CINEMA AND INTERACTIVE MEDIA

The Cinema and Interactive Media Department offers a complete curricular experience in critical understanding and effective creation of contemporary moving image media and interactive design. With two programs, the M.F.A. in Motion Pictures and the M.F.A. in Interactive Media, our mission is to explore the creative uses of narrative, documentary, technology, design and human behavior in order to entertain, impact, augment, and influence how people communicate. We prepare a new generation of innovators, storytellers and leaders in the fields of cinema, transmedia and interaction design.

The M.F.A. in Motion Pictures program requires that students complete a minimum of 66 credit hours. At least 24 of these credit hours must be at or above the 700-level. At least 12 credit hours must be earned at the 800-level for thesis work. Motion Picture students must maintain an overall minimum GPA of 3.0 or above for all courses. By the end of the second year, students are required to achieve a minimum 3.0 score on the program's film and television literacy test.

Students in the Motion Picture program are strongly encouraged to explore not only a primary but also a secondary area of specialization and develop a minimum of 2 creative projects in consultation with their faculty advisory committee. The 3 year program culminates in a thesis portfolio. Students need to work closely with their primary advisor and committee to ensure they are fulfilling their degree expectations, which typically include a short motion picture project abroad and a summer internship.

The M.F.A. in Interactive Media program requires that students complete a minimum of 45 credit hours at the graduate level with an average of "B" and no grade lower than a "C-". Prior written approval is required from both the chair of the CIM department and the director of graduate studies for transfer of credit hours, for course substitutions, as well as for taking a course at another university.

Interactive Media students are required to register for a capstone project seminar. To register for this course, students must complete all courses with a standing of 3.0 GPA. The capstone course is designed to help students define and execute their final projects. To graduate, students must complete and present a fully articulated capstone project and related documentation. Students must complete all degree requirements within 6 years.

Masters

Masters Programs in Cinema and Interactive Media

- M.F.A. in Motion Pictures (http://bulletin.miami.edu/graduate-academic-programs/communication/cinema-interactive-media/motion-pictures-mfa)
- M.F.A. in Interactive Media (http://bulletin.miami.edu/graduate-academic-programs/communication/cinema-interactive-media/interactive-media-mfa)

Courses

CIM 601. Principles of Aesthetics and Analysis. 3 Credit Hours.
Provides graduate students with introductory immersion in aesthetics, analysis, and history of film and media.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.

CIM 603. Film Directors. 3 Credit Hours.
This course will address the conditions of authorship in film through an intensive study of the films of two or more directors, whose careers will serve as case studies. These directors will be historically important and their work will represent significant achievements in the art of film.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.

CIM 604. Aspects of Contemporary Cinema. 3 Credit Hours.
The study of the ways in which film communicates. Intensive analysis and criticism of cinematic techniques exemplified through particular films.
Components: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

CIM 606. Genres. 3 Credit Hours.
A study of selected movie genres from a variety of critical perspectives. Issues pertaining to selfhood, sexual difference, and other concerns of present-day film criticism will be examined.
Components: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

CIM 608. National Cinemas. 3 Credit Hours.
Selected films from Europe, Asia, Africa and Latin America will be studied in relation to their diverse social/political and cultural contexts.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 609. Legal Aspects of Motion Pictures. 3 Credit Hours.
The law, contracts, and negotiating techniques of the business affairs aspects of the production of motion pictures.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 610. Foundation of Screenwriting. 3 Credit Hours.
This course explores the fundamental skill set necessary to manipulate the basic elements of cinematic writing. The course will investigate common dramatic elements found in all screenplays as well as teach format principles of feature, TV and emerging media scripts.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.
CIM 611. Writing the Short Film. 3 Credit Hours.
A course in the fundamentals of screenwriting focused on the creation of a 15-30 page screenplay suitable for an MFA project film. Study of and practice in writing short narrative motion picture scripts. Focus is placed on concept, content, cinematic story structure and presentation of character.
Components: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

CIM 612. Writing for Episodic Television. 3 Credit Hours.
The course will explore the art and craft required to write a "spec" Television episode. The course will explore how TV writing differs from feature writing and how the TV writer/producer business model works. By the end of the course the student will have finished an hour-long "spec" script for an existing TV show or a two-part sitcom teleplay.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 613. Mobile Application Development. 3 Credit Hours.
This course will provide students the ability to conceptualize, design, and develop a mobile application of their choosing.
Components: LEC.
Grading: GRD.
Typically Offered: Fall & Spring.

