated regularly. You will have to check with the Department what is being run that semester, as courses are not offered every semester.

Second Year Courses:

This is where you have the opportunity to choose from a diverse range of CTCH classes as well as taking further recommended electives. Some courses are core to all students, but you have lots of other choices also 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 art and technology. Courses may be lecture based, or studio/lab based, or a hybrid based model, often including a mix of both approaches. We have clustered 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:

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, and other approaches to creating interactive media, art, performance and/or interactive Computer Science or Engineering work.*

All three streams of Creative Technologies focus on the critical questions in the field, and provide training in understanding media and culture. There are also two designated core theory courses that all students must take in order to ground their studies in critical and historical knowledge in the field. Some students may be also interested in research careers and can also take additional courses in this area.

Third Year Courses: This is where you apply your learning from first and your second year to deeper classes based on large projects, deeper critical analysis, and advanced learning. There

are some core classes all students take, plus a number of additional courses to choose between. Courses at this level allow you to propose and develop your own independent projects and approaches, and work in interdisciplinary teams, and some have public or online showcases. Choose the ones you think relate to your interests.

Fourth Year: In your fourth year you will take our capstone project classes which prepare you for graduation. In these classes you will learn professionalization and create a major project or major written project. You may also choose one of the fourth-year electives if you wish, although these are offered less often, depending on Faculty availability.

See examples of capstone projects here: <http://creative-technologies.ca/>

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

Our program is a general creative technologies degree that can be applied to any career. Many graduates will also 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 scientists or engineer employed in the Creative Industries*)

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*)

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.*)

Careers in Social Media and Online Marketing (*social media marketing; social media consultant; YouTube producer/performer*)

Program Requirements:

Bachelor of Arts in Creative Technologies

Credit hours	Required	Completed
0.0	MAP 001 Foundations of University Practices	
Media, Art, and Performance Critical Competencies – 33 credit hours		
Communication in Writing		
3.0	Two of ACAD 100, ENGL 100 or 110	
3.0		
Culture and Society		
3.0	MAP 202	
3.0	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.	
3.0		
Natural or Social Sciences		
3.0	Two courses in the following areas (excluding courses in research/statistics): ECON, GEOG, PSCI, PSYC, SOC, SOST, and STS other than statistics or methodology. Any Science courses, including MATH.	
3.0		
Research Skills and Methodologies		
3.0	Any course in research methods, statistical analysis, logic, or computer science offered through the Faculties of Arts and Science, such as: PHIL 150, CS (any course), INDG 280, 282, SOST 201, 203, 306, 307, PSYC 204, 305, WGST 220, STAT (any course). ARTH 301, CTCH 203, 303, and THST 250 may be counted in this area if not already counted in another area of the	
Critical Competency Electives		
3.0	9 additional credit hours from any of the above areas.	
3.0		
3.0		
Note: Course substitutions in the above categories may be granted by the Dean or Designate.		
Major Requirements - 63 credit hours 65% is required in area of Concentration		
3.0	CS 207	
3.0	CTCH 110	
3.0	CTCH 111	
3.0	CTCH 112	
3.0	CTCH 113	
3.0	CTCH 203	
3.0	CTCH 303	

3.0	ARTH 360	
6.0	Two of CTCH 301, CTCH 302, CTCH 307	
3.0	CTCH 304 or CTCH 305	
3.0	FILM 200	
12.0	Four additional CTCH at the 200 or 300 or 400 level	
3.0	CTCH 498	
3.0	CTCH 499	
9.0	Three courses from the following, "Creative Technologies Recommended Courses" list: ART 222, 223, ARTH222, CTCH 200, 300 or 400 level, CS110, 205, 280, ENGG 100, 123, FILM 280 AA, FILM 280 AD, FILM 253, FILM 386 AD, FILM 286 AA, MUHI 304, MU 319, MUEN 123, THDS 240, THDS 346, THDS 347, THDS 220	
Media, Art, and Performance Requirements outside the major - 12 credit hours		
9.0	Three courses outside the area of concentration.	
3.0	One MAP course or other interdisciplinary Media, Art, and Performance course (approved by Dean or Designate).	
Open Electives – 12 credit hours		
12.0	Four open Electives	
120	PGPA 65 % required	

