## Council Committee on Undergraduate Admissions and Studies

Date: March 28, 2024
To: Council Committee on Undergraduate Admissions and Studies
From: Coby Stephenson on behalf of Dr. Jacob Muthu, Chair
Re: Meeting of Thursday, April 4, 2024

A meeting of the Council Committee on Undergraduate Admissions and Studies is scheduled for Thursday, April 4, 2024, 10:00 a.m. - 12:00 p.m. in AH 527 (Boardroom).

## AGENDA

1. Approval of the Agenda
2. Approval of the Minutes of Meeting March 7, 2024-circulated with the Agenda
3. Business Arising from the Minutes
4. Reports from Faculties and Academic Units
4.1. Faculty of Business Administration
4.2. Faculty of Education
4.3. Faculty of Engineering and Applied Science
4.4. La Cité universitaire francophone
4.5. Faculty of Media, Art, and Performance
4.6. Faculty of Science
4.7. The Registrar's Office
5. Adjournment

## 4. Reports from Faculties and Other Academic Units

### 4.1. Faculty of Business Administration

The Faculty of Business Administration is submitting the following motion to CCUAS for approval.

### 4.1.1. Revision to the Business Administration (U of $R$ ) Co-operative Education Program Requirements

MOTION: That the minimum hours that a Business Co-op student needs to be enrolled in the term before their coop placement be revised as outlined below, effective 202430.

## Co-operative Education Program in Business Administration (U of R)

The faculty offers a program in co-operative University education whereby students spend alternate four-month periods taking University courses and obtaining business-oriented experience in organizations. Students in this program will normally take an additional eight months to complete the BBA degree requirements. This is compensated for by greater earning potential and greater job opportunities while attending University and after graduation.

Experience has shown that such an arrangement tends to improve students' motivation and academic performance. The practical experience aids students in choosing the area of studies best suited to their talents.

The criteria for entrance into the Co-operative Education Program for Business Administration students are:

1. Students must apply in the term they will be completing between $54-81$ credit hours in the BBA program (including the credit hours in the term of application to the Co-op Program).
2. Application must be made to the Co-op office during the first week of a term.
3. Students must have a passing grade in ENGL 100, BUS 007, BUS 260, and BUS 285.
4. Students must have an entrance and maintenance PGPA of at least $67.50 \%$.
5. Students must be in good standing.

For students to earn the co-operative education designation through the Faculty of Business Administration, three (3) work terms are required. Students will have the option of completing a fourth work term; however, the student must submit in writing a request for a fourth work term supported by special circumstances. Permission must be granted by the faculty office. Business co-op students are allowed to take a maximum of two summer work terms and must end their degree on an academic term.

Students must be registered in at least 129 credit hours of classes in academic terms.
Note: During the spring/summer academic term, 9 credit hours of course registrations will fulfill the co-op requirement. The co-op program is not available to diploma, certificate, or part-time students. Refer to the General Information for Students section of this Calendar for the general regulations governing co-op programs.

Students are normally permitted to take a maximum of 3 credit hours while on a work term. If a student wishes to take more than 3 credit hours, written permission from the student's employer must be provided as well as approval by the program advisor.

Rationale: This proposed change was brought forward in discussion with the U of R Centre for Experiential \& Service Learning and careful consideration. Changing the registration requirements for Business Co-op students to be registered in 9 credit hours in any term prior to going on a Co-op work term would align with:

- full-time student definition of 9 credit hours used across campus
- full-time student definition of 9 credit hours used by student loans
- most registration requirements of other $U$ of $R$ faculties offering Co-op
- the requirements of the FNUniv Co-operative Education Program in Administration
(End of Motion)


## Items for Information

The following course revision is submitted as an item for information.

## I. Course Revision

## BUS 317 3:3-0

## Digital Marketing Strategy

This course examines leading trends in digital media and the evolving impact on marketing strategy. Focus will be placed on increasing competitiveness through optimal use of digital media tools and platforms to increase both marketing strategy effectiveness and efficiency. All " 4 Ps" of on-line products, pricing models, distribution methods, and use in promotional strategy will be examined. Customer relationships, engagement, and empowerment are also considered.
***Prerequisite: BUS 210 (or ADMN 210)***
*Note: Students may only receive credit for one of BUS 317, BUS 417, ADMN 417, and ADMN 435AC.*

End of Report from the Faculty of Business Administration

### 4.2. Faculty of Education

The Faculty of Education is submitting the following motions to CCUAS for approval.

## Items for Approval

4.2.1. Revision to the Bachelor of Indigenous Education After-Degree Elementary Program

MOTION: That the INDG majors and minors be revised for the BIEAD Secondary Program, effective 202430.
(As per pp.199-200 of the 2023-24 Undergraduate Calendar)

## Secondary Bachelor of Indigenous Education After Degree (BIEAD)

Prerequisites

- Approved degree
- EIND-100
- Most arts and science courses to fulfill major and minor requirements

Notes: BIEAD applicants are required to have achieved at least a $65.00 \%$ PGPA on their (approved) previous degree.