CIM 618. Seminar In Documentary Film History: Cinema-Verite. 3 Credit Hours.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 619. Seminar In Documentary Production. 3 Credit Hours.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 620. Cinematography. 3 Credit Hours.
This hands-on course provides students with the aesthetic and technical aspects of professional concepts and techniques in film and digital media cinematography.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.

CIM 621. Narrative Production. 3 Credit Hours.
An introduction to film and digital production techniques on narrative projects. Emphasis on collaboration, group process and social purpose. Students will be expected to produce a short film abroad as part of this course.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 622. Ux Research. 3 Credit Hours.
The course provides a comprehensive overview of User Experience research methods and how they are incorporated into the product development lifecycle. Students will learn about user-centered design and will conduct a wide range of research methods including ethnography, questionnaires, online studies, and usability testing. There will be considerable focus on practicing research skills and reporting findings from these activities.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 629. Nonfiction Film. 3 Credit Hours.
An examination of American and world nonfiction films.
Components: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

CIM 630. Introduction to Editing. 3 Credit Hours.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 635. Introduction to Design. 3 Credit Hours.
This course is an exploration of the fundamental elements of graphic form, movement, and interaction as expressive and meaningful agents in digital media. Students will work through a series of structured studio exercises designed to iteratively move them from simple to complex visual vocabularies, methods of analysis, workflows, and problem solving using mainstream as well as lesser known software tools. No prior design experience is required but assignments are designed to benefit students of all levels; graduate students will have more flexibility for adapting work to their thesis subject.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 636. Collaborative Innovation Laboratory. 3 Credit Hours.
In this collaboration studio course, students will form small teams and undertake real-world projects with a partnering organization. Students will be provided a design brief outlining project objectives identified by the partnering organization. Over the course of the semester, students will research, brainstorm, design, and test innovative interactive solutions for this core objective, including proposing ideas and presenting prototypes to the partnering organization. Projects that satisfy the partner’s needs may result in on-going work for full implementation and exposure for students’ work.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 640. Intro to Creative Coding. 3 Credit Hours.
This course will introduce students to the building blocks of creative coding within the visual and media environment.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.

CIM 641. Technology Trends. 3 Credit Hours.
Trends is a foundation course intended to promote a dialogue about the current state of business, art, health, culture, and innovation.
Components: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.
CIM 642. Physical Computing And Prototyping. 3 Credit Hours.
This seminar will examine the differences and opportunities present, between a series of physical computing techniques and rapid prototyping.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.

CIM 643. Intro To Systems: Designing Interactivity. 3 Credit Hours.
Students will explore the process of creating a dialogue between individuals or groups of people and a product, service, or system.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.

CIM 644. Media Activism. 3 Credit Hours.
In this course, students will examine the role of media in shaping social reform to document social issues such as poverty, human rights, social inequities, the environment, and powerless groups. We will review the philosophy and history of media as activism ranging from photography, documentary, cinema, the Internet, social media and newer forms of media. Emphasis is placed on developing a critical understanding of current media advocacy practices with a conscious goal; awareness, change minds, to affect policy, and action. At the end of the semester, students will have a fully developed project concept.
Components: LEC.
Grading: GRD.
Typically Offered: Fall & Spring.