B.Sc. in Computer Science with Creative Technologies Concentration

Credit hours	Required	Completed
3.0	CS 110	
3.0	CS 115	
3.0	CS 201	
3.0	CS 205	
3.0	CS 207	
3.0	CS 210	
3.0	CS 215	
3.0	CS 280	
3.0	Three of: CS 301, 310, 330, 335, 372	
3.0		
3.0		
3.0	CS 315	
3.0	CS 320	

3.0	CS 340	
3.0	CS 428	
3.0	CS 400-level *	
3.0	CS 400-level *	
3.0	MATH 110	
3.0	MATH 111	
3.0	MATH 122	
3.0	MATH 221	
3.0	STAT160 or 200	
3.0	STAT251	
3.0	CTCH 110	
3.0	CTCH 111	
3.0	CTCH 203	
3.0	FILM 280AC	
3.0	CTCH 204	
3.0	CTCH 300- or 400-level from list in handbook **	
3.0	CTCH 300- or 400-level from list in handbook **	
3.0	PSYC 101 or 102	
3.0	ENGL 251	
99.0	Subtotal (65% Major GPA required)	
3.0	ENGL 100	
3.0	ENGL 110	
3.0	Open elective	
3.0	Open elective	
3.0	Open elective	
3.0	Open elective	
3.0	Capstone project ***	
120.0	Total (65% Program GPA required)	

* It is highly recommend that fourth year CS electives be related to creative technology, such as CS 405, CS 408, CS 409, CS 425, CS 427, CS 455

** CTCH electives will be selected from the list of available electives in the CTCH handbook

*** The CTCH Capstone project course will consist of a major project implemented by the student. Details reside in the CTCH handbook and are currently being finalized

BA MEDIA, ART, AND PERFORMANCE MINOR, CREATIVE TECHNOLOGIES

Credit hours	Required	Completed
3.0	CTCH 110	
3.0	CTCH 203	
3.0	CTCH 204 or CS 207	
3.0	CTCH course at the 300-level	
3.0	CTCH at the 300 or 400-level	
3.0	A course from: ART 222, 223, 355, ARTH 222, CS 280, 305, 325, 327, 408, 409, CTCH 111, CTCH 200, 300 or 400-level, (including CTCH 304, 305, 402), ECMP 355, ENGG 100, 123, ENSE 479, MAP 300, 401, MUCO 217, 341 MUHI 304, THDS 347	
18.0	Total	
3.0	1 course from the following list: CTCH 111, CTCH 200, 300 or 400 level, ART 223, ART 355, ART 390 AI, ARTH 222, ARTH 380 AI, CS 280, CS 305, CS 325, CS 327, CS 330, CS 408, ECMP 355, ENGG 100, ENGG 123, FA 300 AN, FA 401, FILM 200, FILM 346, MUCO 317, MUCO 318, MUCO 326, MUCO 327, MUHI 304, THDS 347	
18.0	Total	

FACULTY OF SCIENCE, COMPUTER SCIENCE, MINOR IN CREATIVE TECHNOLOGIES

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.

Credit hours	Computer Science minor required courses	Student's record of courses completed
3.0	CTCH 110	
3.0	CS 207	
3.0	CTCH 203	
3.0	CTCH 2xx or 3xx	
3.0	CTCH 2xx or 3xx	
3.0	Approved Elective*	
18.0	Subtotal	65% Minor GPA required
*Approved Electives: ART 223, CS 205, 207, 215, 408, 409, 427, 428, ENGG 100, ENGG 123, MUCO 326, MUCO 327, or THDS 347.		

Professional Placement and Co-op Options:

The Faculty of Media, Art, and Performance Professional Placement:

This is an experiential learning course, similar to an internship. It gives 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 from the host institution. 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: <http://www.cs.uregina.ca/UndergradProgram/workstudy/> and on the Career Centre pages:

<http://www.uregina.ca/careercentre/coop/future-students/co-op/science/computer-science.html>. 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.

