The Degree of Bachelor of Digital Screen with Honours (BDigiScreen (Hons) – 480 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 with Honours a student must be credited with courses having a minimum total value of 480 points.

(a) Of these 480 points:
    i. at least 390 points must be from courses listed in Schedule V to these Regulations, including the courses from 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 345 points above 100-level, including
    ii. at least 90 points at 300-level
    iii. at least 120 points at 400-level
(c) Within the provisions outlined above a student must satisfy the requirements for a major as listed in Schedule S to these Regulations.
(d) A student can optionally take a minor in this degree. Minors for the Bachelor of Digital Screen with Honours degree are those listed in Schedule S or those minors provided for in the General Conditions for Credit Regulations.

4. Admission to the qualification

A student must satisfy the Admission Regulations for the University to be admitted to this qualification.

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, with the following stipulation(s):

(a) A student, prior to enrolling in any 400-level courses, must have completed 360 points of course work at 100, 200 and 300-level, including all courses for Schedule C at 100, 200 and 300-level, and the requirements for one major, as specified in Schedule S; and
(b) Have achieved a B average in 300-level courses in their major subject.

9. Honours, Distinction and Merit

This qualification adheres to the General Regulations for the University and may be awarded with Honours, with the following stipulations:

(a) The BDigiScreen (Hons) may be awarded with First, Second, or Third Class Honours. Second Class Honours will be listed as Division I or Division II.
(b) Honours are calculated on the basis of achievement in the 400-level courses for the degree. Only the grade for the first attempt at a course will be considered in the calculation.
(c) To be eligible for Honours a student must:
    i. complete all courses for the BDigiScreen (Hons) in no more than 10 years of study; and
    ii. complete the 300 and 400-level courses for the BDigiScreen (Hons) within four years of their first enrolment in any 300-level course for the degree.

10. Exit and Upgrade Pathways to other Qualifications

(a) There are no advancing qualifications for this degree.
(b) The Amo Matua, Toi Tangata| Executive Dean of Arts or delegate may permit a student to graduate with the Bachelor of Digital Screen under any of the following circumstances:
    i. The student is not eligible to enrol in 400-level courses, or
    ii. The student exceeds the time limit, or
    iii. The student is unable to complete the Honours degree due to extenuating circumstances.
(c) A student who has not met the requirements for the BDigiScreen (Hons), 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 with Honours

For full course information, go to www.canterbury.ac.nz/courses

Course Code	Course Title	Pts	2024	Location	P/C/R/RP/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	NO		P: DISC201
DISC380	Year 3 capstone project	30	NO		P: DISC301 and 30 points from the courses in your particular Bachelor of Digital Screen major R: PROD322
DISC401	Conception and development in the digital screen	15	NO		P: 360 points from the Bachelor of Digital Screen.
DISC402	Postproduction, exhibition and distribution	15	NO		P: 360 points from the Bachelor of Digital Screen.
DISC403	Digital Screen Project	90	NO		P: DISC380
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 with Honours

Cinematic Arts

Major

A student intending to complete the BDigiScreen(Hons) 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

300-level

Required: DISC311, CINE302

Minor

A student intending to complete the BDigiScreenHons 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, DISC311, CINE302, 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 BDigiScreenHons 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, DISC311, CINE302, 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

Screenwriting

Major

A student intending to complete the BDigiScreen(Hons) 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(Hons) 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, ENGL 238; 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(Hons) 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

Screen Sound

Major

A student intending to complete the BDigiScreen(Hons) 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(Hons) 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(Hons) 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

Game Arts

Major

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

200-level

Required: PROD221, PROD241, PROD243, PROD222

300-level

Required: PROD341, PROD342, PROD343

Minor

A student intending to complete the BDigiScreenHons 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, PROD243, PROD222, PROD321, PROD341, PROD342, PROD343, 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 BDigiScreenHons 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, PROD243, PROD321, PROD341, PROD342, PROD343, 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 (Hons) 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 BDigiScreenHons 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 B DigiScreenHons 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

Animation

Major

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

200-level

Required: DISC241, PROD241, PROD243, DISC213, DISC240

300-level

Required: PROD341, PROD342, PROD343

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, PROD243, DISC213, DISC240, PROD321, PROD341, PROD342, PROD343
(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, PROD243, DISC213, DISC240, PROD321, PROD341, PROD342, PROD343
  ii. A maximum of 15 points may be chosen from: CINE224, JAPA212, CHIN206, DIGI204, DIGI207

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, or,
  ii. For students enrolled in Te Whare Pūrākau, TAKI101, TAKI301

Schedule V: Valid courses for the Degree of Bachelor of Digital Screen (Honours)