CIM 645. Managing Interactive Media Projects. 3 Credit Hours.
This course takes a comprehensive look at managing interactive media projects from inception to implementation and maintenance.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 651. Motion Graphics And Compositing. 3 Credit Hours.
Methods, techniques and aesthetics of 2D computer animation and compositing including animated text, title design and green screen.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 654. Advanced Motion Graphics and Compositing. 3 Credit Hours.
Extend the 2D skills of students who have taken CMP 550 to 3D motion graphics and animation. Emphasis on title design and animation. Prerequisite: CIM 651.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 658. Documentary Production. 3 Credit Hours.
An introduction to the documentary genre including the production of a documentary from start to finish.
Components: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

CIM 660. Directing the Actor. 3 Credit Hours.
The purpose of this course is to teach and practice the craft of directing, including text analysis, characterization, visualization, design, intention and rehearsal: to train students to articulate their ideas to actors and film crew.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.

CIM 666. Character and Dialogue. 3 Credit Hours.
An examination of the craft and techniques of creating original characters and dialogue.
Components: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

CIM 670. Producing the Motion Picture. 3 Credit Hours.
This course examines the creative and financial role performed by the Producer in the production of Hollywood and Independent films. Focus is on the Producer from development through marketing.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 686. Online Screenwriting. 3 Credit Hours.
The student will prepare and complete the first act of a feature-length screenplay or the student will prepare and commence the rewrite of an existing screenplay.
Components: DIL.
Grading: GRD.
Typically Offered: Fall, Spring, & Summer.

CIM 690. Building Interfaces. 3 Credit Hours.
This course covers the production concepts and techniques to design and develop dynamic graphical user interfaces (GUIs) for web applications across multiple devices. Students will develop competency with several key technologies used in web development and providing them with the skills and principles needed to make effective use of these technologies.
Components: LEC.
Grading: GRD.
Typically Offered: Fall & Spring.

CIM 691. Capstone. 3 Credit Hours.
The capstone seminar is designed to demonstrate a student’s accumulated training in Interactive Media in a single original project of their choice, subject to the instructor’s approval and under the additional supervision of a faculty mentor.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.
CIM 692. Advanced Systems: Designing Playful Experiences. 3 Credit Hours.
Building on their systems foundation from the Intro to Systems course, students will continue to play and analyze the games along with designing games in order to build a more extensive vocabulary and toolkit to both understand and design interactive systems. Students will be exposed to a range of popular game prototyping technologies (for example: Twine, GameSalad, ARIS) and will create several mini projects as well as one final game project created using the platform of their choice. Students will explore a different core game mechanic with each prototyping tool thus broadening their ability to create targeted meaning within a playful experience.
Prerequisite: CIM 643.
Components: LEC.
Grading: GRD.
Typically Offered: Fall & Spring.

CIM 693. Dynamic Data: Building Database Driven Websites. 3 Credit Hours.
This course teaches data analysis through the development of interactive web applications. The course focuses on communicating through computer programming. Students will learn to build and use databases as a primary source and explore data as content. For this course students will be required to build custom software solutions through web programming languages that utilize third party APIs to interpret, analyze and manipulate data.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.

CIM 694. Motion Picture Marketing and Distribution. 3 Credit Hours.
Economic and marketing considerations in the production and distribution of motion pictures.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.

CIM 695. Advanced Motion Picture Marketing. 3 Credit Hours.
Advanced marketing considerations in the distribution of motion pictures.
Prerequisite: CIM 694.
Components: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

CIM 696. Directing Techniques. 3 Credit Hours.
To build a more advanced set of professional skills and practices through scene work, shooting, and collaboration.
Components: LEC.
Grading: GRD.
Typically Offered: Fall & Spring.

