



**UNIVERSITY OF CALGARY**  
**FACULTY OF ARTS**  
**DEPARTMENT OF ART AND ART HISTORY**  
**ART 311.01 – Topics in Art (Interactive Storytelling)**  
**Summer 2023 (June 26 – Aug 8, 2023)**

Course Delivery Format:	<i>In-person synchronous</i>  <b>**PLEASE NOTE:</b> While masks are currently not required at UCalgary, they are <u>strongly encouraged</u> for all on-campus spaces
Instructor: Office: Email: Office Hours:	Angus Leech TBA <a href="mailto:angus.leech@ucalgary.ca">angus.leech@ucalgary.ca</a> Mondays 4-5pm or by appointment
Day(s), time(s) and location of class:	Monday and Wednesday, 13:00 - 15:45 (1:00 – 3:45PM), SS 018
Course description:	<p>Topics related to contemporary studio and curatorial practices such as spirituality, exhibitions, digital storytelling, new media, or public art. This course may be repeated for credit.</p> <p>This course explores storytelling for new and emerging digital platforms like video games and the internet, interactive fiction and iCinema, mobile apps and augmented/virtual reality—forms where the audience can interact with a digital system to impact the story itself. We will also discuss some examples of interactive storytelling in non-digital media. Students will learn fundamental concepts related to interactive storytelling, reflect on examples from multiple genres, and complete practical storytelling assignments using accessible tools and techniques.</p>
Prerequisites and/or co-requisites:	None
Course Objectives:	<p>The age-old art of storytelling is being transformed by digital media and interactivity. This course explores how storytelling is changing (and staying the same) as it migrates from more traditional “legacy” media (books, film, etc.) to new digital platforms like video games, the web, mobile apps and VR (virtual reality).</p> <p>The broad objective of this course is to enhance the student’s understanding of interactive digital narrative (IDN) as a new contemporary art form; particularly how the practice of storytelling is changing as it migrates to new digital platforms that incorporate interactivity and audience participation. Students will develop new knowledge and awareness of digital media as a vehicle for fiction and non-fiction storytelling, become familiar with concepts and properties underlying interactive digital narrative, and learn important elements of the history and craft of interactive storytelling.</p> <p>Upon successful completion of this course, students should:</p> <ul style="list-style-type: none"> <li>Recognize interactive digital narrative (IDN) as a new and distinct narrative art form distinguished by the audience’s ability to influence the story; an art form rooted in the medium of the computer and still in the early stages of its evolution, that has diversified into many platform-specific variations (e.g., video games, VR, locative media, etc.).</li> </ul>

	<ul style="list-style-type: none"> <li>• Understand key practical and theoretical concepts related to IDN, as well as the unique characteristics that differentiate this art form from other types of storytelling.</li> <li>• Recognize the unique properties of computer media and understand the basics of how they transform storytelling.</li> <li>• Understand how interactivity transforms storytelling in digital works—especially how it impacts audience experience, participation, authorship, character, story structure and immersion.</li> <li>• Be able to analyze, describe and evaluate specific works of digital storytelling re: how individual artefacts express the characteristics, concepts and phenomena associated with IDN.</li> <li>• Be able to apply some specific practical tools and techniques useful in the creation of interactive digital stories, and be able to apply practical and theoretical concepts explored in the class to support this storytelling.</li> </ul>
<p>Required Textbooks or Readings:</p>	<p>Required readings or other media (e.g., videos, podcasts, digital games and artworks, etc.) will be assigned for each class. For more information, see the full course schedule (this will be made available on D2L).</p> <p>Books and readings for this course will either be available electronically from the U of C library web site, or provided to students by the instructor as PDFs on D2L. Physical copies may also be held on reserve at the Taylor Family Digital Library. There is no requirement for students to purchase physical textbooks for this course.</p> <p><u>COURSE TEXTS:</u></p> <p><i>Digital Storytelling: A Creator’s Guide to Interactive Entertainment</i> (*4<sup>th</sup> Edition), by Carolyn Handler Miller, CRC Press, 2020. (We may also use some excerpts from the 3<sup>rd</sup> Edition from Focal Press, 2014.)</p> <p><i>Gamish: A Graphic History of Gaming</i>, by Edward Ross, Particular Books, 2022</p> <p><i>Hamlet on the Holodeck, updated edition: The Future of Narrative in Cyberspace</i>, by Janet H. Murray, MIT Press, 2017. (*Students are strongly encouraged to get the 2017 updated version if purchasing this book for themselves, since it contains expansions relevant to the course).</p> <p><i>Interactive Digital Narrative: History, Theory and Practice</i> (Routledge Studies in European Communication Research and Education), edited by Koenitz, Ferri, Haahr, Sezen and Ibrahim, Routledge, 2015.</p> <p><i>The New Digital Storytelling: Creating Narratives with New Media</i> (2<sup>nd</sup> revised and updated edition), by Bryan Alexander, Praeger Publishers, 2017.</p> <p><u>Course readings may also include short excerpts from the following books:</u></p> <ul style="list-style-type: none"> <li>• <i>Handbook on Interactive Storytelling</i>, by Jouni Smed, Tomi 'bgt' Suovuo, Natasha Skult and Petter Skult, Wiley, 2021.</li> <li>• <i>Making Videogames: The Art of Creating Digital Worlds</i>, by Duncan Harris and Alex Wiltshire, Thames and Hudson, 2022.</li> <li>• <i>Videogames: Design / Play / Disrupt</i>, edited by Marie Foulsten and Kristian Volsing, V&amp;A Publishing, 2018.</li> <li>• <i>iDocs: The Evolving Practices of Interactive Documentary</i>, edited by Judith Aston, Sandra Gaudenzi, Mandy Rose. Wallflower Press, 2017.</li> <li>• <i>Designing Games: A Guide to Engineering Experiences</i>, by Tynan Sylvester, O’Reilly Publishing, 2013.</li> <li>• <i>How Games Move Us: Emotion by Design</i>, by Katherine Isbister, MIT Press, 2016.</li> </ul>