In order to proceed to internship, students must have a GPA of $70.00 \%$ in their major and to graduate, must have a Program GPA of $65.00 \%$.

| Bachelor of Indigenous Educat Indigenous St <br> EIND 100 | After Degree (BIEAD) Secondary Program s Major ( 60 credit hours) quired for admission |
| :---: | :---: |
| Term 1 (Fall) | Term 2 (Winter) |
| One-of EIND-205-or INDG-201, 208, 210, 215, $216,218,219,221,222$ (3) <br> EIND 200 (3) <br> EIST 300 E-(major curriculum course) (3) <br> E (minor curriculum course) (3) <br> EIND 100 or Open Non-education elec- <br> tive*(3) <br> Open Elective (3) | EIND 205 (3) <br> EIST 350 (3) <br> EIST 400 (3) <br> EIND 350 (3) <br> EPSY 350 (3) <br> E (major educ. course) ( 3 ) $E$ (major instr. course) (3) Non education elective (3) |
| Term 3 | Term 4 |
| ED 350 (3) <br> EFLD 051 (0) (OCRE) <br> EIEA 355 (3) <br> EIND 305 (3) <br> EPSY 322 (3) <br> JS 351 (3) | EFLD 400 (internship) (15) |
| *Students require EIND 100 for program completion |  |

Indigenous Studies Major and Minor BIEAD Planning

| Major* | Minor |  |
| :---: | :---: | :---: |
| 1. INDG 100-Introduction to Indigenous Studies | 1. Minor | (3) |
| 2. INDG $\mathbf{2 0 0}$ level or higher or INHS 100-400 level | 2. Minor | (3) |
| 3. One of INDG $208,210,215,216,218,219,221$, or 222 | 3. Minor | (3) |
| 4. One of INDG 224, 225, or 260 | 4. Minor | (3) |
| 5. One of INDG 228, 229 | 5. Minor | (3) |
| 6. Plus, three INDG or INHS 200-400 level, JS $\mathbf{3 5 0}$ or $\mathbf{3 5 1}$ | 6. E (minor curriculum course) | (3) |
| * Minimum 24 credit hour of academic course work in major |  |  |

## Indigenous Studies Major

- EIND-305-Curriculum and Instruction-Adaptation-for Indigenous Education
- EIST 300-Introductionto-Secondary Indigenous Studies Education
- EIST 350-Instruction-and Evaluation in-Secondary Indigenous Studies Education
- EIST 400-Issues in-Secondary Indigenous Studies Education
- Eight academic courses to be chosen as follows:
- INDG 100-Introduction to-Indigenous Studies
- INDG approvedelective
- One of INDG 208,210, 215, 216, 218, 219, 221, or 222
- One of INDG 224,225
- One of INDG 228,229
- Plus, three other approved courses: Indigenous-Studies courses above the 100-level, approved JS 300tevel


## Rationale:

The proposed changes are to revise the INDG major from 21 credit hours to 18 credit hours. This is to align the requirements for this major with the requirements of the majors offered by the Faculty of Education. This makes the options clearer for students to follow in their programs.

Note: At the December 7, 2023 CCUAS meeting, the Committee approved these revisions; however, the template was short three credit hours in Term 1 (Fall). On the recommendation of the Academic Governance office, the template was returned to the Faculty of Education for the correction.
(End of Motion)

### 4.2.2. Program Revision - Arts Education Elementary Program (Four-Year)

MOTION: That the following change be made in Arts Education Elementary program (four-year) to meet SPTRB certification requirements, effective 202430.

## (p. 206 of the 2024-2025 Undergraduate Calendar)

Arts Education Elementary Program (Four-Year) Program

| Four-Year Arts Education Elementary Program (120 credit hours) |  |
| :---: | :---: |
| Term 1-2 |  |
| Media, Art, and Performance Elective (3) <br> ECS 101 (3) <br> ECS 102 (3) <br> ENGL 100 (3) <br> ENGL 110 or INDG 208 (3) <br> INDG 100, INA 100, INA 210, INAH 100, INHS 100, or an Indigenous <br> MATH 101 (3) <br> Natural Science Elective (3) note 1 <br> ELIT, EDAN, EDRA. EMUS, EVIS 101 or 202 (3) <br> ELIT, EDAN, EDRA. EMUS, EVIS 101 or 202 (3) | guage (Anihšināpēmowin, Cree, Dene, Nakota) (3) |
| Term 3 (Fall) | Term 4 (Winter) |
| One of ELIT 101, EDAN 101, EDRA 101. EMUS 101 or EVIS 101 (3) EAE 201 (3) <br> ECS 203 (3) <br> ELIT 101, ELIT 202, OR ELNG 200 (3) <br> Media, Art, and Performance Elective 100-400 level (3) | ```One of ELIT 202, EDAN 202, EDRA 202, EMUS 202 or EVIS 202 (3) Open elective (3) Non-education elective (3) Modern Language (3) (note 2) ECE 200/300/400 level (3)``` |


| Term 5 | Term 6 |
| :---: | :---: |
| EAE 302 (3) | ERDG 310 (3) |
| EMTH 310 (3) | EAE 350 (3) |
| ELNG 310 (3) | EFLD 360 (0) |
| EPE 310 OR EHE 310 (3) | ECCU 400 (3) |
| ECS 401 (3) | ESCI 310 (3) |
|  | ESST 310 (3) |
| Term 7 | Term 8 |
| EFLD 402 (15) | Two Media, Art, and Performance Elective 200-400 level (6) EPSY 400 (3) <br> Non-education elective (3) <br> Open elective Non-education elective (3) |
| Notes: |  |
| 1. Natural science courses are to be selected from Astronomy, Biology, Chemistry, Geology, Physics, or an approved natural science <br> 2. An Indigenous language course such as Cree, Dene, Nakota or Anihšināpēmowin is suggested. |  |

Rationale: This change will meet the SPTRB Teacher's Certification requirement on academic components. (End of Motion)

### 4.2.3. Program Revision - Four-Year Elementary BEd SUNTEP Program

MOTION: That the following change be made in Four-Year Elementary BEd SUNTEP Program, effective 202520.

