ORIGINAL COURSE IMPLEMENTATION DATE: January 2021

REVISED COURSE IMPLEMENTATION DATE:

COURSE TO BE REVIEWED (six years after UEC approval)**:** October 2026

Course outline form version: 05/18/2018

OFFICIAL UNDERGRADUATE COURSE OUTLINE FORM

Note: The University reserves the right to amend course outlines as needed without notice.

Course Code and Number: MEDA 395	**Number of Credits:** 4 Course credit policy (105)

Course Full Title: Special Topics in Media Arts

Course Short Title:

(Transcripts only display 30 characters. Departments may recommend a short title if one is needed. If left blank, one will be assigned.)

Faculty: Faculty of Humanities	**Department (or program if no department):** Media Arts

Calendar Description:

Provides students with an opportunity to explore a topic or specific area of media arts and will vary with the instructor.

Note: This course will be offered under different letter designations (e.g. C-Z) representing different topics, and may be repeated for credit provided the letter designation differs.

Prerequisites (or NONE):	45 university-level credits, including MEDA 100.
Corequisites (if applicable, or NONE):	
Pre/corequisites (if applicable, or NONE):	

Antirequisite Courses *(Cannot be taken for additional credit.)*

Former course code/number:

Cross-listed with:

Dual-listed with:

Equivalent course(s):

(If offered in the previous five years, antirequisite course(s) will be included in the calendar description as a note that students with credit for the antirequisite course(s) cannot take this course for further credit.)

Typical Structure of Instructional Hours

Lecture/seminar hours	35
Tutorials/workshops	25
Supervised laboratory hours	
Experiential (field experience, practicum, internship, etc.)	
Supervised online activities	
Other contact hours:	
Total hours	**60**

Labs to be scheduled independent of lecture hours: ☒ No ☐ Yes

Special Topics *(Double-click on boxes to select.)*

This course is offered with different topics:

☐ No ☒ Yes *(If yes, topic will be recorded when offered.)*

Independent Study

If offered as an Independent Study course, this course may be repeated for further credit: *(If yes, topic will be recorded.)*

☒ No ☐ Yes, repeat(s) ☐ Yes, no limit

Transfer Credit

Transfer credit already exists: *(See **bctransferguide.ca**.)*

☒ No ☐ Yes

Submit outline for (re)articulation:

☐ No ☒ Yes *(If yes, fill in transfer credit form.)*

Grading System

☒ Letter Grades ☐ Credit/No Credit

Maximum enrolment (for information only): 25

Expected Frequency of Course Offerings:

Every other year. *(Every semester, Fall only, annually, etc.)*

Department / Program Head or Director: Heather Davis-Fisch	**Date approved:**	May 2020
Faculty Council approval	**Date approved:**	May 19, 2020
Dean/Associate VP: Jacqueline Nolte	**Date approved:**	May 19, 2020
Campus-Wide Consultation (CWC)	**Date of posting:**	June 26, 2020
Undergraduate Education Committee (UEC) approval	**Date of meeting:**	October 2, 2020

Learning Outcomes:

Upon successful completion of this course, students will be able to:

- Apply methods, theories or practices relevant to the chosen topic.
- Analyze course themes or concepts in group discussions, studio or lab work, and/or writing.
- Demonstrate self-reflexivity and intellectual curiosity in relation to course material.
- Produce a research project, following a process that includes identifying a research question, locating and evaluating source material, and synthesizing multiple sources effectively.
- Apply research methods as relevant to the chosen topic and field, demonstrating knowledge of intellectual property use.
- Communicate persuasively, clearly and professionally, in methods appropriate to context of the course.
- Situate the topic in historical and theoretical contexts.

Prior Learning Assessment and Recognition (PLAR)

☒ Yes ☐ No, PLAR cannot be awarded for this course because

Typical Instructional Methods *(Guest lecturers, presentations, online instruction, field trips, etc.; may vary at department's discretion.)*

Lecture, discussion, student presentations, lab/studio workshops.

NOTE: The following sections may vary by instructor. Please see course syllabus available from the instructor.

Typical Text(s) and Resource Materials *(If more space is required, download Supplemental Texts and Resource Materials form.)*

	Author (surname, initials)	Title (article, book, journal, etc.)	Current ed.	Publisher	Year
1.	Williams, R.	The Animator's Survival Kit	☐		2001
2.	Zwerman, S. (ed.)	The VES Handbook of Visual Effects: Industry Standard VFX Practices and Procedures	☐		2010
3.	Block, B.	The Visual Story: Creating the Visual Structure of Film, TV, and Digital Media	☐		2007
4.			☐		
5.			☐		

Required Additional Supplies and Materials *(Software, hardware, tools, specialized clothing, etc.)*

Typical Evaluation Methods and Weighting

Final exam:	%	Assignments:	40%	Field experience:	%	Portfolio:	%
Midterm exam:	%	Project:	50%	Practicum:	%	Participation:	10%
Quizzes/tests:	%	Lab work:	%	Shop work:	%	Total:	100%

Details (if necessary):

Typical Course Content and Topics

Digital Performance
Week 1 Introduction
Week 2 Production Planning
Week 3-6 Motion Builder
Week 7 Field Trip
Week 8-9 Maya
Week 10 Virtual Reality
Week 11 Game Engine Integration
Week 12-13 Final Presentations