	<ul style="list-style-type: none"> <li>• <i>What Is Your Quest?: From Adventure Games to Interactive Books</i>, by Anastasia Salter, University of Iowa Press, 2014.</li> <li>• <i>Twisty Little Passages: An approach to interactive fiction</i>, by Nick Montfort, MIT Press, 2003.</li> <li>• <i>The Language of New Media</i>, by Lev Manovich, MIT Press, 2001.</li> <li>• <i>Half-Real: Video Games Between Real Rules and Fictional Worlds</i>, by Jesper Juul, MIT Press, 2005.</li> <li>• <i>Rules of Play: Game Design Fundamentals</i>, by Katie Salen and Eric Zimmerman, MIT Press, 2003.</li> </ul>
--	-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

### COURSE SCHEDULE: Interactive Storytelling, SUMMER 2023

Session	Topic	Date (1pm-3:45pm)	Activities and Assignments
Day 1	Introduction to Story, Part 1	Monday, June 26	Group Presentation assignment distributed  Sign-up for Group Presentation begins.
Day 2	Introduction to Story, Part 2	Wednesday, June 28th	Sign-up for Group Presentation concludes  Mid-Term Project assignment distributed
<i>Holiday</i>	<i>No class</i>	<b>Monday, July 3</b>	
Day 3	A Brief History of Digital Storytelling: Interactive Fiction, Adventure Games and Hyperfiction	Wednesday, July 5th	Schedule for Group Presentations finalized
Day 4	Digital Storytelling: A New Medium with an Old Soul	Monday, July 10th	QUIZ # 1 (Covers material from Days 1-3)
Day 5	The Properties of the Computer and How They Shape Digital Storytelling	Wednesday, July 12th	Group Presentations from Groups 1 and 2
<i>Mid-Term Project</i>		<i>Due: Saturday, July 15th (noon)</i>	
Day 6	Interactivity and its Effects, Part 1: How Interactivity Changes Storytelling	Monday, July 17th	Final Project Assignment distributed  Group Presentations from Groups 3 and 4
Day 7	Interactivity and its Effects, Part 2: Agency, Immersion and Transformation	Wednesday, July 19th	Group Presentations from Groups 5 and 6
Day 8	Characters and Emotions	Monday, July 24th	QUIZ # 2 (Covers material from Days 4-7)  Group Presentations from Groups 7 and 8
Day 9	How Video Games Tell Stories, Part 1	Wed, July 26 <sup>th</sup>	Group Presentations from Groups 9 and 10
Day 10	How Video Games Tell Stories, Part 2 + Final Project Working Session and Instructor Consultations	Monday, July 31st	Group Presentations from Groups 11 and 12

<b>Day 11</b>	“Thank You for Playing” (Final Quiz, Course Evaluations and more Final Project Consultations)	Wednesday, Aug 2nd	Quiz #3 (Covers material from days 8-10)  Group Presentations from Groups 13 and 14
<b>Holiday</b>	<i>No class</i>	<b>Monday, Aug 7</b>	
<b>Final Project Assignment</b>		<i>Due: Tuesday, Aug 8th (noon)</i>	

\*Required readings and/or other media will be assigned for each class. For more information, see the full course schedule (this will be made available on D2L).