## (p. 197 of the 2024-2025 Undergraduate Calendar)

| Four- Year Elementary BEd SUNTEP Program (120 Credit Hours) |  |
| :---: | :---: |
| Term 1 (Fall) | Term 2 (Winter) |
| EPS 116 (3) <br> *INDG 100 (3) <br> *KHS 139 (3) <br> *MATH 101 (3) | ECCU 200 (3) <br> *ENGL 100 (3) <br> *ESST 100 (3) <br> *Non-education Elective_(Media,Art and Performance)(3) |
| Term 3 (Spring Summer) |  |
| * EMCH 150 (6) |  |
| Term 4 (Fall) | Term 5 (Winter) |
| *BIOL 140 (3) <br> *INDG 221 (3) <br> EFDN $\qquad$ (3) Education Elective (3) <br> *Non-Education Elective (SocialScience)(3) <br> *Non-Education Elective (Media, Art, and Performance) (3) | EPS 100 (3) <br> ECE-205-200-400 level (3) <br> ELNG 205 (3) <br> EPSY 205 (3) |


| Term 6 (Fall) | Term 7 (Winter) |
| :---: | :---: |
| EPS 215 (3) | EFLD051 (OGRE)(0) |
| EFLD 050 (OCRE) (0) | EPS 225 (3) |
| EAES 215 (3) | EHE 215-EPE 215 (3) |
| EMTH 215 ESCI 310 (3) | EPSY 225 (3) |
| EPE 215-EHE 215 (3) | ERDG-215-ESST 215 (3) |
| ESST 215 ERDG 310 (3) | ESCL215-EMTH 310 (3) |
| Term 8 (Fall) | Term 9 (Winter) |
| EFLD 405 (Internship) (15) | ECCU 300 (3) |
|  | ELNG 325-310 (3) |
|  | EPSY 322 (3) |
|  | Education Elective (3) |
|  | *Non-Education Elective (Indigenous Studies) (3) |

*Academic course work (Non-Education Hours - 39)
Notes:

1. Required Hours 120
2. Aon-Education-Hours- 39
3. Senior Non-Ed-Hours-9
4. One(1)Indigenous Language

## Rationale:

In order to be responsive to the changing needs of education SUNTEP is updating some course offerings on the template. These changes will increase flexibility in the program offering to benefit the students. This will also maximize post-secondary transfer credits for students who join SUNTEP.
(End of Motion)
4.2.4. New Program - Two-Year Elementary Bachelor of Education After Degree (BEAD) SUNTEP ( 60 credit hours)

MOTION: To approve SUNTEP Elementary BEd After Degree (BEAD) Program ( 60 Credit Hours) as presented in the following template, effective 202520.

| Two-Year Elementary Bachelor of Education After Degree (BEAD) SUNTEP (60 credit hours) |  |
| :---: | :---: |
|  | Term 1 (Winter) |
|  | EPS 100 (3) <br> ECCU 200 (3) <br> ESST 100 (3) |
| Term 2 (Fall) | Term 3 (Winter) |
| EPS 215 (3) <br> EHE 215 or EPE 215 (3) <br> EAES 215 (3) <br> ERDG 310 (3) <br> ESCI 310 (3) <br> EFLD 050 (OCRE) (0) | EPS 225 (3) <br> EPSY 225 (3) <br> ESST 215 (3) <br> EMTH 310 (3) |
| Term 4 (Fall) | Term 5 (Winter) |
| EFLD 405 (Internship) (15) | ECCU 300 (3) <br> ELNG 310 (3) <br> EPSY 322 (3) |

Rationale: SUNTEP BEAD at the University of Regina will give Métis students access to an after degree where currently no Métis specific one exists. This provides students an opportunity to connect with their culture and Métis focused pedagogy to complete their teaching degree.

