



ORIGINAL COURSE IMPLEMENTATION DATE:

September 2023

REVISED COURSE IMPLEMENTATION DATE:

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

March 2029

Course outline form version: 28/10/2022

OFFICIAL UNDERGRADUATE COURSE OUTLINE FORM

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

Course Code and Number: MEDA 403		Number of Credits: 6 Course credit policy (105)													
Course Full Title: Media Arts Integrated Project Course Short Title: Media Arts Integrated Project															
Faculty: Faculty of Humanities		Department (or program if no department): Media Arts													
<p>Calendar Description:</p> <p>Students will apply their skills, in teams, to a collaborative creative project. After consulting with a faculty advisor, students will develop a detailed project proposal, then advance the project through preproduction, research, and development, production/implementation, and public presentation.</p> <p>Note: This course is offered as MEDA 403A and MEDA 403B. Students must take both in the same academic year to receive credit. Note: Students with credit for MEDA 401 and/or MEDA 402 cannot take this course for further credit.</p>															
Prerequisites (or NONE):		90 university-level credits including MEDA 350 and MEDA 360.													
Corequisites (if applicable, or NONE):															
Pre/corequisites (if applicable, or NONE):															
<p>Antirequisite Courses (<i>Cannot be taken for additional credit.</i>)</p> <p>Former course code/number:</p> <p>Cross-listed with:</p> <p>Equivalent course(s): MEDA 401, MEDA 402</p> <p><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></p>		<p>Course Details</p> <p>Special Topics course: No <i>(If yes, the course will be offered under different letter designations representing different topics.)</i></p> <p>Directed Study course: No <i>(See policy 207 for more information.)</i></p> <p>Grading System: Letter grades</p> <p>Delivery Mode: May be offered in multiple delivery modes</p> <p>Expected frequency: Annually</p> <p>Maximum enrolment (for information only): 25</p>													
<p>Typical Structure of Instructional Hours</p> <table border="1"> <tr> <td>Lecture/seminar</td> <td>20</td> </tr> <tr> <td>Student directed learning</td> <td>70</td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td>Total hours</td> <td>90</td> </tr> </table>		Lecture/seminar	20	Student directed learning	70							Total hours	90	<p>Prior Learning Assessment and Recognition (PLAR)</p> <p>PLAR cannot be awarded for this course because:</p> <p>This is a process course where a group of students, through ongoing consultation with faculty, design and develop a creative project proposal and implement their plan.</p>	
Lecture/seminar	20														
Student directed learning	70														
Total hours	90														
<p>Scheduled Laboratory Hours</p> <p>Labs to be scheduled independent of lecture hours: <input checked="" type="checkbox"/> No <input type="checkbox"/> Yes</p>		<p>Transfer Credit (See bctransferguide.ca)</p> <p>Transfer credit already exists: No</p> <p>Submit outline for (re)articulation: No <i>(If yes, fill in transfer credit form.)</i></p>													
Department approval		Date of meeting: January 20, 2023													
Faculty Council approval		Date of meeting: February 10, 2023													
Undergraduate Education Committee (UEC) approval		Date of meeting: March 24, 2023													

Learning Outcomes *(These should contribute to students' ability to meet program outcomes and thus Institutional Learning Outcomes.)*

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

1. Critically evaluate their role as content creators, including the social impact of their work.
2. Discuss how to incorporate Indigenous perspectives, voices, and experiences into digital media platforms and content, in response to the TRC's Call's To Action and UNDRIP.
3. Implement a coordinated production plan for a major media arts project.
4. Produce appropriate preproduction assets to inform a media arts production.
5. Collaborate productively and effectively in a creative team.
6. Establish networks of other content creators to collaborate on projects.
7. Communicate with a high level of proficiency in both visual and text media.
8. Employ independent research skills in relation to career and professional self-development.
9. Communicate the goals, rationale, significance, and development processes of the media arts project.

Recommended Evaluation Methods and Weighting *(Evaluation should align to learning outcomes.)*

Assignments:	60%	Project:	40%	

Details:

Assignments:

- Group participation and scheduled meetings with faculty advisor: 10%
- Progress reports: 10%
- Presentations: 20%
- Research review (comprehensive resources): 10%
- Project proposal: 10%

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

Typical Instructional Methods *(Guest lecturers, presentations, online instruction, field trips, etc.)*

Team assignments, presentations, field work, lectures, and seminars.

Texts and Resource Materials *(Include online resources and Indigenous knowledge sources. [Open Educational Resources \(OER\)](#) should be included whenever possible. If more space is required, use the [Supplemental Texts and Resource Materials form.](#))*

Type	Author or description	Title and publication/access details	Year
1.			
2.			
3.			
4.			

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

Students must have a computer, ideally a well-equipped laptop. For advice on current computer and software needs, consult with the instructor.

Course Content and Topics

The course content will vary according to the project and needs of student groups. It will be determined in consultation with the faculty advisor. It may include the following:

Project Conceptualization

- Developing a project proposal, and pitch
- Considerations of stakeholders and collaborators, including Indigenous communities
- Project timelines, roles, and associated considerations
- Production processes, and typical procedures

Creative Research

- Conceptualization
- Identifying knowledge gaps
- Professional development
- Concept art, storyboards and look books
- Technical research and development
- Animatics, rough cuts, and prototypes
- Design development, and documentation

Asset Development

- Identifying production requirements
- Developing production assets
- Coordinating production
- Developing project pipelines
- Technical testing, and prototyping

Project Production

- Production coordination
- Media ethics and law
- Production roles
- Asset development and integration
- Research and development
- Testing and prototyping

Documentary

- Documenting the production process
- Video essay structure
- Team member interviews
- B-roll footage

Public Presentation, may include:

- In person event presentation
- Online exhibition
- Gallery exhibition
- Portfolio showcase
- Distribution