Technology, Coding & Society (TCS) graduates will meet the needs of the rapidly changing society and workforce that are brought on by the emergence of new interactive technologies and by the societal and economic consequences of using these technologies. Students learn essential computer coding skills while understanding the ethics and consequences for people and society, are taught theories on the use of digital platforms from humanistic and social science perspectives, learn to analyze the data that digital platforms produce, and then apply these concepts through practical labs and through optional work-integrated learning opportunities.

One of the few programs in Canada to merge Social Informatics, Computational Social Science and Digital Humanities, TCS graduates will unlock the potential of digital technologies through an appreciation of the points of intersection between technology and the complex human systems that drive it.

Since the TCS Major is within the Institute of Communication, Culture, Information and Technology (ICCIT), students can concurrently obtain a Professional Experience Certificate in Digital Media, Communication, and Technology from ICCIT.

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, although there are many more! 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.uoft.me/myUTMprogramplan

Program of Study (POSt)

- Major Program ERMAJ1040 Technology, Coding & Society (Arts)

Check out...

What are the key methodologies for practicing user experience design? Find out in CCT485H5! You’ll be equipped for your career by finding out about the connections between human factors, user needs, and interactive technologies.

How can information systems be designed to respect our rights, and avoid further perpetuating human biases? CCT432H5 will address important questions surrounding ethics and coded systems.

Learn about the core principles of UX analysis and design, as well as software skills related to prototyping and UI design. Incorporated into this all is a deep investigation of how to consider the human user, communities they live in, and values they hold.

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: UI/UX Designer, UX Researcher, Usability Analyst, Content Strategist, Data Analyst.

Workplaces: E-Commerce; Consulting/Professional services; Advertising; Digital marketing; Financial services; Banks; Customer service, Game Development.
# MAJOR Program Plan

**1ST YEAR**

- **Enrol in:** CCT109H5, 110H5 and 111H5.
- **Choose a program of study:** Subject POSt once you complete 4.0 credits. Use the **Degree Explorer** and the **Academic Calendar** to plan your degree.
- Develop foundational academic skills and strategies by enrolling in a umONL course. Build community and gain academic support through **LAUNCH**. Join a **RGASC Peer Facilitated Study Group**.

**BUILD SKILLS**

- 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.
- Attend the **Experiential Education Fair**.

**BUILD A NETWORK**

- Networking simply means talking to people and developing relationships with them. Start by joining the **ICCIT Council**, attend their **Meet the Pros Night**. Follow the **department @iccitutm**.
- Visit the **UTM Library Reference Desk**.
- Attend events held by the International Education Centre (IEC), whether you are an international or domestic student. Explore your culture and other cultures through **Language Conversation Circles**, debates, and activities to enhance your global and intercultural mindset.

**BUILD A GLOBAL MINDSET**

- Engage in programs like the **Global and Intercultural Fluency Training Series (GIFTS)** to learn about and prepare for a future **UTM Abroad Experience** through the IEC to strengthen and enhance your intercultural skill set, and learn about other cultures while sharing your own.
- **Explore careers through the CC’s Job Shadowing Program**.

**PLAN FOR YOUR FUTURE**

- **Attend the Program Selection & Career Options workshop** offered by the Office of the Registrar and the CC.
- Check out **Careers by Major** at the CC to see potential career options.

**2ND YEAR**

- **Enrol in:** CCT209H5, 208H5, 211H5, 212H5, 285H5 and 0.5 credit from CCT202H5/221H5/226H5/286H5.
- 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**.

**3RD YEAR**

- **Consider applying for Research Opportunity Program (ROP) courses** CCT399Y and CCT499Y. Visit the EEU website for ROP Course Prerequisites. Attend the RGASC’s Program for Accessing Research Training (P.A.R.T.) to enhance your research skills.

**4TH OR FINAL YEAR**

- Ensure you have attained a half credit at the 400 level from a UTM CCT/VCC course and a half credit at the 400 level from any Sheridan CCT course.
- **Join a professional association.** Check out the **Society of Graphic Designers of Canada**.
- **Go to a conference such as UTM’s Young Entrepreneurs Conference and the Technology & Creativity Conference.** Participate in a game or design jam.

**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](http://www.utm.utoronto.ca/program-plans) to create your own plan using **My Program Plan**. Update your plan yearly.

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

*Revised on: 10/27/2021*
Skills developed in TCS

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.

**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 the 100+ student organizations on campus. Here are a few:

- ICCIT Council
- DEM Association
- 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

- Accessibility Services (AS)
- Career Centre (CC)
- Centre for Student Engagement (CSE)
- Experiential Education Unit (EEU)
- Health & Counselling Centre (HCC)
- Indigenous Centre (IC)
- International Education Centre (IEC)
- 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 Technology, Coding & Society category but will not officially be admitted to a formal program of study (Specialist, Major, and/or Minor) until after first year.

Sneak Peek

In CCT111H5 Critical Coding, understand the foundations needed for the practical coding of front-end applications such as mobile interfaces or of back-end software such as introductory artificial intelligence or social media analysis. Apply these theoretical skills to solving problems in the interaction between people, culture, and society, by developing software or apps in languages such as Java, Objective C, Swift, Python.

What is Human-Computer Interaction in the context of intelligent interface designs, user modeling and the accessibility of the technology for the disabled? Examine this and more in CCT380H5. Get introduced to the methods of User Experience Assessment and User Experience Analysis (UXA) in CCT480H5 where you will examine how interactive systems are implemented and deployed to meet users’ needs.

Student Recruitment & Admissions

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