## Assignments & Evaluation

\*There is no final Registrar-scheduled examination in this course. Marks are based on term work.

<b>Assignment</b>	<b>Description</b>	<b>Due Date</b>	<b>Worth</b>
<b>Quizzes (x 3)</b> Approx. every 2 weeks	There will be three multiple choice quizzes (closed book) held approx. every 2 weeks (see schedule below). These will cover topics and concepts discussed in class readings, lectures and activities.	July 10 July 24 August 2	<b>30%</b> (graded equally, 10% each)
<b>Homework assignments</b>	There will be 10 short take-home assignments that students will need to complete in electronic form and upload to D2L. These will be short analytical, reflective or creative exercises that students will complete individually. In some cases, this will be an opportunity for students to analyze (using concepts covered in class) specific works of interactive digital storytelling chosen by the instructor or themselves. In other cases, students may be asked to journal their own personal reflections on course-related topics, and/or complete short creative storytelling exercises (e.g., character design, creation of branching narratives, and so on).  <i>These homework assignments will be graded on a pass/fail basis (i.e., students who complete the assignments to minimum standards will receive full points).</i>	Due: June 30; July 2; <b>July 7;</b> <b>July 9;</b> July 14; July 16; July 21; July 23; July 28; <b>July 30</b>	<b>15%</b> (graded equally, 1.5% each)
<b>In-Class Group Presentation</b>	Students will form a group of 2-3 (usually 3) and give a 15-minute presentation on a topic of their choice related to interactive storytelling. The instructor will provide a list of predetermined topics to choose from (students may also propose their own alternate topics for consideration by the instructor). Groups will deliver a single presentation to the class; all students in a group will receive the same final grade for the assignment. Group presentations will be scheduled throughout the semester (the instructor will set the schedule). Sign-up for presentation topics will begin during class #1. The first two group presentations will be delivered during Class #5. Two group presentations will be delivered during each subsequent class, until the last group has presented.	Delivered during class by students between Class #5 (July 12th) and Class #11 (Aug 2nd), depending on group/topic.	<b>15%</b>
<b>Mid-Term Assignment</b>	Early in the course, students will be assigned a short creative development exercise that will be due part-way through the term (July 15th by noon). This assignment will ask students to develop a “core concept” for an interactive storytelling project of their own	Due Saturday, July 15th by 12 noon.	<b>10%</b>

	choosing, and connect this proposed idea with practical and theoretical concepts explored in the course. The idea proposed in the Mid-Term Assignment will be further developed in the Final Project Assignment.		
<b>Final Project</b>	The Final Project will be assigned no later than July 17th and due on August 8th by noon. Student groups will begin with the project idea proposed in the Mid-Term Assignment, then develop it further, creating a small piece of interactive media (using free and accessible media authoring tools) that expresses their project idea in greater detail. Again, this exercise will require students to connect their creative project with practical and theoretical concepts explored throughout the course.	Due Tuesday, August 8th by 12 noon.	<b>30%</b>

