

The Degree of Bachelor of Digital Screen (BDigiScreen – 360 Points)

These regulations must be read in conjunction with the General Regulations for the University.

1. Version

- (a) These Regulations came into force on 1 January 2023.
- (b) This degree was first offered in 2023.

2. Variations

In exceptional circumstances the Amo Matua, Toi Tangata | Executive Dean of Arts or delegate may approve a personal programme of study which does not conform to these Regulations.

3. The structure of the qualification

To qualify for the Degree of Bachelor of Digital Screen a student must be credited with courses having a minimum total value of 360 points.

- (a) Of these 360 points:
 - i. at least 270 points must be from courses listed in Schedule V to these Regulations, including those courses in Schedule C to these Regulations.
 - ii. the remaining 90 points may be from courses from any undergraduate degree of the University.
- (b) In addition to these requirements, a student must be credited with courses to the value of:
 - i. at least 225 points above 100-level, including
 - ii. at least 90 points at 300-level.
- (c) Within the provisions outlined above a student must satisfy the requirements for:
 - i. a major, or
 - ii. a major and a minor
- (d) Minors for the Bachelor of Digital Screen degree are those listed in Schedule S or those minors provided for in the General Conditions for Credit Regulations.

4. Admission to the qualification

This is an exit qualification only, from the Bachelor of Digital Screen (Honours).

5. Subjects

This qualification may be awarded with majors and minors. The requirements of each major and minor are listed in Schedule S to these Regulations.

- (a) A student must meet the requirements for each major or minor as listed in Schedule S.
- (b) All majors and minors must be in separate subject areas as listed in Schedule S, or for minors, those provided for in the General Conditions for Credit Regulations.
- (c) Any given course may contribute to only one major or minor.
- (d) A course fulfilling the Schedule C requirement cannot also contribute to the requirement for a major or minor.

6. Time limits

The qualification adheres to the General Regulations of the University.

7. Transfers of credit, substitutions and cross-credits

This qualification adheres to the General Regulations for the University, with no additional stipulations.

8. Progression

This qualification adheres to the General Regulations for the University.

9. Honours, Distinction and Merit

There is no award of Honours, Distinction or Merit for this qualification.

10. Exit and Upgrade Pathways to other Qualifications

- (a) There are no advancing qualifications for this degree.
- (b) A student who has not met the requirements for the BDigiScreen, or who wishes to transfer to any of the undergraduate certificates, diplomas or degrees at the University, may apply to the appropriate Amo Matua | Executive Dean or delegate for admission, provided they meet the requirements for entry to that qualification.

Schedule C: Compulsory Courses for the Degree of Bachelor of Digital Screen

For full course information, go to courseinfo.canterbury.ac.nz

Course Code	Course Title	Pts	2025	Location	P/C/R/PP/EQ
DISC101	Storytelling for the Digital Screen	15	S1	Campus	
DISC102	Principles of Screen Production for Film	15	S2	Campus	
DISC201	Storytelling in action	15	S1	Campus	P: DISC101
DISC301	Story development	15	S1	Campus	P: DISC201
DISC380	Year 3 capstone project	30	S2	Campus	P: DISC301 and 30 points from the courses in your particular Bachelor of Digital Screen major R: PROD322
MUSA126	Sound Technologies	15	S1	Campus	R: MUSA125, DIGI126 EQ: DIGI126
PROD110	Design Principles	15	S1	Campus	R: ENGR101
PROD121	The Game Development Process	15	S2	Campus	
PROD142	2D and 3D Art for Game and Film	15	S2	Campus	

Schedule S: Subjects for the Degree of Bachelor of Digital Screen

Animation

Major

A student intending to complete the BDigiScreen with a major in Animation must be credited with 120 points, which must include the following:

200-level

Required: DISC241, PROD241, PROD244, DISC213, DISC240

300-level

Required: PROD341, PROD342, PROD344

Minor

A student intending to complete the BDigiScreen with a minor in Animation must be credited with at least 75 points, of which 45 points must be above 100-level, from the following courses:

- (a) ARTH111, COSC121, PROD112, DISC241, PROD241, PROD244, DISC213, DISC240, PROD321, PROD341, PROD342, PROD344
- (b) A maximum of 15 points may be chosen from: CINE224, JAPA212, CHIN206, DIGI204, DIGI207

A student intending to complete the minor in Animation for a degree other than the BDigiScreen must be credited with at least 75 points, of which 45 points must be above 100-level, from the following courses:

Required:

- (a) PROD142, and 60 points chosen from:
- i. ARTH111, COSC121, PROD112, DISC241, PROD241, PROD244, DISC213, DISC240, PROD321, PROD341, PROD342, PROD344
 - ii. A maximum of 15 points may be chosen from: CINE224, JAPA212, CHIN206, DIGI204, DIGI207

Cinematic Arts

Major

A student intending to complete the BDigiScreen with a major in Cinematic Arts must be credited with 120 points, which must include the following:

200-level

Required: DISC211, DISC212, DISC213, DISC210, TITO202; and 15 points of CINE at 200-level

300-level

Required: DISC312

Minor

A student intending to complete the BDigiScreen with a minor in Cinematic Arts must be credited with at least 75 points, of which 45 points must be above 100-level, from the following courses:

- (a) CINE104, DISC211, DISC212, DISC213, DISC210, TITO202, DISC312, TITO301
- (b) A maximum of 15 points may be chosen from: other CINE courses at 100 or 200-level, COMS201, JAPA212, COMS204, CHIN206, or PHIL137

A student intending to complete the minor in Cinematic Arts for a degree other than the BDigiScreen must be credited with at least 75 points, of which 45 points must be above 100-level, from the following courses:

