

SIAT CREATIVE TECHNOLOGY MICRO-CERTIFICATE

A suite of three dual-studies courses for high school students to explore digital creativity. Students can apply to all or any of the courses, though all three would need to be completed to receive the Creative Technology Micro-certificate.

These courses are offered by the [School of Interactive Arts & Technology](#) (SIAT) at [Simon Fraser University](#) (SFU). Students have the potential to receive both high school and university credit which is applicable at SFU or transferrable to other local university programs.



GRAPHIC DESIGN

A project-based course learning the basics of graphic design. Students will learn to apply the design process to creating clear and effective visual communication.

In the project work, students will apply steps from research and problem definition through to concept development and completing the final design. Project work will transition from hand-rendered sketches to digital or print mockups using industry-standard software.

Course credits

- PST 12A (4 credits)
- SFU course — IAT 102: Graphic Design (3 SFU units)

Program length

- September 9 to December 7 (2026)
- In-person section will be at SFU Surrey on Wednesdays from 4:30 - 7:30pm
- Online section will be at SFU Surrey on Tuesdays from 4:30 - 7:30pm
- Minimum of 20 students registered in a section required for the course to run



GAME DESIGN & DEVELOPMENT

A course introducing fundamentals of game design and development. Students will learn about game mechanics, game design, and fundamentals of programming through practical, hands-on lessons to enable them to begin designing and building their own games.

In course projects, students will practice building basic game mechanics using programming skills developed through exercises and instruction. Project work will move from small explorations of mechanics to larger and more complex game structures.

Course credits

- PST 12B (4 credits)
- SFU course — IAT 165: Game Design & Development (3 SFU units)

Program length

- January 5 to April 12 (2027)
- In-person section will be at SFU Surrey on Wednesdays from 4:30 - 7:30pm
- Online section will be at SFU Surrey on Tuesdays from 4:30 - 7:30pm
- Minimum of 20 students registered in a section required for the course to run



CREATIVE PROJECTS

An introduction to creative project work. Students will learn about effective teamwork, communication and collaboration with the final outcome of developing and creating a larger, collaborative, creative work.

This course takes a more intensive approach, meeting twice per week. The sessions each week will alternate between having students practice skills for effective teamwork, communication and collaboration and planning and putting together larger creative projects with a final project.

Course credits

- PST 12C (4 credits)
- SFU course — IAT 199: Creative Projects (3 SFU units)

Program length

- May 10 to June 18 (2027)
- In-person at SFU Surrey and online (concurrently) on Tuesdays and Thursdays from 4:30 - 7:30pm
- Minimum of 20 students registered in a section required for the course to run

Information Session on Monday, February 9 from 4:30-6:30pm

To sign-up for the information session or for any other questions please email the micro-credential team at siat-creative-tech@sfu.ca.

Pre-requisites

- Intended for grade 11 or 12 students.
- Required 'C+' in English Language Arts 10.
- Good attendance and punctuality.
- Registered and currently attending a public school in British Columbia.
- Students should have a strong desire to learn about the topics covered in class.
- Students should expect to put in time outside of class to learn necessary software and work on projects.
- No prior knowledge of design or development is required to join.

For more information

Information on this program is available online at siats.ca/creative-tech or please reach out to siat-creative-tech@sfu.ca if you have any questions.