Students who choose SUNTEP BEAD would enter in the Winter Semester and will be required to take three foundational components that include Culturally Responsive and Relational Pedagogy, antiracist / anti-oppressive education as well as Metis traditions and culture as these align with the beliefs and values of SUNTEP. This 60 credit hour template fits within the current SUNTEP framework and meets Professional A certification requirements.
(End of Motion)

### 4.2.5. Le Bac Grade Conversion Chart

MOTION : That the Bac en éducation (élémentaire, secondaire et français de base) section of the Calendar be revised as follows, effective 202510.
pp. 198-199 of the 2024-2025 UG Calendar
Pour passer de la 2 e année à l'année du pré-internat

- maintenir une moyenne d'au moins 65 \% en 2e année*
- réussir les cours CSO 1903 et CSO 2902 à l'Université Laval (élémentaire et secondaire), ou réussir les cours ECS 200 et 210 (français de base).
- maintenir une moyenne d'au moins $70 \%$ dans les cours de français*
- avoir complete complété au moins 57 heures de crédits dans son programme
*Le tableau de conversion suivant sera utilisé pour calculer la moyenne:

| Université Laval | University of Regina |
| :--- | :--- |
| $\underline{A}+$ | $\underline{97 \%}$ |
| $\underline{A}$ | $\underline{93 \%}$ |
| $\underline{A}-$ | $\underline{89 \%}$ |
| $\underline{B}+$ | $\underline{86 \%}$ |
| $\underline{B}$ | $\underline{82}$ |
| $\underline{B}-$ | $\underline{79}$ |
| $\underline{C}+$ | $\underline{75}$ |
| $\underline{C}$ | $\underline{72}$ |
| $\underline{C}-$ | $\underline{68}$ |
| $\underline{D}+$ | $\underline{65}$ |
| $\underline{D}$ | $\underline{61}$ |
| $\underline{E}$ | $\underline{\text { Échec }}$ |

Remarque : Aux fins du transfert de crédits, une note neutre de TC sera ajoutée au dossier de I'étudiant et apparaîtra sur le relevé de notes officiel de l'étudiant.

Rationale: Le tableau clarifie comment les notes obtenues à l'Université Laval en format lettre seront converties en format numérique pour déterminer la progression dans le programme.

The conversion table clarifies how the letter grades given at $U$ Laval will be converted to a numerical grade to determine progress in program.

## (End of Motion)

Items for Information
The following course and calendar revisions are submitted as items for information.

## I. Course Revision

Effective 202430

## ECSF 100 3:3- $\theta \underline{4.5}$

Ce cours propose des questions liées aux < connaissances > et < savoirs > associes a l'éducation en situations linguistiques minoritaires. Les etudiant.es auront à contempler la production du pouvoir et du savoir en milieux éducatifs contemporains. Ce cours sert d'amorce au développement des subjectivités professionnelles et linguistiques. Ce cours exige $4 \times 3.5$ heures de stage en milieu scolaire.
***Préalable. : Être admis.e au programme de première année du Bac ou avec la permission du Bac. ${ }^{* * *}$
*Les etudiant.es doivent remplir le formulaire d'entente de la Commission des accidents de travail*
*N..B.: Ce cours est limite aux étudiants de la Faculte d'éducation.*


#### Abstract

Rationnel : Initialement ce cours exigeait $6 \times 3.5$ heures de stage. La réduction à 4 après-midi permet de s'aligner à l'exigence de la faculté pour les étudiants de première année et de réduire la sollicitation de nos partenaires sur le terrain.

Rationale: Initially this course required $6 \times 3.5$ hours of internship. The reduction to 4 afternoons makes it possible to align with the faculty's requirement for first-year students and to reduce the demand on our partners in the field.


## II. Calendar Revisions

The following paragraphs will be added to the Faculty of Education's Admission, Re-Admission, and Transfer section of the Undergraduate Calendar, effective 202520.

La section suivante soit ajoutée à la section Admission, réadmission et transfert dans le calendrier académique du premier cycle.

## (P. 161 of the 2024-2025 Undergraduate Calendar)

## Articulation Agreement with Saskatchewan Polytechnic

The Faculty of Education has a block transfer agreement with Saskatchewan Polytechnic, which enables graduates from the Early Childhood Education (ECE) diploma program to transfer thirty (30) credit hours into the Bachelor of Education Early Elementary (Pre K-5) degree. Students must have completed the Sask Polytechnic ECE diploma program through Saskatchewan Polytechnic with a Program Grade Point Average (PGPA) of 60.00\% on or after April 30, 2021.

## Articulation de l'entente avec Saskatchewan Polytechnic

La Faculté d'éducation a conclu un accord de transfert avec Saskatchewan Polytechnic qui permet aux diplômés du programme en éducation de la petite enfance (EPE) de transférer trente (30) heures de crédit au baccalauréat en éducation de la petite enfance (prématernelle à la 5 e année). Les étudiants doivent avoir terminé le programme menant à un diplôme Sask Polytechnic ECE via Saskatchewan Polytechnic avec une moyenne pondérée cumulative du programme (PGPA) de 60,00 \% depuis le 30 avril 2021.

Rationale: This revision to the calendar reflects the agreement recently completed with Saskatchewan Polytechnic.

Rationale : Cette révision du calendrier reflète l'entente récemment conclue avec Saskatchewan Polytechnic.

## (P. 161 of the 2024-2025 Undergraduate Calendar)

## Articulation Agreement with Lakeland College

The Faculty of Education has a block transfer agreement with Lakeland College, which enables Early Childhood Education Diploma or Early Childhood Education Certificate graduates to transfer credit hours into the Bachelor of Education degree. Lakeland graduates with an Early Childhood Diploma will receive 30 credit hours, while those with an Early Childhood Education Certificate will receive 15 credit hours toward their degree at the university. Students must have completed the program through Lakeland College with a Program Grade Point Average (PGPA) of 2.0 on or after April 30, 2023.