Required:

- (a) DISC102, and 60 points chosen from:
 - i. CINE104, DISC211, DISC212, DISC213, DISC210, TITO202, DISC312, TITO301
 - ii. A maximum of 15 points may be chosen from: other CINE courses at 100 or 200-level, COMS201, JAPA212, COMS204, CHIN206, or PHIL137

Game Arts

Major

A student intending to complete the BDigiScreen with a major in Game Arts must be credited with 120 points, which must include the following:

200-level

Required: PROD221, PROD241, PROD244, PROD222

300-level

Required: PROD341, PROD342, PROD344

Minor

A student intending to complete the BDigiScreen with a minor in Game Arts must be credited with at least 75 points, of which 45 points must be above 100-level, from the following courses:

- (a) ARTH111, COSC121, PROD112, PROD221, PROD223, PROD241, PROD244, PROD222, PROD321, PROD341, PROD342, PROD344, PROD381
- (b) A maximum of 15 points may be chosen from: DIGI101, DIGI207, DIGI204, COMS201

A student intending to complete the minor in Game Arts for a degree other than the BDigiScreen must be credited with at least 75 points, of which 45 points must be above 100-level, from the following courses:

Required:

- (a) PROD121, PROD142, and 45 points chosen from:
 - i. ARTH111, COSC121, PROD112, PROD221, PROD223, PROD241, PROD244, PROD321, PROD341, PROD342, PROD344, PROD381
 - ii. A maximum of 15 points may be chosen from: DIGI101, DIGI207, DIGI204, COMS201

Game Development

Major

A student intending to complete the BDigiScreen with a major in Game Development must be credited with 165 points, which must include the following:

100-level

Required: COSC121, COSC122

200-level

Required: PROD221, PROD224, SENG201, PROD223, PROD222, PROD225

300-level

Required: PROD321, PROD323

Minor

A student intending to complete the BDigiScreen with a minor in Game Development must be credited with at least 75 points, of which 45 points must be above 100-level, from the following courses:

- (a) COSC121/COSC131, COSC122, PROD221, PROD222, PROD223, PROD224, PROD225, PROD321, PROD323, SENG201
- (b) A maximum of 15 points may be chosen from: PROD142, PROD226, PROD381, COSC262, COSC363, COSC367, COSC368, SENG301

A student intending to complete the minor in Game Development for a degree other than the BDigiScreen must be credited with at least 75 points, of which 45 points must be above 100-level, from the following courses:

Required:

- (a) PROD121, and 60 points chosen from:
 - i. COSC121/COSC131, COSC122, PROD221, PROD223, PROD224, PROD225, PROD321, PROD323, SENG201
 - ii. A maximum of 15 points may be chosen from: PROD142, PROD226, PROD381, COSC262, COSC363, COSC367, COSC368, SENG301

Indigenous Narrative

Minor

A student intending to complete the minor in Indigenous Narrative must be credited with at least 75 points, of which 45 points must be above 100-level, from the following courses:

Required:

- (a) TITO101, TITO201, TITO202, and either
 - i. 30 points chosen from TITO301, ENGL118, MAOR107, DISC212, MAOR282, MAOR285, MAOR268, HIST128, PACS311 or,
 - ii. For students enrolled in Te Whare Pūrākau, TAKI101, TAKI301

Screen Sound

Major

A student intending to complete the BDigiScreen with a major in Screen Sound must be credited with 120 points which must include the following:

200-level

Required: DISC231, DISC232, DISC233, DISC230, MUSA229

300-level

Required: DISC331, DISC332

Minor

A student intending to complete the BDigiScreen with a minor in Screen Sound must be credited with at least 75 points, of which 45 points must be above 100-level, from the following courses:

- (a) MUSA152, DISC231, DISC232, DISC233, DISC230, MUSA228, MUSA229, MUSA252, DISC331, DISC332
- (b) A maximum of 15 points may be chosen from: MUSA100, MUSA114/214, MUSA115/215; or other MUSA courses at 100 or 200-level

A student intending to complete the minor in Screen Sound for a degree other than the BDigiScreen must be credited with at least 75 points, of which 45 points must be above 100-level, from the following courses:

Required:

- (a) MUSA126, and 60 points chosen from:
 - i. MUSA152, DISC231, DISC232, DISC233, DISC230, MUSA228, MUSA229, MUSA252, DISC331, DISC332
 - ii. A maximum of 15 points may be chosen from: MUSA100, MUSA114/214, MUSA115/215; or other MUSA courses at 100 or 200-level

Screenwriting**Major**

A student intending to complete the BDigiScreen with a major in Screen Writing must be credited with 120 points, which must include the following:

200-level

Required: DISC212, DISC222, DISC223, DISC220

300-level

Required: DISC321, DISC322, DISC333

Minor

A student intending to complete the BDigiScreen with a minor in Screenwriting must be credited with at least 75 points, of which 45 points must be above 100-level, from the following courses:

- (a) ENGL118, TITO101, ENGL220, DISC212, DISC222, DISC223, DISC220, TITO201, DISC321, DISC322, DISC333, TITO301
- (b) A max 15 points chosen from WRIT101, ENGL238; or other ENGL courses at 100 or 200-level

A student intending to complete the minor in Screenwriting for a degree other than the BDigiScreen must be credited with at least 75 points, of which 45 points must be above 100-level, from the following courses:

Required:

- (a) DISC101, and 60 points chosen from:
 - i. ENGL118, TITO101, ENGL220, DISC212, DISC222, DISC223, DISC220, TITO201, DISC321, DISC322, DISC333, TITO301
 - ii. A maximum of 15 points chosen from WRIT101, ENGL238; or other ENGL courses at 100 or 200-level