COMPUTING AND THE CREATIVE ARTS

COCA-P-BAH  Specialization (Arts) Bachelor of Arts (Honours)

This innovative degree is aimed at students with interests and abilities in both computing and the creative arts. Students who enrol in this program take courses offered by Art History, Drama, Film and Media, or Music, while maintaining a solid concentration in Computer Science. Learn how to use cutting-edge computer software programs for artistic production, develop new approaches to artistic expression, and acquire the technical expertise to develop new applications and take full advantage of future trends in digital technology. Imagine interactive fashion, multiscreen performance or digital art galleries of the future.

TOP 5 REASONS to study COMPUTING

1. Computing is one of the top degrees for career opportunities in North America.

2. Learn from outstanding professors who are internationally recognized experts and committed educators.

3. Gain the skills and theoretical knowledge you’ll need to excel as a computer scientist.

4. Take courses which reflect the sweeping uses of computing in all aspects of modern life.

5. Test the waters and explore your passions outside of computing while still immersed in our diverse multidisciplinary offerings.

ALUMNI JOBS

- 9% of alumni work in PHARMACEUTICALS
- 15% of alumni work in INSURANCE
- 18% of alumni work in BANKING & INVESTMENT
- 21% of alumni work in EDUCATION

Susan Bartlett is a Queen’s University alumna with a BSc in Software Design and a BA in English Literature. Through skills honed at Queen’s, Susan leads teams of designers, researchers, and business strategists to deliver innovative solutions at Bridgeable. She is passionate about understanding the complex interactions people have with the world around them.

add a CERTIFICATE to your degree

Employment Relations
Entrepreneurship, Innovation and Creativity
Disability and Physical Activity
French for Professionals
Geographic Information Science
Global Action and Engagement
Indigenous Languages and Cultures
International Studies
Media Studies
Sexual and Gender Diversity
Urban Planning Studies
QUartscl.com/certs

2018-19 thresholds

NO AUTOMATIC ACCEPTANCE

2.3 cGPA PENDING LIST
min B- in CISC 12#
### COMPUTING AND THE CREATIVE ARTS

**SPECIALIZATION BACHELOR OF COMPUTING (HONOURS)**

**GET THE COURSES YOU NEED**

1. **1ST YEAR**
   - 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.
   - See the back page for specific courses to consider.
   - Attend Majors Night in the Winter term to learn more about Plan options.

2. **2ND YEAR**
   - 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.
   - Want to make sure your academics are where you want them to be? Visit QUASS (Student Academic Support Services) and the Writing Centre for some help.

3. **3RD YEAR**
   - 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.

4. **4TH OR FINAL YEAR**
   - 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).

**GET RELEVANT EXPERIENCE**

- **Join teams or clubs on campus such as:** 
  - MUSE Magazine or Queen's Tech for Change.
  - Participate in Open Source Development projects. Join the Queen’s ACM Programming team. See the AMS Clubs Directory or the Queen’s Get Involved page for more ideas.
  - Volunteer on or off campus with different community organizations such as: 
    - Women in the School of Computing Group. Offer your services to a non-profit organization. Organize after school programming or robotics clubs in the local elementary or secondary schools.

- **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 Innovation Connector Summer Initiative (QICS).
  - Connect with professors at events or workshops hosted by the School, COMPSA and WISC. Connect with alumni by joining the LinkedIn group Queen’s Connects. Attend conferences like the Canadian Celebration of Women in Computing (CAN-CWIC).

- **Consider joining professional associations like:** 
  - Join groups on LinkedIn reflecting specific careers or topics of interest in Computing.

**GET CONNECTED WITH THE COMMUNITY**

- **Volunteer on or off campus with different community organizations such as:** 
  - Women in the School of Computing Group. Offer your services to a non-profit organization. Organize after school programming or robotics clubs in the local elementary or secondary schools.

**GET THINKING GLOBALLY**

- **Prepare for work or studies in a multi-cultural environment by taking:** 
  - QUIC’s Intercultural Competency Certificate, and research possible immigration regulations.
  - Speak to a QUIC advisor to get involved in their programs, events, and training opportunities.

- **Get thinking globally:**
  - 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

- **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 them 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

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    - Graphic designer
    - Human factors
    - Interaction designer
    - Multimedia design
    - New media artist
    - Software architect
    - Software developer
    - Software tester
    - Sound designer
    - Systems analyst
    - Web developer

- **What can I become?**
  - Computing and the Creative Arts can equip you with a variety of career options, such as:
    - Developer/Programmer
    - IT Project Manager
    - IT Consultant
    - Analyst
    - Software Engineer
    - Systems Administrator
    - Web Developer
    - Data Scientist
    - Network Engineer
    - Database Administrator
    - Mobile Application Developer
    - Game Developer
    - Interaction Designer
    - Creative Director
    - Multimedia Designer
    - Graphic Designer

**GET READY FOR LIFE AFTER GRADUATION**

- **Grappling with program decisions? Go to Majors Night or get some help wondering about career options from Career Services.**
  - Build your transferrable skills in time management, organization, writing and more with Student Academic Success 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 needed, prepare to take any required tests (like the MCAT or GMAT) and get help thinking about Grad School from Career Services.**

- **Apply to jobs or future education, or make plans for other adventures. Get help from Career Services with job searching, resumes, interviews, Grad School applications, or other decisions.**

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### SPECIALIZATION MAP

#### CONSIDER A 12-16 MONTH QUIP INTERNSHIP

- **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:**
  - Join groups on LinkedIn reflecting specific careers or topics of interest in Computing.

- **International students interested in staying in Canada can speak with an International Student Advisor.**

- **Apply to jobs or future education, or make plans for other adventures. Get help from Career Services with job searching, resumes, interviews, Grad School applications, or other decisions.**

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