

MEDIA AND CINEMA STUDIES (MCST)

College of Arts

This minor considers the various approaches to media, communication, and culture. By examining conventions used across media forms and texts, students are expected to demonstrate an understanding of the relationship between form and content, media and society, technology and culture. Attention will be given to cinema, sound/music, visual culture, and digital/Internet texts and practices. The minor in Media and Cinema Studies (MCST) guides students to an understanding of the pertinent questions at stake in today's technological and information-focused environments.

Minor Requirements (Honours)

A minimum of 5.00 credits is required, including:

Code	Title	Credits
THST*1200	The Languages of Media	0.50
THST*2450	Approaches to Media Studies	0.50
Select at least 1.50 credits from Cinema Studies:		
EURO*1100	European Cinema	0.50
ENGL*2200	Postcolonial Literatures, Film, and Other Media	0.50
ENGL*2330	Print Culture and Cinema	0.50
HIST*2020	Film as History	0.50
HIST*3260	Cinema and the Moving Image	0.50
HUMN*2020	Crime and Criminals in Italian Cinema	0.50
THST*1040	Introduction to Performance	0.50
THST*2500	Contemporary Cinema	0.50
THST*3530	Canadian Cinema	0.50
Select 2.50 additional credits from the following:		
ARTH*2060	Indigenous Arts in the Americas	0.50
ARTH*2220	The Visual Arts Today	0.50
ARTH*2290	History of Photographic Media	0.50
ARTH*2480	Introduction to Art Theory and Criticism	0.50
ARTH*2490	History of Canadian Art	0.50
ARTH*3010	Contemporary Canadian Art	0.50
ARTH*3060	Public Art	0.50
CIS*1200	Introduction to Computing	0.50
CIS*1500	Introduction to Programming	0.50
CIS*2170	User Interface Design	0.75
CTS*1000	Culture and Technology: Keywords	0.50
CTS*2000	Scripting for the Humanities	0.50
CTS*2010	Digital Approaches to Culture	0.50
ENGL*2200	Postcolonial Literatures, Film, and Other Media	0.50
ENGL*2330	Print Culture and Cinema	0.50
ENGL*3100	Reading 2.0: Electronic Lit, Games, and Digital Narrative Forms	0.50
EURO*1100	European Cinema	0.50
HIST*2020	Film as History	0.50
HIST*3260	Cinema and the Moving Image	0.50

HIST*4170	Exploration of Digital Humanities	1.00
HUMN*2020	Crime and Criminals in Italian Cinema	0.50
HUMN*3190	Experiential Learning	0.50
HUMN*3470	Holocaust & WWII in German Lit. & Film	0.50
HUMN*4190	Experiential Learning	0.50
MUSC*2100	Creating Music on the Computer	0.50
MUSC*2150	Music and Popular Culture	0.50
MUSC*2220	Electronica: Music in the Digital Age	0.50
MUSC*2380	Classical Music from Concert Hall to Cinema	0.50
PHIL*3370	Ethics of Artificial Intelligence	0.50
SART*1050	Foundation Studio	0.50
SART*1060	Core Studio	0.50
SART*1150	Contemporary Artistic Practice	0.50
SART*2610	Photography I	0.50
SART*2700	Digital Media I: Using Vector and Raster Images	0.50
SART*2710	Digital Media II: Animation	0.50
SART*3750	Photography II	0.50
SART*3480	Digital Media III: Creating Content for the Web	0.50
THST*1040	Introduction to Performance	0.50
THST*2500	Contemporary Cinema	0.50
THST*2650	History of Communication	0.50
THST*3530	Canadian Cinema	0.50

At least 1.00 credits must be at 3000 level or higher

Note: Some courses may also have prerequisites which are identified in course descriptions in the academic calendar. Students must plan their progress accordingly