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 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/)

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.
Component: LEC.
Grading: GRD.
Typically Offered: Fall.

CIM 602. Global Issues and Filmmaking. 3 Credit Hours.
We will study U.S. foreign aid policies and programs with efforts to stimulate international development, encourage humanitarian engagement, elicit diplomacy and/or promote international and national security. Case studies will focus on global health aid programs, along with other important aid initiatives. Written and oral assignments will be complemented by short analytical film created and produced by students. This will include a historical analysis on the type and purpose of foreign aid, existing online news media sources about the foreign aid programs, existing online news media sources about the foreign aid programs, expert video interviews, and the coverage and editing of a class debate to fully capture the theoretical and practical foundations of international aid in the twenty-first century.
Component: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

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.
Component: 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.
Component: 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: Fall.

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. It covers various approaches to the development of mobile software applications using current development environments, frameworks, and programming paradigms. This course focuses on hands-on learning through which students practice with programming assignments and demonstrate the apps through virtual simulators and physical mobile devices.
Prerequisite: CIM 640.
Components: LEC.
Grading: GRD.
Typically Offered: Fall & Spring.

CIM 614. Design with AI. 3 Credit Hours.
This course will provide students with the ability to understand the purpose, strengths and limitations of artificial intelligence (AI) technologies in order to design smart applications for everyday use. It covers topics including state-of-the-art AI technologies and the design principles for developing applications with such technologies. Issues such as ethics, bias, accountability, and privacy in these applications will also be discussed.
Components: LAB.
Grading: GRD.
Typically Offered: Fall & Spring.

CIM 615. 2D Character Design. 3 Credit Hours.
This is a comprehensive course devoted to the development of skills in creating characters for 2D animation and games. Students will develop an understanding of how shape language relates to the characters personality through the creation of weekly exercises. The course will be delivered in the form of studio projects, individual and class critiques, lectures, discussions, workshops and readings.
Components: LAB.
Grading: GRD.
Typically Offered: Spring.
CIM 616. Building Virtual Worlds. 3 Credit Hours.
The purpose of this course is to explore the construction of virtual environments. Students will learn the principles of constructing interactive 3D environments using a game engine. Students will be responsible for creating a world that can be interacted with on various platforms, including virtual and mixed reality.
Prerequisite: CIM 640 or CSC 120 or ECE 118.
Components: LAB.
Grading: GRD.
Typically Offered: Spring.

CIM 618. Seminar in Documentary Film History: Cinéma-vérité. 3 Credit Hours.
The primary focus of this course will be on the half-century old school or tradition of documentary filmmaking associated with the terms “Cinéma-vérité” and “direct cinema”. Through close analysis of selected classic and contemporary documentaries, the class will explore their historical significance, their aspirations and achievements as films, and their ways of addressing the aesthetic, epistemological, political and moral issues that inevitably arise when filmmakers take their sync-sound camera into the world and undertake to film life as it is really lived.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 619. Seminar in Documentary Production. 3 Credit Hours.
The Seminar in Documentary Production is the capstone production class within the documentary track of the Cinema and Interactive Media Department. Students are entered into the course based on a proposal that outlines their documentary project.
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 623. Advanced 3D Character Design. 3 Credit Hours.
This course covers the 3D game art development pipeline from modeling, texturing, rigging and animation to motion capture, and special effects.
Components: LEC.
Grading: GRD.
Typically Offered: Fall & Spring.

CIM 624. Augmented Reality. 3 Credit Hours.
This course will provide students the ability to design and develop augmented reality apps. It covers various approaches to designing and programming augmented reality apps using the latest technologies and devices. Students will be given hands-on programming assignments and learn about the key advantages in each of the approaches via in-class discussions.
Prerequisite: CIM 640 or CSC 120 or ECE 118.
Components: LAB.
Grading: GRD.
Typically Offered: Spring.
CIM 625. Game Development Studio. 3 Credit Hours.
Game Dev Studio is a project-based course devoted to developing a game. In groups, students will start with a concept and create prototypes that will be refined through multiple iterations and playtests. Your final game will either be a well-polished 2D or 3D digital game.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.

CIM 626. Adaptation. 3 Credit Hours.
This course will examine the craft and techniques of adapting sources such as novels, short stories, plays, articles comic books, and public domain material such as Shakespeare to the screen.
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: Spring.

CIM 630. Introduction to Editing. 3 Credit Hours.
Introduction to the theory and practice of motion picture editing. Short editing assignments are designed to develop students’ understanding of aesthetic, and technical considerations in the art of dramatic editing.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 631. Human Computer Interaction. 3 Credit Hours.
This course will teach students about the importance human computer interaction (HCI) in the design, implementation, and evaluation of interactive computing systems for human use. The course will provide both practical application and theoretical knowledge of HCI, with practical concerns balanced by discussion of relevant theory from the literature of computer science, human factors, and interaction design.
Components: LAB.
Grading: GRD.
Typically Offered: Fall.

