COMPUTING AND THE CREATIVE ARTS

Specialization, Bachelor of Arts (Honours) | degree PLAN

GET THE COURSES YOU NEED

Sample Year by Year

1ST YEAR
- CISC 121/3.0
- CISC 124/3.0
- CISC 102/3.0 or MATH 110/6.0
- 6.0 units from (ARTH 116/3.0 and ARTH 117/3.0, or ARTH 120/6.0) OR (DRAM 100/6.0) OR (FILM 110/6.0, or FILM 104/3.0 and BISC 100/3.0) OR (MUSC 104/3.0 and MUSC 156/3.0)
- 15.0 units of electives

2ND YEAR
- COCA 201/3.0
- CISC 203/3.0
- CISC 204/3.0
- CISC 220/3.0
- CISC 223/3.0
- CISC 235/3.0
- 9.0 units from Sub-Plan of choice (Art, Drama, Film, Music)
- 3.0 units of electives

3RD YEAR
- CISC 260/3.0
- CISC 325/3.0
- CISC 352/3.0
- 3.0 units from CISC; CISC_subs at the 200 level or above
- 12.0 units from Sub-Plan of choice (Art, Drama, Film, Music)
- 6.0 units of electives

4TH YEAR
- CISC 365/3.0
- 3.0 units from CISC; CISC_Sub at the 400 level
- 12.0 units from Sub-Plan of choice (Art, Drama, Film, Music)
- 12.0 units of electives

Note that degree requirements are revised regularly. The most current requirements, including course lists and options, are found in the Academic Calendar at: Quartsci.com/academic-calendar
In first year you will have the chance to explore the foundations of Computing and one of either Art History, Drama, Music or Film and Media courses along with some electives.

- Attend Majors Night in the Winter term to learn more about Plan options.
- See the back page for specific courses to consider.
- Get involved with the Computing Students Association (COMPSA).

Start going deeper into the discipline of Computing and the Creative Arts, while considering a certificate such as Media Studies. Attend Degree + in the Fall term to learn more about Certificates and Internship options.

- Talk to the School and their faculty about research opportunities through Undergraduate Summer Research Assistantships (NSERC/USRA).
- Get involved with the Computing Students Association (COMPSA). Consider volunteering with initiatives such as high school programming competitions, Hour of Code, or local FIRST Robotic teams. Consider entrepreneurial opportunities via programs like the Queen's Undergraduate Internship Program through Career Services.

A chance to start grouping courses in areas of interest, or to keep it more general and explore many areas of Computing and the Creative Arts. Meet with an Academic Advisor to make sure you are on track and have planned out your courses for next year — for some ideas, see the back page.

- Stay during the summer as an assistant to a faculty member. Consider applying to the 12-16 month Queen's Undergraduate Internship Program through Career Services. Consult the School's FAQ and consider applying.
- Connect with professors at events or workshops hosted by the School, COMPSA and WISC. Connect with professors at events or workshops hosted by the School, COMPSA and WISC.

In fourth year you will have the chance to participate in research-based courses that can lead to Graduate School or to your future career path. Make sure to finish up all your courses for your major and your optional certificate(s).

- Investigate requirements for full-time jobs or other opportunities related to careers of interest. Assess what experience you're lacking and fill in gaps with volunteering, clubs, or internships – check out the Career Services skills workshop for help.
- Consider joining professional associations like Canadian Information Processing Society, IEEE Computer Society, and the Association for Computing Machinery (ACM).
- Consider applying to the 12-16 month QUIP Internship. Join groups on LinkedIn reflecting specific careers or topics of interest in Computing.

• Web developer
• Software tester
• Software developer
• Software architect
• Cryptographer
• Computer programmer
• Art management
• 3D animator

What will I learn?
A degree in Computing and the Creative Arts can equip you with valuable and versatile skills, such as:
- Ability to design, develop and maintain software systems
- Oral and written communication to summarize complex ideas and present data in visual formats
- Ability to model and solve a diverse range of problems
- Critical thinking and systematic problem-solving approaches
- Proficiency in mathematics and logical computational thinking
- Resource and time management
- Project management

Where can I go?
A degree in Computing and the Creative Arts can take your career in many directions. Many students choose to continue their academic inquiry with a Master’s. Our students are equipped with a strong foundation for careers in:
- 3D animator
- Art management
- Computer programmer
- Cryptographer
- Database administrator
- Game development/design
- Graphic designer
- Human factors
- Interaction designer
- Multimedia design
- New media artist
- Software architect
- Software developer
- Software tester
- Sound designer
- Systems analyst
- Web developer

Taking time to explore career options, build experience and network can help you have a smooth transition to the world of work after graduation.

If needed, prepare to take any required tests (like the MCAT or GMAT) and get help thinking about Grad School from Career Services.

- Explore careers of interest by reading books in the Career Services Information Area, such as Careers in High Tech. For more information check out Career Cruising or by finding and connecting with alumni on LinkedIn.
- Start focusing on areas of interest. Research education requirements for careers of interest. If you have a strong foundation for careers in many directions. Many students choose to continue their academic inquiry with a Master’s. Our students are equipped with a strong foundation for careers in:

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