## Entente d'articulation avec Lakeland College

La Faculté d'éducation a conclu un accord de transfert avec le Lakeland College, qui permet aux diplômés du programme en éducation de la petite enfance ou du certificat en éducation de la petite enfance de transférer des heures de crédit vers le baccalauréat en éducation. Les diplômés de Lakeland titulaires d'un diplôme en petite enfance recevront 30 heures de crédit, et ceux titulaires d'un certificat en éducation de la petite enfance recevront 15 heures de crédit pour leur diplôme universitaire. Les étudiants doivent avoir terminé le programme au Lakeland College avec une moyenne pondérée cumulative (PGPA) de 2,0 depuis 30 avril 2023.

Rationale: This revision to the calendar reflects the agreement recently completed with Lakeland College.
Rationale: Cette révision du calendrier reflète l'entente récemment conclue avec Lakeland College.

## End of Report from the Faculty of Education

### 4.3. Faculty of Engineering and Applied Science

## Item for Information

The Faculty of Engineering and Applied Science is submitting the following item for information.

## I. Course Revision

Effective 202520

ENIN 253 3:3-2
Engineering Thermodynamics
Fundamental laws of thermodynamics and their application to various engineering systems. Ideal and actual processes, power and refrigeration cycles.
***Prerequisite: PHYS 119 or PHYS 109***

Rationale: Motion was passed to replace PHYS 119 with PHYS 109. This change requires the addition of PHYS 109 as a prerequisite.

End of Report from the Faculty of Engineering and Applied Science

### 4.4. La Cité universitaire francophone

La Cité is submitting the following program template revision to CCUAS for information.
pp. 361-362 2024-2025 Undergraduate Calendar and pp. 369-370
Bachelor of Arts (BA) in French as a Second Language

| Credit Hours | BA in French as a Second Language <br> Course Requirements |
| :---: | :--- |
| Core Requirements - 21 Credit Hours |  |
| 3.0 | FRN 352 or ENGL 100 |
| 3.0 | INDG 100 |
| 3.0 | \# Any 100- or 200-level Indigenous Knowledge course from <br> the following: INCA, INHS, INDG (except INDG 100 and 104). <br> Another course may be approved by La Cité as having sub- <br> stantial Indigenous content. |
| 3.0 | \# One of: PHIL 150, ECON 224, any 100- or 200-level MATH <br> course, SOST 201, or any 100- or 200-level STAT course |
| 3.0 | \# Any 100- or 200-level Social Sciences course from the fol- <br> lowing: ANTH, ECON, GES (except GES 121, 203, 207, and <br> 297AA-ZZ), HS, ILP, IS, JRN, JS, NSLI, PPE, PSCI, PSYC, SOC, <br> SOST |
| 3.0 | \# Any 100- or 200-level Media, Arts, and Performance <br> course from the following: ART, ARTH, CTCH, FILM, INA, <br> INAH, MAP, MU, MUCO, MUEN, MUHI, MUTH, THAC, THDS, <br> THEA, THST, THTR |
| 3.0 | \# Any 100- or 200-level Science course from the following: <br> ASTR, BIOC, BIOL, CHEM (except CHEM 100), CS, GEOL, GES <br> 121, 203, 207, or 297AA-ZZ, PHYS |
| Any |  |

Any required course category with a hashtag (\#) can be replaced by a FRN course corresponding with the category with the approval of the department head. There exists a course in French for every required category. Please consult your academic advisor to find the list of available and preapproved courses.
Major Requirements - 63 Credit hours

| 9.0 | FRN 185 |
| :---: | :--- |
| 9.0 | FRN 285 |
| 3.0 | FRN 301 |
| 3.0 | FRN 302 |
| 3.0 | FRN 250 AA-ZZ |
| 3.0 | FRN 350 AA-ZZ |
| 3.0 | FRN 235 |
| 3.0 | FRN 236 |
| 3.0 | FRN 330 AA-ZZ |
| 3.0 | FRN 265 |
| 3.0 | FRN 366 |
| 3.0 | FRN 246 |
| 3.0 | FRN 340 AA-ZZ |
| 3.0 | EAS 200 |
| 3.0 | EAS-201 EAS 210 |
| 6.0 | Two FRN 400-level courses |
| Elective Requirements - 36 Credit Hours |  |
| 36.0 | 12 Electives |
| 120.0 |  <br> 60.00\% UGPA required |