CIM 635. Human Centered Design. 3 Credit Hours.
This course takes a comprehensive look at human limitations and abilities and how they are key to interaction design and a great user experience. Students will learn about human behavior and how to apply UX gridlines to the design of digital interfaces. Students will also learn how to produce design deliverables for real world practice.
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: LAB.
Grading: GRD.

CIM 639. Front End Fundamentals. 3 Credit Hours.
This course focuses on the job-ready skills and production workflow techniques in highest demand for front end web developers. Students will learn, practice and demonstrate the skills and principles needed to make effective use of these technologies.
Prerequisite: CIM 640.
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. Students will learn to create dynamic images, type and interfaces, that can translate into web, mobile and print forms. Students will learn programming fundamentals that translate in virtually all programming platforms.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.
CIM 641. Technology Trends. 3 Credit Hours.
This 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: Fall.

CIM 642. Physical Computing. 3 Credit Hours.
This course explores how to build a bridge between the physical and digital world. Students will learn to develop software and hardware to sense and respond to physical interaction. Through various projects, students will learn how to program sensors and other electronic components to convert the human senses into creative inputs and outputs, such as lights, sounds, and movement. Students will learn the ideation and design process through challenges presented in their assignments and personal projects. In this course students will also learn how to design for and use various digital fabrication tools, such as 3D printing, laser and paper cutting, and CNC milling. Students will have access to work hands on with these fabrication tools to enhance and build their prototypes.
Prerequisite: CIM 640.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 643. Designing Innovation. 3 Credit Hours.
In this course you will be introduced to and will apply human centered design techniques and systems thinking to achieve goal-directed design of interactive systems. Students will work in small teams to iteratively generate and refine design concepts and to thoroughly document their design process.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.

CIM 644. Internet and 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: 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 655. Science Documentary: Autism. 3 Credit Hours.
This course brings together student citizens across science, communication, and education to collaborate on content intended to reach audiences on multiple platforms. Students will be exposed to both history and cutting edge research surrounding Autism Spectrum Disorder. In addition to learning the neuroscience and genetics that underlie autism spectrum disorders, students will connect with people in the local community - to lend these issues a face and context. Students will gather information from readings, experts at the University of Miami, and the larger South Florida Community. Students will work in teams to share expertise from their fields of study to generate content for community consumption.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.
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: Spring.

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 661. 360° Immersive Filmmaking and Storytelling. 3 Credit Hours.
A hands-on course dedicated to design and produce VR/360° immersive video. Through a wide selection of materials, including videos, 360° films, articles, and presentations, students will develop a strong foundation on storytelling techniques, technologies (cameras, microphones, VR headsets, software), and best practices used across immersive media.
Components: LEC.
Grading: GRD.
Typically Offered: Fall & Spring.

CIM 666. Character and Dialogue. 3 Credit Hours.
An examination of the craft and techniques of creating original characters and dialogue.
Prerequisite: CIM 610.
Components: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

CIM 670. The Independent Producer. 3 Credit Hours.
Beyond covering the role of the producer, this hands-on class offers students a place to workshop their thesis projects. Students will brand themselves or their company and leave with a packaged project ready to take to market.
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. Prototyping Techniques. 3 Credit Hours.
This course covers accepted prototyping techniques introducing students to a wide variety of approaches for different kinds of user experience design problems and platforms. Students will learn to develop preliminary iteration of a solution to a design problem in order to communicate the essence of their idea without committing to a costly implementation.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.

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.
Students will analyze and design games to gain vocabulary and tools to design playful interactive systems. Students will be exposed to a range of popular game prototyping technologies and will create several mini-projects as well as one final game project created using the platform of their choice.
Components: LEC.
Grading: GRD.
Typically Offered: Fall & Spring.
CIM 693. Dynamic Data. 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.
Prerequisite: CIM 640.
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 Standing.
Components: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

CIM 698. 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 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 editing. 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 750. From Script to Screen. 3 Credit Hours.
Advanced production concepts and techniques explored in a variety of media. Students will produce an approved film or script. The class will explore the language of motion picture and how this language is utilized in the story telling process. Knowledge of both the practical and aesthetic aspects of film will be stressed at all times.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.

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.
Prescribed study and supervised work with practitioners in motion pictures.
Components: LEC.
Grading: GRD.
Typically Offered: Fall, Spring, & Summer.

CIM 795. Special Topics in Cinema and Interactive Media. 3 Credit Hours.
This course subject matter varies according to announced special topic. See class schedule for details.
Components: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.
CIM 799. Advanced Projects and Directed Research. 1-6 Credit Hours.  
Individual study, involving a project, paper or a program of research designed in consultation with a supervising faculty member. No more than six credits may be counted toward the degree.  
Components: THI.  
Grading: GRD.  
Typically Offered: Offered by Announcement Only.

CIM 815. MFA Thesis. 1-6 Credit Hours.  
The focus is on completing the culminating thesis project, in consultation with the student's selected committee and thesis chair.  
Components: THI.  
Grading: GRD.  
Typically Offered: Fall, Spring, & Summer.