

ADVISING WORKSHEET
Specialized Honours BA
DIGITAL MEDIA: DIGITAL MEDIA
GAME ARTS – 120 CREDITS
FW 2024

Student Name:
Student Number:
Advisor:
Date:

	Grade	Credits		Grade	Credits
YEAR 1 (30 credits)					
**3.00 credits from the FA 1900 series of AMPD courses not including DATT 1900 3.00		3.00	**6.00 credits chosen from the Natural Science area of the General Education requirement		6.00
DATT 1010 3.00		3.00			
DATT 1020 3.00		3.00	EECS 1015 3.00		3.00
DATT 1100 3.00		3.00	EECS 1710 3.00		3.00
DATT 1200 3.00		3.00	EECS 1720 3.00		3.00
YEAR 2 (30 credits)					
DATT 2050 3.00		3.00	3.00 credits chosen from: EECS 2031 3.00, EECS 2101 3.00, EECS 2311 3.00		3.00
DATT 2100 3.00		3.00			
DATT 2300 3.00		3.00	6.00 credits chosen from 2000 level DATT courses, excluding DATT 2050 3.00 and DATT 2100 3.00		6.00
DATT 2040 3.00		3.00			
DATT 2310 3.00		3.00	EECS 2030 3.00		3.00
EECS 1019 3.00 (prerequisite MATH 1190 3.00 if MFH4U was not completed)		3.00			
YEAR 3 (30 Credits)					
***In/Out AMPD Elective: 3.00 credits chosen from FA not including DATT		3.00	6.00 Elective Credits		6.00
DATT 3701 6.00		6.00			
**3.00 credits from the FA 1900 series of AMPD courses not including DATT 1900 3.00		3.00	9.00 credits chosen from EECS 3214 3.00, EECS 3421 3.00, EECS 3431 3.00, EECS 3461 3.00 or any DATT 3000-level course except for DATT 3300 3.00, DATT 3701 6.00 and DATT 3700 6.00		9.00
DATT 3300 3.0		3.00			
YEAR 4 (30 Credits)					
***In/Out AMPD Elective: 3.00 credits chosen from FA not including DATT		3.00	6.00 credits chosen from EECS 4431 3.00*, EECS 4441 3.00, EECS 4443 3.00, EECS 4461 3.00, EECS 4462 3.00, EECS 4471 3.00*, EECS 4491 3.00* or any 4000 level DATT course except for DATT 4301 3.00		6.00
EECS 4700 6.00		6.00			
6 Elective Credits		6.00	DATT 4301 3.00		3.00
**6.00 credits in AP/CMDS, SC/STS, or FA/ARTH at the 3000 or 4000 level. ^FA/ARTH courses cannot be used to satisfy the Social Science requirement.					6.00

A minimum of 36 credits must be at a 3000 or 4000 level. **At least 18 credits must be at the 4000 level!**

*Courses with prerequisites that are not part of the program requirements.

**The General Education requirement must be satisfied by completing courses from three areas: six credits in Humanities, six credits in Natural Science, and six credits in Social Science. Courses to satisfy these requirements may be chosen from the table on Page 2 of this worksheet. Please note:

6.0 credits in Humanities are satisfied by courses from the FA 1900 series outside the major: **FA/ARTH 1900 3.0, FA/CMA 1900 3.0, FA/DANC 1900 3.0, FA/MUSI 1900 3.0, FA/PANF 1900 3.0, FA/THEA 1900 3.0.**

^6.0 credits in AP/CMDS or SC/STS can be used to satisfy the 6.0 credit Social Science requirement. However, Art History (FA/ARTH) courses can NOT be used towards the Social Science requirement.

*****IN/OUTS AMPD Electives** may be chosen from the following subject areas: Art History (FA/ARTH), Cinema & Media Arts (FA/CMA), Dance (FA/DANC), Design (FA/DESN), Music (FA/MUSI), Interdisciplinary Fine Arts (FA/PANF), Theatre (FA/THEA), Visual Arts (FA/VISA).

Requirement Checklist and Notes

To ensure graduation, each box must be checked as completed.

You must fulfill the degree requirements for the year that you entered your current program/stream. This Advising Worksheet is meant for students who began the Digital Media (Digital Media Game Arts) Spec. Hons. BA in Fall/Winter 2024-2025.

6.0 credits from the FA 1900 series of courses outside the major must be completed. (For students admitted to AMPD with 54.0 or more transfer credits this requirement is optional.)

6.0 credits from the Social Science General Education requirement must be completed. 6.0 credits from AP/CMDS or SC/STS at the 3000/4000 level may count towards this requirement.

Overall Grade Point Average must be at least 5.0 (C+).

Major Grade Point Average must be at least 5.0 (C+).

Upper-level Requirement: A minimum of 36.0 credits must be at the 3000 or 4000 level. Of these, at least 18.0 credits must be at the 4000 level.

Residency Requirement: A minimum of 30.0 course credits and at least 50% of the course credits required in each undergraduate degree program (major and/or minor) must be taken at York University.

Note on the General Education Requirement: Six credits in each of the general areas of the Humanities, the Social Sciences, and the Natural Sciences must be completed within the first 90 credits. Courses must be selected from the following subject areas:

HUMANITIES	NATURAL SCIENCE	SOCIAL SCIENCE
classical studies (CLST)	biology (BIOL)	anthropology (ANTH)
English (EN)	chemistry (CHEM)	economics (ECON)
French studies (FR)	earth and atmospheric science (ESSE)	geography (GEOG)
history (HIST)	environmental studies (EU/ENVS 1500 6.00)	political science (POLS)
humanities (HUMA)	natural science (NATS)	psychology (PSYC)
languages and linguistics	physics and astronomy (PHYS)	social science (SOSC)
modes of reasoning (MODR)	science and technology studies (SC/STS)	sociology (SOCI)
philosophy (PHIL)		

School of the Arts, Media, Performance & Design students may satisfy the Humanities General Education requirement by taking six credits from the FA 1900 series of courses outside the major. However, these courses, if used to satisfy the Humanities General Education requirement, cannot also be counted in another category.

For Digital Media Spec. Hons. BA students, 6.0 AP/CMDS or SC/STS credits at the 3000 or 4000 level may be used to satisfy the Social Science requirement.

Important Information and Resources

PLEASE NOTE: This manual Advising Worksheet is a guide designed to help students understand their degree requirements and to assist with course selection. It does not serve as an official confirmation of a student's eligibility to graduate. The Registrar's Office will officially determine satisfaction of all degree requirements upon the submission of a graduation application.

Academic Advising – for assistance understanding degree requirements

Office of Advising & Integrated Student Services (OAISS)

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Department Contact Information – for enrolment permission

Department of Computational Arts

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