Assessment expectations:	<p><u>Guidelines for Submitting Assignments:</u></p> <p>Please complete all assignments in electronic form and submit directly to D2L as per instructions provided by the instructor. Special permission and arrangements should be requested if you wish to submit anything in physical form.</p> <p>All due dates are final unless otherwise negotiated with the instructor.</p> <p>Students are not required to receive a passing grade on any one single component of the course in order to pass the course as a whole. However, <i>students will need to complete the Mid-Term Assignment before they move on to the Final Project assignment.</i></p> <p><b>Note: It is the student's responsibility to keep a copy of or any relevant documentation regarding each submitted assignment.</b></p> <p><u>Missed or Late Assignments:</u></p> <p>All due dates are final unless otherwise negotiated with the instructor.</p> <p>Homework assignments will not be accepted late. They must be submitted by the date set by the instructor.</p> <p>The Group Presentation needs to be delivered on the scheduled date, except in the case of medical or other emergencies, and/or unless due accommodation has been made.</p> <p>Completion of the Mid-Term Assignment is required before students receive the Final Project Assignment. Students submitting the Mid-Term Assignment late will receive a grade penalty of 5% per day of lateness.</p> <p>The Final Project assignment will not be accepted late unless prior arrangements have been made with the instructor, or unless due accommodation has been made in the case of medical and other emergencies (see Academic Accommodations below). Even if accepted, the final assignment may incur a grade penalty of 5% per day of lateness, dependent upon the reason.</p> <p><u>Expectations for Writing:</u></p> <p>Writing skills are important to academic study across all disciplines. Consequently, instructors may use their assessment of writing quality as a factor in the evaluation of student work. Please refer to the Undergraduate Calendar E.2 Writing Across the Curriculum policy for details.</p> <p>*There are no term papers associated with this course, however, there will be a number of written homework assignments and project assignments. Quality of writing will be a factor in the evaluation of some of this student work (particularly the Mid-Term and Final Project</p>
--------------------------	-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

	assignments, which will be graded in part based on the clarity and comprehensiveness of the written component).
Additional Costs and Information:	<p><b>Additional Costs:</b></p> <p>There will be no additional costs required for course supplies or other materials.</p> <p>In some cases, students may wish to make personal purchases in order to use a specific piece of media as the subject of an assignment. (e.g., they may wish to purchase video games or mobile apps via an online app store, acquire a headset to view a VR experience, or similar). However, personal purchases like these are not a requirement for this course, and students should be able to complete all assignments using interactive media that is available free of charge on the internet or elsewhere.</p> <p><b>Off Campus Activities:</b></p> <p>There will not be any scheduled field trips for this course.</p> <p>Students may wish to visit interactive exhibits, play location-based games, or access other media experiences based off-campus in order to analyze them for this course. However, this is not required, and students wishing to do so will be expected to make their own arrangements and explore these options at their own time and expense.</p> <p><b>Technology Requirements:</b></p> <p>Due to the nature of this course, use of electronic devices (laptops, phones, tablets, VR headsets, etc.) may sometimes be required and/or encouraged during classroom exercises. Students wishing to use such devices to take notes, capture media in support of their studies, etc., are also welcome to do so. However, students are <i>not</i> required to own specialized digital devices, or bring such devices to class (the computers provided in the computer lab should be sufficient for most of our media-viewing activities, and other arrangements will be generally made in cases where they are not). However, the use of electronic devices will be restricted to classroom purposes only. Personal use of digital devices - or uses that are distracting to students or their peers - are not permitted. Please turn all mobile phone ringers and other alerts off during lectures. <i>Electronic devices must also be turned off and stored out of sight during all in-class quizzes (which are “closed book”).</i></p>
Portfolios and Assignments:	The Dept of Art and Art History will not assume responsibility for lost or stolen portfolios or course work given to instructors for grading.

## Other Important Dates

For more information on term dates, add/drop/swap/withdraw dates from course deadlines and refund/payment deadlines, please see: <https://www.ucalgary.ca/pubs/calendar/current/academic-schedule.html>

## Grading Method and Grading Scale

**Undergraduate:** <https://www.ucalgary.ca/pubs/calendar/current/f-1-1.html>

- A grade of "C-" or below may not be sufficient for promotion or graduation, see specific faculty regulations.
- The number of "D" and "D+" grades acceptable for credit is subject to specific undergraduate faculty promotional policy.

Percentage	Grade	G.P.V.	Grade Definition
96-100	A+	4.0	Outstanding performance
90-95	A	4.0	Excellent-superior performance, showing comprehensive understanding of subject matter.
85-89	A-	3.7	Approaching excellent performance
80-84	B+	3.3	Exceeding good performance
75-79	B	3.0	Good – clearly above average performance with knowledge of subject matter generally complete.
70-74	B-	2.7	Approaching good performance
65-69	C+	2.3	Exceeding satisfactory performance
60-64	C	2.0	Satisfactory – basic understanding of the subject matter.
55-59	C-	1.7	Approaching satisfactory performance
53-54	D+	1.3	Marginal Pass. Insufficient preparation for subsequent courses in the same subject
50-52	D	1.0	Minimal pass – marginal performance; generally insufficient preparation for subsequent courses in the same subject.
0-49	F	0	Fail – Failure to meet course requirements.