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.

SECTION FOUR:

Course Descriptions

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

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

“Search Classes and Build a Schedule”

https://banner.uregina.ca:17023/ssbprod/bwckschd.p_disp_dyn_sched

The tentative schedule of CTCH courses for the 2022-2023 year are as follows.

Fall 2022

CTCH 110	Introduction to Creative Technologies
CTCH 113	Introduction to Digital Studio Tools
CTCH 201	Introduction to Sound Art
CTCH 203	Introduction to Media and Communication
CTCH 210AB	3D Animation: Art and Social Media
CTCH 305	Expanded Screens
CTCH 310AE	Digital Storytelling and Interactive Media
CTCH 498	From Prototype to Portfolio

Winter 2023 (subject to change)

CTCH 111	Creative Technologies Processes
CTCH 112	Introduction to Audio Tools
CTCH 113	Introduction to Digital Studio Tools
CTCH 204:	Introduction to Creative Coding
CTCH 210 AB	3D Animation: Art and Social Media
CTCH 213	Branding, Advertising, and Design
CTCH 301	Play: Interactions in New Media
CTCH 303	Technology and Culture
CTCH 320	AR, Art, and Activism
CTCH 321	Popular Music Cultures and Technologies
CTCH 402	Media, Censorship, Propaganda
CTCH 499	Creative Tech Capstone Project

Catalog of CTCH Courses

First Year

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.*Note: May not receive credit for both CTCH 110 and FA 169AA*, *Note: Creative Technologies Program Option*

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 Note: Creative Technologies Program Option.*

CTCH 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 not receive credit for CTCH112 and CTCH 212*

CTCH 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 not receive credit for CTCH113 and CTCH 211*

Second Year

CTCH 200AE: The Electronic Voice: Beatbox, Looping, Vocal FX and Soundscapes

This course explores the endless possibilities of the human voice in combination with technology. We will cover 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.

CTCH 200AF, CTCH 200AH: Global Exploration in Creative Technologies

Students will critically and experientially engage with creative technologies in locations outside the university.

CTCH 200AG: Branding, Advertising and Design

This course explores design practices for branding and advertising as they are developed in a professional environment. Through experiential learning process, 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.

CTCH 200AH: Global Exploration in Creative Technologies 2

Students will critically and experientially engage with creative technologies in global locations.

CTCH 200AI: Rhythm, Riff, Remix: Electronic Dance Music Production

This course introduces students to the basic elements, techniques and processes of electronic music, technologies and design, focusing on three key areas: beats and rhythm design, riff composition and combination, and remix strategies and production processes.

CTCH 200AJ: Music and the Computer: Listening for the Future

Imagine a future where a button press unleashes a symphony, or everyone contributes to a global soundtrack. Music is evolving, and in this course students will explore the relationships between music, science, and technology, engaging with ideas of contemporary scholars and sonic artists, conducting creative projects, and questioning music's future.

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 Concrete, 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, or permission of the instructor***

Note: Students may not receive credit for CTCH 201 and/or CTCH 200 AA and/or FA 269AB 001 and/or ENEL 496AD *Note:

Creative Technologies Program Option

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. *Note: Students may not receive credit for FA 269AC and CTCH 203* *Note: Creative Technologies Program Option*

CTCH 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 Instructor. *** NOTE: Students cannot receive credit for CTCH 200AD and CTCH 204.NOTE: Creative Technologies Program Option.

CTCH 205: Hip Hop Culture, 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.* *Note: Creative Technologies program option.*

CTCH 211: Digital Studio Tools

This studio course explores the creative opportunities available to creatives working digitally in the areas of fine art, illustration & 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 & Adobe InDesign as well as learning how to incorporate scanned artwork or photography into works for both print and screen.

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.***

Third Year

CTCH 301- PLAY: Interactions in New Media

Play: interactions in new media Play is a hands-on studio course exploring participation and interaction in new media art practice. Students will build projects in the areas of interactive installation, data visualization and public intervention.

