**MORE WAYS YOU CAN:**

**1ST AND 2ND YEAR**

1st year: take ARTH 120, DRAM 100, FILM 110 or MUSC 191.

Check out program-specific courses such as COCA 201 and CISC 325.

**GET RELEVANT EXPERIENCE**

Join one of 30+ arts/music clubs on campus such as Queen’s Film Production Club and Queen’s Bands.

Immerse yourself in the vibrant arts community in Kingston or become involved in radio at CFRC.

**GET CONNECTED WITH THE COMMUNITY**

Attend conferences like Association for Computer Machinery’s conference on Tangible, Embedded and Embodied Interaction.

**3RD AND 4TH YEAR**

For upper year requirements, see the School of Computing website.

Design websites and user-friendly technology at places like the Queen’s International Observer and Studio Q.

If interested, attend the Queen’s Media and Journalism Conference.

Look for research opportunities at EQUIS (Gaming) and the Human Media Lab.

**Where could I go after graduation?**

Gaming and entertainment industry

Art galleries

Social Media

Fashion (wearable technology)

New Media Artist

Museums

Multimedia design

Art software development

**WHAT CAN I LEARN STUDYING COMPUTING AND CREATIVE ARTS AT QUEEN’S?**

- Produce creative projects using information technology
- Gain proficiency in one or more creative fields such as visual art, drama, film or music
- Computer programming and computational thinking

**WHY STUDY COMPUTING AND THE CREATIVE ARTS AT QUEEN’S?**

Computing and the Creative Arts is an exciting multi-disciplinary plan in both Computing and the Arts. You’ll learn how to develop and use cutting-edge software programs for Music, Art, drama, or Film production. You will acquire the technical expertise to design new applications and take advantage of future trends in digital technology. You’ll get the theoretical and historical background necessary to make critical judgments about new approaches to artistic expression and practical knowledge of the tools available to today’s creative artists.

**Caution:** This map is meant as a guide to suggest considerations throughout your university career. The activities, resources, and careers mentioned are possibilities – you are not restricted to them and don't have to follow this exact timeline.