Course Code	Course Title	Pts	2024	Location	P/C/R/RP/EQ
CINE302	Documentary: From the Margins to the Mainstream	30	S2	Campus	P: Any 30 points at 200-level from CINE or CULT, or any 60 points at 200-level from the Schedule V of the BA. R: CULT322 EQ: CULT322
COSC121	Introduction to Computer Programming	15	S1	Campus	R: COSC131
			S2	Campus	
COSC122	Introduction to Computer Science	15	SU2	Campus	P: COSC121 or COSC131
			S2	Campus	
DISC210	Film project 1	30	S2	Campus	P: DISC102 and DISC211
DISC211	Lights, lens, mics	15	S1	Campus	P: DISC102
DISC212	Screenwriting: research and story development	15	S1	Campus	P: DISC102
DISC213	Editing and postproduction	15	S2	Campus	P: DISC102
DISC220	Feature screenwriting project 1	30	S2	Campus	P: DISC101, DISC222
DISC222	Feature Screenwriting: The first act	15	S1	Campus	P: DISC101
DISC223	Creating story worlds	15	S2	Campus	P: DISC101 and DISC212
DISC230	Screen sound project 1	15	S2	Campus	P: MUSA125 and DISC232
DISC231	Sound Capture	15	S1	Campus	P: MUSA125
DISC232	Sound design and editing	15	S1	Campus	P: MUSA125
DISC233	Critical listening	15	S2	Campus	P: MUSA125 R: MUSA152
DISC240	Animation Project I	15	S2	Campus	P: DISC241
DISC241	Foundations of Animation	15	S1	Campus	P: PROD142 and DISC102
DISC311	Preproduction and production for documentary	15	NO		P: DISC102 and 45 points (including at least 30 points at 200-level) from the courses in the Cinematic Arts major of the Bachelor of Digital Screen (Honours).

DISC321	Episodic Screenwriting	15	NO		P: DISC201 and 45 points (including at least 30 points at 200-level) from the Screenwriting major of the Bachelor of Digital Screen Honours
DISC322	Adaptation	15	NO		P: DISC212 and DISC223
DISC331	Creative Sound Studio	30	NO		P: MUSA229 R: MUSA330 EQ: MUSA330
DISC332	Sound mixing for film and games	15	NO		P: 60 points from courses in the Screen Sound major
DISC333	Screen writing: revision and doctoring	15	NO		P: 60 points from the Screenwriting major in the Bachelor of Digital Screen
MUSA229	Introduction to Game Audio	15	S2	Campus	P: 45 points from any courses. R: PROD229
PROD221	Game Design in Context	15	S1	Campus	P: one of COSC101 or PROD121 or DIGI101
PROD222	Gaming Project Studio 1	30	S2	Campus	P: 1) one of PROD101, PROD142 or SENG201; and 2) either PROD121 or PROD223
PROD223	Immersive Game Design	15	S1	Campus	P: PROD121 or COSC121 or COSC131
PROD224	Computation for Games	15	S2	Campus	P: PROD121, and recommended preparation: 15 points of MATH, EMTH or STAT courses RP: 15 points of MATH, EMTH or STAT courses
PROD225	Special Topic: Game Development in Unreal and C++	15	S2	Campus	P: COSC121 or COSC131 COSC122 Subject to the approval of the Head of School.
PROD241	Character Design	15	S1	Campus	P: PROD142
PROD243	World Building	15	S2	Campus	P: PROD142
PROD321	Interactive Computer Graphics and Animation	15	S1	Campus	P: PROD223
PROD323	Game Engines and Artificial Intelligence	15	S1	Campus	P: PROD223
PROD341	Cinematics and Visual Effects	15	NO		P: PROD243
PROD342	Digital Sculpting	15	NO		P: PROD241
PROD343	Rendering and Lighting	15	NO		P: PROD341
SENG201	Software Engineering I	15	S1	Campus	P: (1) COSC121 or COSC131; (2) COSC122. RP: 15 points from MATH, STAT or EMTH. MATH120/STAT101 are strongly recommended.
TAKI101	Te Whare Purakau 1	15	S1	Campus	P: Students must be Te Whare Purakau scholarship recipients in order to enrol in this course. Permission of the Head of Department is mandatory. C: TITO101
TAKI301	Te Whare Purakau 2	15	NO		P: TAKI101. Students must be Te Whare Purakau scholarship recipients in order to enrol in this course. Permission of the Head of Department is mandatory.
TITO101	Māori Storytelling	15	S2	Campus	R: ENGL110, MAOR130 EQ: ENGL110 and MAOR130
			S2	Distance Learning	
TITO201	Indigilit - Indigenous Literature in Aotearoa and Beyond	15	S2	Campus	P: 60 points at 100-level any subject
TITO202	Kiriata: Māori film and media	15	S1	Campus	P: Any 15 points at 100-level from CINE, MAOR, TITO, TREO, or any 60 points at 100-level from the Schedule V of the BA or BDigiScreenHons. R: MAOR268, CINE213 EQ: MAOR268, CINE213
TITO301	Indigenous Stories, Digital Realms	15	NO		P: TITO201 or TITO202