Prerequisite: CS 207 or CTCH 202 or CTCH 204 or permission of instructor *Note: Creative Technologies Program Option*

CTCH 303: Technology and Culture

The aim of this course is to understand technology as a social practice. It will focus on issues concerning the intersections between technology and social life from a multidisciplinary perspective. Topics include: the nature of technology; history of technology; theories of technology; technological determinism and fetishism; technology and bodies; gender and media; digital and interactive media; technology and representation.

Prerequisite: CTCH 203 *Note: Creative Technologies Program Option*

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). *Note: Creative Technologies Program Option*

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. *Note: Creative Technologies Program Option*

CTCH 306: Digital Storytelling & 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 instructor**

CTCH 307: Improvising with Advanced Interactive Media

This core Creative Technologies class critically examines modern mobile devices including phones and tablets, and their creative applications. Students will explore improvised sound and music, performance, projection, and the development of interactive media, and work towards a concert/showcase. Music students and computer science students are also encouraged to enroll. ***Prerequisite:

Successful completion of 30 credit hours, or permission of the instructor*** *Note: Students may not receive credit for CTCH307 and CTCH 200 AB or CTCH 202*

CTCH 310AA: Sound Art 2: Interactive Audio

This class focuses on creative explorations of interactive audio art. Students will work on a major practical project(s) or research projects depending on their interests.

CTCH 310 AB: Wearables: Art and Body Tech

This course explores “wearables” in art and technology. Students will create wearable projects and learn about critical concepts and histories of global wearable art, including emerging wearable trends.

Prerequisite: 30 credit hours or permission of instructor

CTCH 310AC: 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 instructor. ***

CTCH 310AD: 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. Open to beginners and advanced students.

Prerequisite: 30 credit hours. *Note: Special permission of the instructor available for strong candidates with less credit hours completed.

CTCH 320AA: 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. ***

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 analyze their ideas and techniques working on either a major essay or a solo performance work. ***Prerequisite: 30 credit hours or permission of instructor***

CTCH 402: Media, Censorship, Propaganda

This advanced seminar course will introduce students to interdisciplinary critical approaches to the study of (self) censorship, propaganda and persuasion in contemporary media on the basis of films, television shows and other artefacts. *Note: Students cannot

receive credit for Film 480AV and CTCH 402* *Note: Creative Technologies Program Option*

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***
Note: Creative Technologies Program Option

CTCH 410AA: Interdisciplinary

Improvisation Investigates history and practice of improvisation in theatre, music, computer science, arts, and social practice; and its wider impact on interdisciplinary collaboration practices. Students choose either essays or applied/creative assignments.
***Prerequisite: Completion of 30 credit hours or permission of the instructor. ***

CTCH 498: From Prototype to Portfolio

Students will design and draft a major project or research paper in creative technologies. They will also learn professional skills in the Creative Industries including project pitching, grant writing, entrepreneurship, and interviewing. Students in the Creative Technologies concentration will design the first stage of their Capstone work. ***Prerequisite: 81 credit hours***

CTCH 499: Creative Tech 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.***

APPROVED COURSES OFFERED THROUGH THE DEPARTMENT OF MUSIC *(Check with the Department which ones are currently available)*

MUEN 123: New Music Ensemble

This is an open instrumentation ensemble that performs works by student composers from MUCO 217 – The Art of Music Composition; it will also study and perform works of the 20th and 21st centuries and practice free improvisation. Members of the New Music Ensemble will be expected to prepare materials to a level suitable for public performance. The ensemble has two sections: section 001 is for academic credit and section 002 is non-credit. The ensemble is open to all students without prerequisite; community members are also welcomed.

