COMMUNICATION, CULTURE, INFORMATION & TECHNOLOGY (HBA)

Institute of Communication, Culture, Information and Technology

CCIT graduates are prepared for the fastest growing sectors globally – technology and media. Communication, Culture, Information and Technology (CCIT) focuses on the generation, diffusion, and social impact of new technologies, and how media and technologies interact with commerce, culture and communication. The CCIT program combines academic courses in the arts and social sciences taught at UTM with hands-on applied courses in digital media and technology taught at both UTM and the Sheridan Institute of Technology and Advanced Learning, offering an appealing opportunity for students to concurrently obtain both an undergraduate Honours Bachelor of Arts degree and a Certificate in Digital Communications from Sheridan.

MAKE THE MOST OF YOUR TIME AT UTM!

We want to help you maximize your university experience, so we’ve pulled together information and interesting suggestions to get you started. As you review the chart on the inside pages, note that many of the suggestions need not be restricted to the year they are mentioned. In fact, activities such as joining an academic society, engaging with faculty and seeking opportunities to gain experience should occur in each year of your study at UTM. Read through the chart and create your own plan using My Program Plan found at www.utm.utoronto.ca/program-plans

Programs of Study (POSt)

• Major Program ERMAJ1034 CCIT (Arts)

Check out...

Want to learn about User Experience Design? Learn how in CCT380H5. You’ll learn as you study Human-Computer Interaction, interface design, usability assessment and consider issues like accessibility of technology for the disabled. Ever considered an internship? Why not apply for CCT410H5? You will apply the CCIT expertise and knowledge you have gained in class through a part-time unpaid work commitment and earn a course credit.

What can I do with my degree?

The career you choose will depend on your experience and interests. Visit the Career Centre to explore your career options.

Careers for graduates: User experience designer; Digital media analyst; IT analyst; User interface designer; IT administrator; Graphics designer; Communications analyst; Public relations associate; Web designer; Business analyst; IT consultant.

Workplaces: E-Commerce; Consulting/Professional services; Public relations; Advertising; Digital marketing; Financial services; Healthcare; Customer service.
MAJOR Program Plan

1ST YEAR
- Enrol in CCT100H5 and 110H5.
- Choose a program of study (Subject POS) once you complete 4.0 credits. Use the Degree Explorer Planner and the Academic Calendar to plan your degree.
- Start strong and get informed with uPoint and LAUNCH through the Office of Student Transition. Join a RGASC Peer Facilitated Study Group.

2ND YEAR
- Enrol in courses CCT206H5, 208H5, 210H5 and one other 200 level CCT/VCC course taught at UTM. Attain 1.0 credits from any 200 level CCT course taught at Sheridan.
- Throughout your undergraduate degree:
  - use the Degree Explorer to ensure you complete your degree and program requirements
  - see the Office of the Registrar and the ICCIT Undergraduate Program Coordinator.
- Use the Co-Curricular Record (CCR). Search for opportunities beyond the classroom, and keep track of your accomplishments.
- Attend the Get Experience Fair through the Career Centre (CC) to learn about on- and off-campus opportunities.

3RD YEAR
- For third year and higher, attain 4.0 credits: 4 half credit courses from any UTM 300/400 level CCT/MGD/VCC course and 4 half credit courses from any Sheridan 300/400 level CCT course.
- Consider applying for Research Opportunity Program (ROP) courses CCT399Y and CCT499Y. Visit the EEO website for ROP Course Prerequisites. Attend the RGASC’s Program for Accessing Research Training (P.A.R.T.) to enhance your research skills.
- Explore your interests. Ever thought of working in an art gallery? Investigate Blackwood Gallery’s New Media Assistant position. Want to develop digital media resources? Check out the IEC Design Assistant position.
- Attend an ICCIT Internship Information Sessions and learn more about internships. See CCIT website for details.

4TH OR FINAL YEAR
- Ensure you have attained a half credit at the 400 level from a UTM CCT/ MGD/VCC course and a half credit at the 400 level from any Sheridan CCT course.
- Consider a practical work-based experience through the internship courses CCT410H5 and CCT411H5. Speak to the ICCIT Internship Coordinator and visit the ICCIT blog’s Job Board.
- Earn credits overseas! Study for a summer, term or year at one of 120 universities. The ICCIT department has identified 5 partners who are most relevant to their students. Speak to the IEC for details about Course Based Exchange and funding. Meet with the ICCIT Undergraduate Program Coordinator.
- Why not work abroad? Read up on worldwide employment trends and industry outlooks through GeoGlobal. Attend the Go Global Expo. See if you are eligible for International Experience Canada.

HOW TO USE THIS PROGRAM PLAN
Read through each year. Investigate what appeals to you here and in any other Program Plans that apply to you.
Visit www.utm.utoronto.ca/program-plans to create your own plan using My Program Plan.
Update your plan yearly.

PLAN YOUR ACADEMICS*

BUILD SKILLS

BUILD A NETWORK

BUILD A GLOBAL MINDSET

PLAN FOR YOUR FUTURE

*Consult the Academic Calendar for greater detail on course requirements, program notes and degree requirements.
Skills developed in CCIT

To be competitive in the job market, it is essential that you can explain your skills to an employer. Visit the Career Centre to learn how to articulate and market the following skills:

Communication & interpersonal: editing skills; inter-cultural communication skills; create entertaining and persuasive messages; and demonstrate creativity and artistic expression.

Research: gather information and data; evaluate ideas and research; and conduct research on IT.

Problem-solving & critical thinking: critical analysis of media; evaluate information and sources; and application of theoretical knowledge in practical settings.

Technical: create multimedia documents; compare works of Media Art; create powerful images with sight, sound, motion & words; graphic prototyping; production skills for photography; and design websites and other media forms.

Get involved

Check out student organizations on campus. Here are a few:

- ICCIT Council
- DEM Society
- UTM Student Union (UTMSU)
- UTM Athletics Council (UTMAC)

For a listing of clubs on campus visit www.utm.utoronto.ca/clubs.

Services that support you

- AccessAbility Services (AS)
- Career Centre (CC)
- Centre for Student Engagement (CSE)
- Experiential Education Office (EEO)
- Health & Counselling Centre (HCC)
- Indigenous Centre (IC)
- International Education Centre (IEC)
- Office of Student Transition (OST)
- Office of the Registrar (OR)
- Recreation, Athletics and Wellness Centre (RAWC)
- Robert Gillespie Academic Skills Centre (RGASC)
- UTM Library, Hazel McCallion Academic Learning Centre (HMALC)

Institute of Communication, Culture, Information and Technology

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FUTURE STUDENTS

Admission to UTM

All program areas require an Ontario Secondary School Diploma, or equivalent, with six Grade 12 U/M courses, or equivalent, including English. The admission average is calculated with English plus the next best five courses. The approximate average required for admission is mid- to high-70s. More information is available at utm.utoronto.ca/viewbook.

NOTE: During the application process, applicants will select the Communication, Culture, Information + Technology admissions category but will not officially be admitted to a formal program of study (Specialist, Major, and/or Minor) until after first year.

Sneak Peek

How has the web influenced culture? Find out in CCT260H5! You’ll also learn how websites are designed and managed. Curious about immersive environment design? Take CCT285H5 to develop skills in the areas of bitmap/vector graphics, audio/visual production and editing, 2D/3D modeling and animation and video game design. If you prefer interactive media design, try your hand at mobile app development and mobile game development in CCT286H5.

Cool research areas in CCIT you can get involved in are: digital marginalization/digital inclusion, mobiles and wearable interaction, game design, gender and technology, mediated communication, digital trace data.

Student Recruitment & Admissions

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