

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: <i>(Transcripts only display 30 characters. Departments may recommend a short title if one is needed. If left blank, one will be assigned.)</i>																	
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 <i>(Cannot be taken for additional credit.)</i> Former course code/number: Cross-listed with: Dual-listed with: Equivalent course(s): <i>(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.)</i>		Special Topics <i>(Double-click on boxes to select.)</i> This course is offered with different topics: <input type="checkbox"/> No <input checked="" type="checkbox"/> Yes <i>(If yes, topic will be recorded when offered.)</i>															
		Independent Study If offered as an Independent Study course, this course may be repeated for further credit: <i>(If yes, topic will be recorded.)</i> <input checked="" type="checkbox"/> No <input type="checkbox"/> Yes, repeat(s) <input type="checkbox"/> Yes, no limit															
		Transfer Credit Transfer credit already exists: <i>(See bctransferguide.ca.)</i> <input checked="" type="checkbox"/> No <input type="checkbox"/> Yes Submit outline for (re)articulation: <input type="checkbox"/> No <input checked="" type="checkbox"/> Yes <i>(If yes, fill in transfer credit form.)</i>															
		Grading System <input checked="" type="checkbox"/> Letter Grades <input type="checkbox"/> Credit/No Credit															
		Maximum enrolment (for information only): 25 Expected Frequency of Course Offerings: Every other year. <i>(Every semester, Fall only, annually, etc.)</i>															
Typical Structure of Instructional Hours <table border="1"> <tr> <td>Lecture/seminar hours</td> <td>35</td> </tr> <tr> <td>Tutorials/workshops</td> <td>25</td> </tr> <tr> <td>Supervised laboratory hours</td> <td></td> </tr> <tr> <td>Experiential (field experience, practicum, internship, etc.)</td> <td></td> </tr> <tr> <td>Supervised online activities</td> <td></td> </tr> <tr> <td>Other contact hours:</td> <td></td> </tr> <tr> <td>Total hours</td> <td>60</td> </tr> </table>		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		
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Labs to be scheduled independent of lecture hours: <input checked="" type="checkbox"/> No <input type="checkbox"/> Yes																	
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	<input type="checkbox"/>		2001
2. Zwerman, S. (ed.)	The VES Handbook of Visual Effects: Industry Standard VFX Practices and Procedures	<input type="checkbox"/>		2010
3. Block, B.	The Visual Story: Creating the Visual Structure of Film, TV, and Digital Media	<input type="checkbox"/>		2007
4.		<input type="checkbox"/>		
5.		<input type="checkbox"/>		

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