MU 319: Music Cultures of the World

An inclusive survey of classical, popular and folk music traditions from around the world. As well as expanding their listening skills, students study music in culture and music as culture and, in the process, develop fresh approaches to their own musical traditions. Music-reading ability not required.
Prerequisite: completion of 15 credit hours

Note: Students cannot receive credit for both MU 319 and MUHI 319

MUCO 326: Introduction to Computers in Music

Taught in an electronic studio environment, this course introduces computer techniques used in music notation, editing, sound production and

recording. *Note: Music reading ability recommended* *Note: Students cannot receive credit for both MU326 and MUCO 326* *Note: Creative Technologies Program Option*

MUCO 327: Introduction to Electronic Music

Introduction to techniques of composing with professional electronic equipment such as Pro Tools, Digital Performer and Max/MSP. This course is taught in an electronic studio environment. *Note: Music reading ability recommended* *Note: Students may not receive credit for both MU 327 and MUCO 327* *Note: Creative Technologies Program Option*

MUHI 304: Music History of the Contemporary Period

Schoenberg, Stravinsky, Stockhausen, Glass? These are among the contemporary composers who changed music forever. This course focuses on the most important and radical developments in music during the 20th and 21st centuries. Emphasis is placed on honing students' Critical thinking, writing, research and presentation skills.

Prerequisite: MUHI 202 or permission of Department Head *Note: Students cannot receive credit for both MU 214 and MUHI 304*

Note: Creative Technologies Program Option

MU 399AA: Creating Music with Technology

Learn to write and perform music using commercial, open-source and DIY audio tools with the computer. This course is designed to be useful to students regardless of literacy in music reading and notation, and welcomes students of varied experience and background in music, creative sound and computers.

APPROVED COURSES OFFERED THROUGH THE DEPARTMENT OF THEATRE

(Check with the Department which ones are currently available)

THDS 240: Introduction to Technical Theatre

A practical examination of the theatre technician's role in rigging, lighting, sound and the movement of scenery. *Note: Student cannot receive credit for THEA 241 and THDS 240.

THDS 346: Lighting Design

Examining the principles, theories, and equipment employed by a lighting designer. Areas of investigation include: colour, light sources, control systems, drafting of plans, and script analysis. *Note: Student cannot receive credit for THEA 346 and THDS 346.* ***prerequisite: THDS 240***

THDS 347: Digital Graphics for Theatre

An applied study of computer graphics programs which are used in contemporary scenographic and technical theatre practice. ***Prerequisite: Permission of the Department Head*** *Note: Student cannot receive credit for THEA 347 and THDS 347* *Note: Creative Technologies Program Option*

APPROVED COURSES OFFERED THROUGH THE DEPARTMENT OF VISUAL ARTS

(Check with the Department which ones are currently available)

ART 222: Introduction to Photography

Learn the techniques and theories of black and white photography, and how to use a 35mm camera, and to develop and print black and white photographs. Photographic history, critical and formal analysis, and presentation of work is also addressed. *Note: Creative Technologies Program Option*

ART 223: Digital Photography

Learn to use software and hardware in creating works of contemporary art and gain familiarity with critical and conceptual processes and historical precedents within social and political contexts.

Note: Creative Technologies Program Option

ART 355: Installation Art

A variety of exciting and diverse approaches to contemporary Installation Art will be explored. Re-examine the artist's relationship to the gallery, move beyond the confines of the classroom and interact directly with public/private spaces, build your own custom tailored environment or redefine space all together. ***permission of Department Head. ***

ART 390 AI: Digital Photography in Contemporary Art

Students work on contemporary art projects (independent and directed) with instructor supervision exploring the creative and technological possibilities of working in digital photographic media. A range of contemporary art approaches to traditional photographic genres may be explored, including the pictorial, abstract, landscape, documentary, conceptual, figuration, and still life. *Pre-requisite: ART 223 or by permission of the Dept. Head***

ARTH 222: Critical Histories of Photography

The aim of this course is to understand the technical and creative aspects of photography organized in a semi-chronological manner in relation to the theoretical interpretations, beginning with ancient uses of the camera obscura, and leading up to digital media in contemporary

times. *Note: Cultures of Display Option*

Note: Creative Technologies Program Option

ARTH 360: Curating the New

This course offers students a practical course where theoretical concepts related to the display and curation of time-based art are put into practice in gallery, museum or site-specific contexts.