## Bachelor of Art Honours in French as a Second Language

| Credit Hours | BA Hons in French as a Second Language Course Requirements |
| :---: | :---: |
| Core Requirements - 21 Credit Hours |  |
| 3.0 | FRN 352 or ENGL 100 |
| 3.0 | INDG 100 |
| 3.0 | \# Any 100- or 200-level Indigenous Knowledge course from the following: INCA, INHS, INDG (except INDG 100 and 104). Another course may be approved by La Cité as having substantial Indigenous content. |
| 3.0 | \# One of: PHIL 150, ECON 224, any 100- or 200-level MATH course, SOST 201, or any 100 - or 200-level STAT course |
| 3.0 | \# Any 100- or 200-level Social Sciences course from the following: ANTH, ECON, GES (except GES 121, 203, 207, and 297AAZZ), HS, ILP, IS, JRN, JS, NSLI, PPE, PSCI, PSYC, SOC, SOST |
| 3.0 | \# Any 100- or 200-level Media, Arts, and Performance course from the following: ART, ARTH, CTCH, FILM, INA, INAH, MAP, MU, MUCO, MUEN, MUHI, MUTH, THAC, THDS, THEA, THST, THTR |
| 3.0 | \# Any 100- or 200-level Science course from the following: ASTR, BIOC, BIOL, CHEM (except CHEM 100), CS, GEOL, GES 121, 203, 207, or 297AA-ZZ, PHYS |
| Any required course category with a hashtag (\#) can be replaced by a FRN course corresponding with the category with the approval of the department head. There exists a course in French for every required category. Please consult your academic advisor to find the list of available and pre-approved courses. |  |
| Major Requirements - $\mathbf{7 2}$ Credit hours |  |
| 9.0 | FRN 185 |
| 9.0 | FRN 285 |
| 3.0 | FRN 301 |
| 3.0 | FRN 302 |
| 3.0 | FRN 250 AA-ZZ |
| 3.0 | FRN 350 AA-ZZ |
| 3.0 | FRN 235 |
| 3.0 | FRN 236 |
| 3.0 | FRN 330 AA-ZZ |
| 3.0 | FRN 265 |
| 3.0 | FRN 366 |
| 3.0 | FRN 246 |
| 3.0 | FRN 340 AA-ZZ |
| 3.0 | EAS 200 |
| 3.0 | EAS 201 EAS 210 |
| 3.0 | One other FRN 300-level course |
| 9.0 | Three FRN 400-level courses |
| 3.0 | FRN 499 - Dissertation spécialisée |
| Elective Requirements - 27 Credit Hours |  |
| 27.0 | 9 Electives |
| 120.0 | Total 75.00\% major GPA required, and 70.00\% PGPA \& 60.00\% UGPA required |

Rationale: There was a typo when this motion was submitted. Une coquille s'est glissée dans cette motion.

### 4.5. Faculty of Media, Art, and Performance

The Faculty of Media, Art, and Performance is submitting the following motion to CCUAS for approval.

### 4.5.1. Revision to the Faculty of Media, Art, and Performance Concurrent Program Regulation

MOTION: To update the MAP Concurrent Program requirements as outlined below, effective 202520.

## Concurrent Programs

Also refer to Enrolment in a Concurrent Credential (p.32 of 2024-2025 Undergraduate Calendar)
Upon formal application by a student, the Faculty of Media, Art, and Performance will permit enrolment in two concurrent undergraduate programs, except the Bachelor of Music Education which may not be taken concurrently with another program. MAP Students wishing to enroll in a concurrent program must have 15 credit hours and a UGPA of 65\%. with prior approval of the appropriate department head(s), Undergraduate Applications for concurrent programs are-and must be approved by the MAP or Federated College Academic Advisor of the primary program.

## Primary Program

A student's primary program will be the one the student declares as such, with department head's approval.
Admission to concurrent programs in the same faculty must have the approval of both department heads. The Faculty office will process the application.

## Registration

Students will be eligible to register in courses restricted to either of their two programs and will register with their primary faculty.
Please note that some courses:

- may be restricted to first majors and then to second majors;
- are only offered once per year, or once in every two years.

Some programs may require a block of courses be taken in the same term.
Fees
Students in concurrent programs in different faculties will pay fees associated with their primary program.
Awards
Students will be eligible for faculty awards in the faculty of their primary program only

## Rationale:

We do not want students to add a concurrent program in their first term because we want them to be in good academic standing. This step will also ensure that we add the program to their student record. Once they are ready to graduate from that program, it will be officially noted on their online graduation application.
(End of Motion)

Items for Information

The following course creations and revisions, effective 202520, are presented as items for information.

## I. New Courses

DES 310 AA-ZZ Selected Topics in Design - an AA-ZZ series: 3:1-3-0-3 or 1.5-6:6-6
New hybrid or studio course to be developed to allow for specialized topics/subjects as required for groups of senior undergraduates. ***Prerequisite: 30 credit hours, a diploma, or permission of program coordinator***

DES 320 AA-ZZ Selected Topics in Design - an AA-ZZ series: 3:1-3-0-3
New lecture course to be developed to allow for specialized topics/subjects as required for groups of senior undergraduates.

## DES 204 3:3-0

## 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***
*Note: Students cannot receive credit for CTCH 200AD, DES 204 and CTCH 204.*
*Note: Creative Technologies program option.*

## DES 213 3:3-0

## Branding, Advertising, and Design

This course explores design practices fro 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.
*Note: Students may only receive credit for one of CTCH 213, DES 213 and CTCH 200AG.*
*Note: Creative Technologies Program Option.*

## DES 214 3:3-0

## 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 and CTCH 200AK.*
*Note: Creative Technologies Program Option.*

## DES 215 3:3-0

## Visual Identity Design

Visual Identity is key to make a difference. In this course you will design visual communication for business and non-profit organizations. Through a combination of projects, you will design and publish documents for internal and external publics, connecting with your audience through print and web media products.
*Note: Students may only receive credit for one of CTCH 215, DES 215 and CTCH 200AL.*
*Note: Creative Technologies Program Option.*