**Graduate:** <https://www.ucalgary.ca/pubs/calendar/current/f-1-2.html>

- All grades of "C+" or lower are indicative of failure at the graduate level and cannot be counted toward Faculty of Graduate Studies course requirements. Individual programs may require a higher passing grade.

Learning Technologies and Requirements:	<p>There is a D2L site for this course which contains required readings and other relevant class resources and materials (<a href="http://d2l.ucalgary.ca">d2L.ucalgary.ca</a>).</p> <p>To successfully engage in their learning experiences at the University of Calgary, students taking online, remote, and blended courses are required to have reliable access to the following technology:</p> <ul style="list-style-type: none"> <li>• A computer with a supported operating system, as well as the latest security, and malware updates</li> <li>• A current and updated web browser</li> <li>• Webcam (built-in or external)</li> <li>• Microphone and speaker (built-in or external) or headset with microphone</li> <li>• Current antivirus and/or firewall software enabled</li> <li>• Broadband internet connection</li> </ul>
Academic Standing:	For more information go to <a href="http://www.ucalgary.ca/pubs/calendar/current/f.html">http://www.ucalgary.ca/pubs/calendar/current/f.html</a>
Academic Accommodation:	<p>It is the student's responsibility to request academic accommodations according to the University policies and procedures listed below. The Student Accommodations policy is available at <a href="https://ucalgary.ca/student-services/access/prospective-students/academic-accommodations">https://ucalgary.ca/student-services/access/prospective-students/academic-accommodations</a>.</p> <p>Students needing an accommodation based on disability or medical concerns should contact Student Accessibility Services (SAS) in accordance with the Procedure for Accommodations for Students with Disabilities (<a href="https://ucalgary.ca/legal-">https://ucalgary.ca/legal-</a></p>

Course Outline: *ART 311.01 – Topics in Art (Interactive Storytelling), Summer 2023*

	<p><a href="https://www.ucalgary.ca/legal-services/sites/default/files/teams/1/Policies-Accommodation-for-Students-with-Disabilities-Procedure.pdf">services/sites/default/files/teams/1/Policies-Accommodation-for-Students-with-Disabilities-Procedure.pdf</a>). Students who require an accommodation in relation to their coursework based on a protected ground other than Disability should communicate this need in writing to their Instructor.</p> <p>SAS will process the request and issue letters of accommodation to instructors. For additional information on support services and accommodations for students with disabilities, visit <a href="http://www.ucalgary.ca/access/">www.ucalgary.ca/access/</a></p>
Academic integrity, plagiarism:	<p>Academic Misconduct refers to student behavior which compromises proper assessment of a student's academic activities and includes: cheating; fabrication; falsification; plagiarism; unauthorized assistance; failure to comply with an instructor's expectations regarding conduct required of students completing academic assessments in their courses; and failure to comply with exam regulations applied by the Registrar.</p> <p>For more information go to <a href="http://www.ucalgary.ca/pubs/calendar/current/k.html">http://www.ucalgary.ca/pubs/calendar/current/k.html</a> or <a href="http://www.ucalgary.ca/pubs/calendar/current/e-2.html">http://www.ucalgary.ca/pubs/calendar/current/e-2.html</a> Additional information is available on the Academic Integrity Website at <a href="https://ucalgary.ca/student-services/student-success/learning/academic-integrity">https://ucalgary.ca/student-services/student-success/learning/academic-integrity</a></p>
Internet and electronic communication device:	<p>The use of laptop and mobile devices is acceptable when used in a manner appropriate to the course and classroom activities. Please refrain from accessing websites and resources that may be distracting to you or for other learners during class time.</p> <p>Students are responsible for being aware of the University's Internet and email use policy, which can be found at <a href="https://ucalgary.ca/legal-services/sites/default/files/teams/1/Policies-Acceptable-Use-of-Electronic-Resources-and-Information-Policy.pdf">https://ucalgary.ca/legal-services/sites/default/files/teams/1/Policies-Acceptable-Use-of-Electronic-Resources-and-Information-Policy.pdf</a></p>
Deferral of Term work and exams	<p>For more information about deferring a final exam go to <a href="https://www.ucalgary.ca/registrar/exams/deferred-exams">https://www.ucalgary.ca/registrar/exams/deferred-exams</a> For more information about deferral of term work go to <a href="http://www.ucalgary.ca/pubs/calendar/current/g-7.html">http://www.ucalgary.ca/pubs/calendar/current/g-7.html</a> <a href="https://www.ucalgary.ca/live-uc-ucalgary-site/sites/default/files/teams/14/deferred_termwork-feb-2020_revised.pdf">https://www.ucalgary.ca/live-uc-ucalgary-site/sites/default/files/teams/14/deferred_termwork-feb-2020_revised.pdf</a></p>
Intellectual Property & Copyright:	<p>All students are required to read the University of Calgary policy on Acceptable Use of Material Protected by Copyright (<a href="https://ucalgary.ca/legal-services/sites/default/files/teams/1/Policies-Acceptable-Use-of-Material-Protected-by-Copyright-Policy.pdf">https://ucalgary.ca/legal-services/sites/default/files/teams/1/Policies-Acceptable-Use-of-Material-Protected-by-Copyright-Policy.pdf</a>) and requirements of the copyright act (<a href="https://laws-lois.justice.gc.ca/eng/acts/C-42/index.html">https://laws-lois.justice.gc.ca/eng/acts/C-42/index.html</a>) to ensure they are aware of the consequences of unauthorized sharing of course materials (including presentations, textbooks, posted notes, labs, case studies, assignments, and exams).</p> <p>Students who use material protected by copyright in violation of this policy may be disciplined under the Non-Academic Misconduct Policy <a href="https://www.ucalgary.ca/pubs/calendar/current/k.html">https://www.ucalgary.ca/pubs/calendar/current/k.html</a></p>
Freedom of Information and Protection of Privacy:	<p>Student information will be collected in accordance with typical (or usual) classroom practice. Students' assignments will be accessible only by the authorized course faculty. Private information related to the individual student is treated with the utmost regard by the faculty at the University of Calgary.</p> <p>For more information go to <a href="https://www.ucalgary.ca/registrar/student-centre/privacy-policy">https://www.ucalgary.ca/registrar/student-centre/privacy-policy</a></p>