Prerequisite: Completion of 45 credit hours or permission of the Department Head

APPROVED COURSES OFFERED THROUGH THE DEPARTMENT OF FILM *(Check with the Department which ones are currently available)*

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*

FILM 253: Narratives for the Digital Age

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: Materials Fee: \$100

FILM 280AA: Introduction to Digital Filmmaking

Students will be given an introduction to film language, an overview of key concepts from film history and use digital cameras to create their own short projects. *Note: The course is intended for NON Film major. Film majors cannot receive credit for this course and any other Film course. *Note: Material Fee: \$100*

FILM 280AC: Technical Fundamentals

The course provides technical fundamentals for developing solid technical understandings of cameras, lenses, lighting, audio and editing. *Note: The course is intended for NON Film majors. Students cannot receive credit for both Film 280AC and Film 209*

FILM 280AD: 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: Materials Fee: \$100*

FILM 286AA: Anime: Popular Animation from Japan

An introductory survey of Japanese animation produced from the 1970s to the 2010s. We will critically investigate the western scholarship on the subject as well as examine the global fan communities connected with the culture of Anime.

FILM 346: Television Studies

This course introduces a variety of theoretical and methodological approaches to the study of television and audience reception. Students will learn and be asked to engage in critical analyses and (inter)textual readings of a variety of television genres including drama, news broadcasting, comedy, reality, sci-fi, daytime television.

Prerequisite: Completion of 30 credit hours or permission of the Department Head *Note: Creative Technologies Program Option*

FILM 385AC: Black & White Photography

Students will be introduced to the fundamentals of black and white photography and darkroom practices.

This course is designed for NON film majors. Students cannot receive credit for this course AND Film 205 *Note: Materials Fee: \$100

FILM 386AD: Aliens in Film

This course will examine the Alien, or Extra-Terrestrial, as the science-fiction film genre's exploration of identity. As a collective expression of desire for, and fear of, the Other, the Alien allegorizes common attitudes towards cultural difference, that partly overlap with Orientalist discourse.

APPROVED COURSES OFFERED THROUGH THE DEPARTMENT OF COMPUTER SCIENCE
(Check with the Department 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: Pre-calculus 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.

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, and references, searching and sorting algorithms, language translation. Software engineering: comprehensibility,

correctness, efficiency, refactoring.

Prerequisites: CS 110 and MATH 110 (may be taken concurrently) with a minimum grade of 65%.

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. Prerequisites: CS 110

CS 205: Introduction to Multimedia Systems

Description: 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. *Prerequisites: CS 110* Note: Students may not receive credit for more than one of CS 205, CS 325, CS 390AI, CS 490BM, and FILM 385AB.

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. ***

CS 215: Web Oriented 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, graphics and visualization, event-driven programming, information management, data modeling, and database systems. ***Prerequisite: CS 210***

CS 280: Risk and Reward in the Information Society

Social context of computing. Case study: human-computer interfaces and their evaluation. Methods and tools of analysis. Professional and ethical responsibilities. Risks and liabilities of computer-based systems. Intellectual property, privacy and civil liberties. Professional communication. Sustainability. Cybercrime.

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. Machine learning: learning tasks, inductive learning, statistical-based learning, over-fitting, accuracy.
Prerequisites: CS 210, STAT 160 or 200, and MATH 221

CS 325: 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 215 *** *
Note: Students may not receive credit for more than one of CS 390AI, CS 490BM, and FILM 385AB. *

CS 327: 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; MP3s and music downloading; 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. Prerequisites: Completion of

60 credit hours.

CS340: 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.

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, key frame-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, and 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 428: Human Computer

Communications Description: 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. Prerequisites: CS 215 and 280

**APPROVED COURSES OFFERED
THROUGH THE FACULTY OF
ENGINEERING**

**(Check with the Faculty 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.

ENGG 123: Engineering Design and Communications

Students will be introduced to the concepts of engineering design and communications. In addition, the consequences of engineering projects on society will be explored

SECTION FIVE: Getting Around

Advising and Registration Procedures:

All students are encouraged to receive academic counseling prior to registering each semester. Academic advising begins around mid-March for the spring, summer, and fall semesters, and early November for the winter semester, and continues until registration has opened for all categories of students.