## DES 216 3:3-0

## 3D Animation: Art, Social Media

An online real-time interactive software intensive course that addresses digital art, design, DE animation and modeling.
*Note: Students may receive credit for one of CTCH 215, DES 216 or CTCH 210AB

## DES 306 3:3-0

## 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 306, or CTCH 310AE.*
*Note: Creative Technologies Core Course.*

## DES 311 3:3-0

## 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 the Coordinator.***
*Note: Students may only receive credit for one of CTCH 311, DES 311, or CTCH 310AC.*
*Note: Creative Technologies Program Option.*

## DES 312 3:3-0

## 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 instructor 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.*
*Note" Creative Technologies Program Option.*

## DES 313 3:3-0

## Augmented Reality: Critical Theory, Art, and Activism

Students will engage with AR artworks and examine how artists and activists are using AR art to further social change. Reading scholarly works on AR art as strategies for social justice, students will explore issues related to participatory place-based art/media and learn AR technologies during labs/workshops.
***Prerequisite: 30 credit hours or permission of the instructor Coordinator ***
*Note: Students may only receive credit for one of CTCH 313, DES 313, or CTCH 310AF.*

## DES 314 3:3-0

## 3D Animation Design: Story, Character, \& Motion

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/DES 216 (CTCH 210AB) or Permission of the-instructor Coordinator.***
*Note: Students may only receive credit for one of CTCH 314, DES 314, or CTCH 310AG.*
DES 411 3:3-0
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, DES 411, or CTCH 411.*
*Note: Creative Technologies program option.*
Rationale: These courses provide a range of options and requirements for the new Bachelor of Design degree.

## II. Course Revisions

## CTCH 204 3:3-0

## 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 Coordinator***
*Note: Students cannot receive credit for CTCH 200AD, DES 204 and CTCH 204.*
*Note: Creative Technologies program option.*

## CTCH 213 3:3-0

## Branding, Advertising, and Design

This course explores design practices fro 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.
*Note: Students may only receive credit for one of CTCH 213, DES 213 and CTCH 200AG.*
*Note: Creative Technologies Program Option.*

## CTCH 214 3:3-0

## 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 and CTCH 200AK.*
*Note: Creative Technologies Program Option.*

## CTCH 215 3:3-0

## Visual Identity Design

Visual Identity is key to make a difference. In this course, you will design visual communication for business and non-profit organizations. Through a combination of projects, you will design and publish documents for internal and external publics, connecting with your audience through print and web media products.
*Note: Students may only receive credit for one of CTCH 215, DES 215 and CTCH 200AL.*
*Note: Creative Technologies Program Option.*

## CTCH 216 3:3-0

## 3D Animation: Art, Social Media

An online real-time interactive software intensive course that addresses digital art, design, DE animation and modeling.
*Note: Students may receive credit for one of CTCH 215, DES 216 or CTCH 210AB

## CTCH 306 3:3-0

## 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 instructor Coordinator.***
*Note: Students may receive credit for one of CTCH 306, DES 306 and CTCH 310AE.*
*Note: Creative Technologies Core Course.*

## CTCH 311 3:3-0

## 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 the-instructor Coordinator. ${ }^{* * *}$
*Note: Students may only receive credit for one of CTCH 311, DES 311 and CTCH 310AC.*
*Note: Creative Technologies Program Option.*

CTCH 312 3:3-0

## 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 instructof Coordinator ***
*Note: Students may only receive credit for one of CTCH 312, DES 312 and CTCH 310AD.*
*Note: Special permission of the instructor available for strong candidates with less credit hours completed.*
*Note* Creative Technologies Program Option.*

## CTCH 313 3:3-0

## Augmented Reality: Critical Theory, Art, and Activism

Students will engage with AR artworks and examine how artists and activists are using AR art to further social change. Reading scholarly works on AR art as strategies for social justice, students will explore issues related to participatory place-based art/media and learn AR technologies during labs/workshops.
***Prerequisite: 30 credit hours or permission of the instructor Coordinator ***
*Note: Students may only receive credit for one of CTCH 313, DES 313, or CTCH 310AF.*

## CTCH 314 3:3-0

## 3D Animation Design: Story, Character, \& Motion

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/DES 216 (CTCH 210AB) or Permission of the_instructof Coordinator.***
*Note: Students may only receive credit for one of CTCH 314, DES 314, or CTCH 310AG.*

## CTCH 411 3:3-0

## 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 instructof Coordinator. ${ }^{* * *}$
*Note: Students may only receive credit for one of CTCH 410AA, DES 411 and CTCH 411.*
*Note: Creative Technologies program option.*

Rationale: These courses provide a range of options and requirements for the new Bachelor of Design degree.

End of Report from the Faculty of Media, Art, and Performance

### 4.6. Faculty of Science

The Faculty of Science is submitting the following items for information to CCUAS.

