Applied Computing - Interactive System Design Program Description

Note: This program description is temporary until the official University of Saskatchewan Course and Program Catalogue is published for the 2022-2023 academic year (Winter 2022). ***Program requirements are subject to change up to that point.***

	Bachelor of Science Four-year (B.Sc. Four-year) – Applied Computing – Interactive Systems Design No more than 6 credit units from one subject may be used in Requirements C1, C2, and the Junior Course Requirements in C3.	**Bachelor of Science Honours (B.Sc. Honours) – Applied Computing – Interactive Systems Design** Students interested in entering an Honours program should consult advisors in the department concerned before registering for their second year. Of the 120 credit units required for the B.Sc. Honours degree, at least 66 credit units must be at the senior level. Application for admission to Honours is not considered until successful completion of at least 60 credit units with a Cumulative Weighted Average of at least 70% overall and at least 70% in the subject of Honours. For further details, please see the Academic Information and Policies section. No more than 6 credit units from one subject may be used in Requirements C1, C2, and the Junior Course Requirements in C3.
C1 College Require-ment (15 credit units)	**English Language Writing** Choose **6 credit units** from the following: • *Full list*	**Indigenous Learning** Choose **3 credit units** from the following: • *Full list* **Quantitative Reasoning** • MATH 163.3 Introduction to Mathematical Reasoning • MATH 164.3 Introduction to Linear Algebra
C2 Breadth Require-ment (6 credit units)	Choose **6 credit units** from the following areas: Fine Arts Humanities Social Sciences Courses with No Program Type	
C3 Cognate Require-ment (12 credit units)	**(12 credit units)** **Junior course requirements:** Choose **9 credit units** from the following:	

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Biology

BIOL 120.3
BIOL 121.3

Chemistry

CHEM 112.3
CHEM 115.3
CHEM 250.3

Earth Science

GEOG 120.3
GEOL 121.3
GEOL 122.3

Physics & Astronomy

ASTR 113.3
PHYS 115.3
PHYS 117.3 or PHYS 125.3

Senior course requirements:

PHIL 232.3 Ethics and Professional Responsibility in Computer Science

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<td>C4 Major Require-ment</td>
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(72 credit units)

ARTH 120.3 Art and Visual Culture I
ARTH 121.3 Art and Visual Culture I
CMPT 141.3 Introduction to Computer Science
CMPT 145.3 Principles of Computer Science
CMPT 260.3 Mathematical Logic and Computing
CMPT 270.3 Developing Object Oriented Systems
CMPT 280.3 Intermediate Data Structures and Algorithms
CMPT 281.3 Website Design and Development
CMPT 370.3 Intermediate Software Engineering
CMPT 381.3 Implementation of Graphical User Interfaces
CMPT 481.3 Human Computer Interaction
PSY 120.3 Biological and Cognitive Bases of Psychology
PSY 121.3 Social Clinical Cultural and Developmental Behaviour
STAT 245.3 Introduction to Statistical Methods

Choose 3 credit units from the following:

100-level ART courses numbered 111 or higher

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(75 credit units)

ARTH 120.3 Art and Visual Culture I
ARTH 121.3 Art and Visual Culture I
CMPT 141.3 Introduction to Computer Science
CMPT 145.3 Principles of Computer Science
CMPT 260.3 Mathematical Logic and Computing
CMPT 270.3 Developing Object Oriented Systems
CMPT 280.3 Intermediate Data Structures and Algorithms
CMPT 281.3 Website Design and Development
CMPT 370.3 Intermediate Software Engineering
CMPT 381.3 Implementation of Graphical User Interfaces
CMPT 407.3 Research Topics in Applied Computing
CMPT 481.3 Human Computer Interaction
PSY 120.3 Biological and Cognitive Bases of Psychology
PSY 121.3 Social Clinical Cultural and Developmental Behaviour
STAT 245.3 Introduction to Statistical Methods

Choose 3 credit units from the following:

100-level ART courses numbered 111 or higher

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	Choose **6 credit units** from the following, from any of the areas: Game Design: • CMPT 306.3 Game Mechanics • CMPT 406.3 Game Design Workshop Information Visualization: • CMPT 384.3 Information Visualization • CMPT 484.3 Graph Drawing and Network Visualization Choose **3 credit units** from the following: • CMPT 306.3 Game Mechanics • CMPT 318.3 Data Analytics • CMPT 353.3 Full Stack Web Programming • CMPT 360.3 Machines and Algorithms • CMPT 371.3 Software Management • CMPT 384.3 Information Visualization Choose **3 credit units** from the following: • ARTH 250.3 Introduction to Visual Culture • ARTH 251.3 Art of the Internet Choose **6 credit units** from the following: • INTS 111.3 Design and Society • ART 231.3 Animation and Digital Space • ART 235.3 Digital Imagery • ART 236.3 Digital and Integrated Practice IIA • ART 237.3 Digital and Integrated Practice IIB • ART 331.3 Animation and Digital Space II Choose **9 credit units** from the following: • PSY 213.3 Child Development • PSY 214.3 Adolescent Development • PSY 216.3 Psychology of Aging • PSY 226.3 Social Psychology • PSY 252.3 Perceptual Processes • PSY 253.3 Introduction to Cognitive Psychology • PSY 255.3 Human Memory	Choose **6 credit units** from the following, from any of the areas, with at least 3 credit units at the 400-level: Game Design: • CMPT 306.3 Game Mechanics • CMPT 406.3 Game Design Workshop Information Visualization: • CMPT 384.3 Information Visualization • CMPT 484.3 Graph Drawing and Network Visualization Choose **3 credit units** from the following: • CMPT 306.3 Game Mechanics • CMPT 318.3 Data Analytics • CMPT 353.3 Full Stack Web Programming • CMPT 360.3 Machines and Algorithms • CMPT 371.3 Software Management • CMPT 384.3 Information Visualization Choose **3 credit units** from the following: • ARTH 250.3 Introduction to Visual Culture • ARTH 251.3 Art of the Internet Choose **6 credit units** from the following: • INTS 111.3 Design and Society • ART 231.3 Animation and Digital Space • ART 235.3 Digital Imagery • ART 236.3 Digital and Integrated Practice IIA • ART 237.3 Digital and Integrated Practice IIB • ART 331.3 Animation and Digital Space II Choose **9 credit units** from the following: • PSY 213.3 Child Development • PSY 214.3 Adolescent Development • PSY 216.3 Psychology of Aging • PSY 226.3 Social Psychology • PSY 252.3 Perceptual Processes • PSY 253.3 Introduction to Cognitive Psychology • PSY 255.3 Human Memory • PSY 256.3 Psychology of Language

	• PSY 256.3 Psychology of Language	
C5 Electives Require-ment	**(21 credit units)** Arts and Science courses, or those from other Colleges that have been approved for Arts and Science credit, to complete the requirements for 120 credit unit Four-year program, of which at least 66 must be at the 200-level or higher.	**(18 credit units)** Arts and Science courses, or those from other Colleges that have been approved for Arts and Science credit, to complete the requirements for 120 credit unit Honours program, of which at least 66 must be at the 200-level or higher.