Students entering through MAP should contact the Academic Program Coordinator for Media, Art, and Performance, XX

Students entering through Computer Science should contact the Academic Program Coordinator for Computer Science, Connie Renwick (Connie.Renwick@uregina.ca ; 306 337 2541)

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 Phones: House phone are located throughout campus. Please take note of their location for reference. Campus Security is on call 24/7, and can be reached at (306) 585-4999, or by pressing the Campus Security button on any campus SaskTel payphone (no coins required).

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.

Use of Facilities and Equipment:

Facilities are designated for Creative Technologies 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 Makerspace 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.
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 often set up for the Makerspace, and the IMP Labs, and occasionally are organized for other MAP or CS spaces. These open hours will be advertised by posters, and social media, or you can contact Rita Racette in the Creative Technologies office. She can provide you with either a list of the current semester’s open hours, or information on who to contact for current information and opening hours.
3. Some MAP rooms, such as the ED113 classroom, can be booked by students for use outside class times for coursework. These bookings usually require a booking form submitted in advance, that will need to be signed by your instructor. If you think you need a room, contact your instructor for help finding the right one. The room booking form for ED113 can be collected from the MAP/Film Equipment Room (see below).
Note: Some MAP rooms are only open to majors from a specific Department.

Equipment and Fees:

Creative Technologies students can access some equipment for free, take home loan, through the MAP/Film 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.

At times, an additional fee might be added to your course fees. 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 student's 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 students including student teaching technical assistant positions, and research assistantships with Professors. All positions are posted on the Media, Art, and Performance bulletin boards and on the University of Regina website.

Services for Students with Disabilities and the Centre for Student Accessibility:

The University of Regina wishes to effectively assist all students with disabilities, and all students in achieving academic success while enjoying a full and rewarding university experience. The University aims to provide services that will enable students with disabilities to approach their studies with minimum difficulty. This is best achieved if faculty members are informed in advance about requests for accommodations by students who will be taking their classes.

The Centre for Student Accessibility upholds the university's commitment to a diverse and inclusive learning community by providing services and support to enable students with disabilities to approach their studies in an equal and effective manner. The Centre aims to encourage independence, self-advocacy and equality for all students, while maintaining personal, confidential service. Assistance can be arranged in such things as advocacy, academic advising, lectures, reading assignments, examinations, technologies to assist students and parking. Students who use assistance should discuss their needs when registering for classes. Students should contact the Centre for Student Accessibility for information about appropriate accommodation(s) and to discuss the adaptive equipment that is available on campus.

Services may vary according to student abilities, needs, supporting documentation and requests. Early registration is advised, particularly for students who need books taped or

in Braille. Since not all areas of the campus are accessible, students should inquire at the time of registration.

See: <https://www.uregina.ca/student/accessibility/>

Harassment and Discrimination Prevention Office:

Contact the Office for information, to discuss concerns or questions about harassment or discrimination, or to report complaints, or seek conflict resolution.

Complaints may be dealt with by the Harassment, Discrimination Prevention & Conflict Resolution Coordinator or referred to another University of Regina Officer appointed to deal with harassment or discrimination concerns. Please begin by contacting the Office at (306) 585-5400. All consultations and enquiries will be dealt with in a confidential manner.

- Harassment, Discrimination Prevention & Conflict Resolution
Services Office Room 251, Riddell Centre, (306) 585-5400

Student Advocate:

The Student Advocate is a Registered Professional Social Worker available to assist University of Regina students who are experiencing difficulties with all facets of their lives. Students who are undergoing financial, academic, or personal troubles are encouraged to seek the advocacy services at the Students' Union. The Office of the Student Advocate (RC 221.8) acts as referral agent. It provides a comprehensive Resource Information Centre, accessible to all University of Regina students. For more information or a confidential meeting, students are invited to visit the Students' Union, call (306) 586-8811, or visit the website:

See: http://ursu.ca/services/student_advocate/