CIM 697. Topics In Film Analysis. 3 Credit Hours.
Content varies by semester. Topics such as Film Directors, National Cinemas, Silent Film, Contemporary Cinema. Course may be repeated for credit if content varies.
Requisite: Graduate Status.
Components: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

CIM 705. Production Management. 3 Credit Hours.
A comprehensive examination of the skills and techniques employed by line producers and production managers in the preproduction, production, and post-production of motion pictures.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 707. Pedagogy And Film. 3 Credit Hours.
This course covers a range of traditions in pedagogy, including history, theory, and practical applications. Intended for those who are currently teaching—or who intend to teach—at the college level, the course provides grounding in foundational approaches as well as a familiarity with recent research advancements in pedagogy.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.

CIM 710. Writing the Feature-Length Screenplay. 3 Credit Hours.
Study of and practice in writing feature-length, narrative motion picture scripts. Focus is placed on cinematic structure and presentation of character. Classes will generally be conducted as follows: a discussion of screenplay craft, an in-depth analysis of various films from the writer’s POV, and a critique of the various stages of your fellow student screenplays as they evolve throughout the semester.
Prerequisite: CIM 510.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.

CIM 721. Game Development Studio. 3 Credit Hours.
Components: LEC.
Grading: CNC.
Typically Offered: Fall.

CIM 727. Scriptwriting. 3 Credit Hours.
Study of and practice in writing feature-length, narrative motion picture scripts. Focus is placed on cinematic structure and presentation of character.
Components: LEC.
Grading: GRD.
Typically Offered: Fall & Spring.

CIM 730. Advanced Editing. 3 Credit Hours.
An examination of the art and techniques of post-production designed for students completing advanced motion picture projects. Lectures, group discussions and screenings. Emphasis on rhythm, dramatic moments, character arcs, symbolic vs. thematic editing, elements of sound editing, sound design, and professional mastering standards. This class is designed to develop editorial skills that will prepare students for professional careers in design. In-depth examination of effects and sound palettes of the Avid Media Composer, as well as a discussion of how to integrate visual effects from external applications. Finishing and mastering techniques for a variety of mediums as well as a reel building will be covered.
Prerequisite: CIM 630.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.
CIM 738. Writing the Short Film. 3 Credit Hours.
A course in the fundamentals of screenwriting focused on the creation of a 15-30 page screenplay suitable for an MFA project film.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 740. Sound Design. 3 Credit Hours.
Sound Design through seminar and workshop provides a practical and theoretical introduction to sound and its function in the narrative moving image process. The course utilizes professional environments to instruct in the basics of sound editing, studio recording and mixing as it is practiced in the film industry. It will also present the aesthetic use of sound and its integral part in the moving image narrative process.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 752. Advanced Cinematography. 3 Credit Hours.
Advanced technical and photographic principles begun in CMP 651. Preparation for the filming of the MFA project film.
Prerequisite: CIM 620.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 756. Motion Picture Post-Production Procedures. 3 Credit Hours.
An examination of the esthetics of editing, recording, re-recording, and laboratory procedures following completion of principal photography.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.

CIM 761. Directing The Camera. 3 Credit Hours.
An introduction to directing actors in low budget, independent films utilizing traditional, modern and evolving directorial techniques used by independent and traditional film makers: analyzing and orchestrating scripted material, developing a directorial concept, creating indelible characterizations, building a visual image, auditioning and casting the talent, blocking and directing the untrained amateur or highly skilled professional actor.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 794. Motion Picture Internship. 1-3 Credit Hours.
Components: LEC.
Grading: GRD.
Typically Offered: Fall, Spring, & Summer.

CIM 795. Special Topics in Motion Pictures. 3 Credit Hours.
Components: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

CIM 799. Advanced Projects and Directed Research. 1-6 Credit Hours.
Components: THI.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

CIM 815. MFA Thesis. 1-6 Credit Hours.
Components: THI.
Grading: SUS.
Typically Offered: Fall, Spring, & Summer.

CIM 850. Production Workshop II - Individual Projects. 3 Credit Hours.
A concentration on four distinctive film directors and their work. Utilization of techniques from film theory, film criticism, and film history to arrive at a definition of their unique cinematic styles.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.