## Items for Information

## I. Course Revisions

## Effective 202520

## CS 115 - 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 $65 \% \mathbf{7 0 . 0 \%}$ and one of MATH 110 (may be taken concurrently) or MATH 103 with a minimum grade of $80 \%$.*** $^{* *}$

Rationale: The ability to program underpins much of what we expect our computer science students to be able to do as they proceed through our undergraduate degrees. CS 110 is the first in a progression of three courses that support the development of programming skills and knowledge: CS 110, CS 115, and CS 210 . The success of students as they proceed through upper year courses is predicated by their success in these fundamental courses. Many of the students that struggle to learn the concepts and skills taught in CS 110 end up having difficulty with CS 115 and progressing through our program in an efficient and timely manner. In an effort to ensure future student success, we will increase the mechanism for restricting the flow of students from CS 110 to CS 115 to require achieving a grade of $70.0 \%$ or higher in CS 110.

## Effective 202520

## CS 210-Data Structures and Abstractions

This course introduces data abstraction, data structures and their implementations, the basics of algorithmic analysis, and the fundamental computing algorithms. Topics include stacks, queues, heaps, recursion, Master Theorem, asymptotic notation, computational complexity, empirical performance measurement, recursion based sorting algorithms, hashing, and trees (including binary trees, B-trees, and AVL trees).
***Prerequisite: CS 115 with a minimum grade of $65.0 \%$ and MATH 110 ***
Rationale: The ability to program underpins much of what we expect our computer science students to be able to do as they proceed through our undergraduate degrees. CS 115 is the second in a progression of three courses that support the development of programming skills and knowledge: CS 110, CS 115, and CS 210 . The success of students as they proceed through upper year courses is predicated by their success in these fundamental courses. Many of the students that struggle to learn the concepts and skills taught in CS 115 end up having difficulty with CS 210 and progressing through our program in an efficient and timely manner. In an effort to ensure future student success, we will introduce a new mechanism for restricting the flow of students from CS 115 to CS 210 to require achieving a grade of $65.0 \%$ or higher in CS 115.

End of Report from the Faculty of Science

### 4.7. The Registrar's Office

The following motion is submitted by the Registrar's Office on behalf on the Associate Vice-President (Academic)

### 4.7.1. New Course UNIV 001 - University Preparedness

MOTION: To approve the UNIV 001 Course as presented below, effective 202510.

## UNIV 001 University Preparedness

This non-credit course is required of all undergraduate students. It aims to facilitate students' transition to university by enhancing their essential academic skills, introducing them to university expectations, and providing them with an opportunity to learn and practice the principles of academic integrity at the very inception of their university studies.

The course comprises asynchronous online modules and a short quiz for each module in several areas. These areas include academic integrity, academic writing, research skills, and study skills. The course is equivalent to approximately 10-12 hours of class time.

Students are expected to complete the course in the first four weeks of the start of classes in the term they begin their studies at the University of Regina. The course is graded Pass/Fail. Students must successfully complete all the quizzes to pass the course. They have the opportunity to repeat any of the quizzes until they succeed.

If a student does not successfully complete the course in the first four-week block of time, they will get a grade of Fail and be registered in the course scheduled for the second four-week block of time. This process will be repeated for a third time if the student fails again to complete the course scheduled for the second four-week block.

Those students who fail to complete the course in all three four-week block classes will be denied access to the University's Learning Management System UR Courses (except for UNIV 100) until they pass the course. Students must pay the course fee every time they register for the course.

Please note that while the course will be graded $P / F$, the course and course grade will not appear in students' transcripts.

Prerequisites: Admission to the University of Regina as an undergraduate student
Credit hours: 0.00
Grading mode: Pass/Fail
Schedule Type: TBA
Fee: $\$ 50$ fee to cover administrative costs
Effective date: 202510
Course Modules and Topics

1) Skills to Get Started

Time management; note taking; tips for studying and writing exams; respectful communication
2) Academic Writing Skills across Disciplines

Different types of written assignments; understanding instructor's writing assignment requirements; developing arguments; using analytical logic; writing with clarity; referencing sources

## 3) Research Skills

Where and how to start research for a class assignment; how to find relevant resources; library search terms; credibility of sources; where and how to get support
4) Academic Integrity

Core values of academic integrity; why academic integrity is important; what is academic misconduct; main types of academic misconduct and examples; how to avoid academic misconduct
5) Respectful Conduct

A review of non-academic misconduct; the respectful university policy; student code of conduct; and where to get help
6) Faculty-specific module(s)

## Background and Rationale:

In 2020-21, the University was engaged in retention planning with a view to enhancing student success, retention, and completion. One of the five action plans that resulted from the retention plan following campus-wide engagement and consultations was to create an introduction to university course. The research done as part of the retention plan, as well as campus-wide consultations, revealed the need for a foundational introductory course to support student transition from high school to university and enhance student success and learning experiences. The proposed non-credit course aims to meet this identified need in an efficient and structured way without necessitating changes to the requirements of individual academic programs. It will help build a foundation for students' academic success.

Faculties will have the flexibility to add some faculty-specific modules to UNIV 100 (for example, a module on professional conduct in Social Work, Nursing, etc.). Such modules will be designated as faculty-level modules; they may be required or recommended for students enrolled in that faculty.

Under the leadership of the AVP (Academic), a university-level committee will oversee the course. A new staff position will be responsible for the administrative duties to ensure that the course operates smoothly and that students are supported.

## 5. Adjournment

