ABOUT THE PROGRAM
The Culture and Technology Studies (CTS) major offers students in the College of Arts a unique and flexible program of study to explore the role of culture and creativity in an increasingly digital world. The CTS program integrates grappling with big questions about the role of technology in human society with hands-on experimentation in cultural analysis, creation, representation, visualization, and performance using digital and related technologies. Explore digital methods including storytelling, visualization, gaming, and publishing. Learn to use digital tools and use them to think ethically, creatively, and critically about topics from across the arts. CTS majors learn digital methods for intervening in and contributing to the contemporary world as versatile creators, curators, communicators, and citizens that can be applied in a wide range of workplaces.

WHY CO-OP?
As a co-op student, you will gain firsthand work experience, build professional networks, and develop essential interpersonal skills needed to succeed in the workplace, all while getting paid and earning your university degree. Guelph’s co-op program is unique due to the exceptional level of support provided, including a co-op preparatory course, a personal connection with a Co-op Coordinator to assist you during the employment process and on your work term, and access to senior student mentors.

COURSE SEQUENCING
In the Culture and Technology Studies co-op program, you will participate in three co-op work terms in addition to eight academic semesters throughout your four years at the University of Guelph. This sequencing is viewable below:

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SAMPLE JOBS
Below are some examples of possible Culture and Technology co-op positions.

Technical Writer
This role includes technical work, as well as content writing. Create and maintain technical content for the firm including blogs, company news, and employee tutorials. Review and compile documentation and publications for distribution, maintaining company culture across communications on the web, social media, and internal networks. Prepare and maintain data sheets, word processing documents, graphical and print production materials, and databases.

Digital Heritage Assistant
Assist with the digitalization of media resources for the library collections. Scan, upload, and categorize images for inclusion in the database. Create descriptions and classify each resource. Meet with heritage experts to discuss project criteria and gather documentation. Conduct research, provide topic suggestions, and produce digital exhibits. Provide documentation on the creation of exhibits including standards of practice and information for future programming.

Digital Designer for Communications
Create and implement communication strategies/campaigns, manage the company brand, and engage in corporate storytelling. Ensure communications align with the company's vision and priorities, both internally and externally. Contribute to the development of new digital communications materials and update existing media. Assist with creating a resource website to support remote access to materials for the public. Ensure that the website is targeted to a general audience, partners, and funding agencies.

SAMPLE EMPLOYERS*

*Sample co-op employer list only. Employers will vary depending on recruitment needs. During a job search, students are encouraged to be actively engaged and are also supported in establishing and maintaining their own personal contacts.

SALARY INFORMATION
Students receive compensation from their employer for co-op work terms. The rate of pay will vary depending on a number of factors including the industry, the student's program of study, and work term level. For your reference, a Co-operative Education Salary Guide is available on our website, which provides hourly rates (averages and ranges) for each degree program.

SKILLS & KNOWLEDGE ACQUIRED
CTS co-op students exhibit strengths in the following key areas, developed through the combination of educational, extra-curricular and work experiences:

• Develop an understanding of the digital mediation of cultural processes and the role humans play in technological work
• Acquire a deep understanding of methods and theories associated with technological research in the humanities
• Learn coding basics, manage projects, work in teams, and design digital content
• Develop skills in critical thinking, research, communication and media development