Ethics	<p>Whenever you perform research with human participants (i.e., surveys, interviews, or observation) as part of your university studies, you are responsible for following university research ethics guidelines. Your instructor must review and approve of your research plans and supervise your research.</p> <p>For more information go to <a href="http://www.ucalgary.ca/pubs/calendar/current/e-5.html">http://www.ucalgary.ca/pubs/calendar/current/e-5.html</a> or <a href="https://www.ucalgary.ca/research/researchers/ethics-compliance/chreb">https://www.ucalgary.ca/research/researchers/ethics-compliance/chreb</a></p>
Student Support:	<p>Please visit this link for important information on:</p> <ul style="list-style-type: none"> <li>• Wellness and Mental health resources</li> <li>• Emergency Evacuation/Assembly Points</li> <li>• Student Success and more....</li> </ul> <p><a href="https://www.ucalgary.ca/registrar/registration/course-outlines">https://www.ucalgary.ca/registrar/registration/course-outlines</a></p>
Studio Procedures:	<p>Please view current updates from RISK and the Covidsafe page links to information on rapid testing, masking rules, vaccination regulations and documentation as well as a FAQs page, which must all be followed while in Studios.</p> <p><a href="https://www.ucalgary.ca/risk/emergency-management/covid-19-response">https://www.ucalgary.ca/risk/emergency-management/covid-19-response</a>  <a href="https://www.ucalgary.ca/risk/emergency-management/covid-19-response/covidsafe-campus">https://www.ucalgary.ca/risk/emergency-management/covid-19-response/covidsafe-campus</a></p>
Arts Students' Centre Program Advising:	<p>Have a question but not sure where to start? The Arts Students' Centre is your information resource for everything in the Faculty of Arts. Call us at 403-220-3580 or email us at <a href="mailto:ascarts@ucalgary.ca">ascarts@ucalgary.ca</a>.</p> <p>You can also visit the Faculty of Arts website at <a href="http://arts.ucalgary.ca/undergraduate">http://arts.ucalgary.ca/undergraduate</a> which has detailed information on common academic concerns.</p>
Faculty of Graduate Studies:	<p>For graduate studies email: <a href="mailto:graduate@ucalgary.ca">graduate@ucalgary.ca</a> or call 403 220 4938.  Visit the Faculty of Graduate Studies for more details: <a href="https://grad.ucalgary.ca/">https://grad.ucalgary.ca/</a></p>