# M.F.A. IN INTERACTIVE MEDIA

## Curriculum Requirements

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>CIM 640</td>
<td>Intro to Creative Coding</td>
<td>3</td>
</tr>
<tr>
<td>CIM 643</td>
<td>Designing Innovation</td>
<td>3</td>
</tr>
<tr>
<td>CIM 690</td>
<td>Prototyping Techniques</td>
<td>3</td>
</tr>
<tr>
<td>CIM 622</td>
<td>UX Research</td>
<td>3</td>
</tr>
<tr>
<td>CIM 636</td>
<td>Collaborative Innovation Laboratory</td>
<td>3</td>
</tr>
<tr>
<td>CIM 645</td>
<td>Managing Interactive Media Projects</td>
<td>3</td>
</tr>
<tr>
<td>CIM 691</td>
<td>Capstone</td>
<td>2</td>
</tr>
</tbody>
</table>

### Other Required Courses

<table>
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<tr>
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<tbody>
<tr>
<td>CIM 631</td>
<td>Human Computer Interaction</td>
<td></td>
</tr>
<tr>
<td>JMM 622</td>
<td>Introduction to Infographics and Data Visualization</td>
<td></td>
</tr>
<tr>
<td>CIM 635</td>
<td>Human Centered Design</td>
<td></td>
</tr>
<tr>
<td>CIM 639</td>
<td>Front End Fundamentals</td>
<td></td>
</tr>
<tr>
<td>CIM 615</td>
<td>2D Character Design</td>
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### Specializations

1. **Interaction Design Sequence**
   - CIM 631 Human Computer Interaction
   - JMM 622 Introduction to Infographics and Data Visualization
   - CIM 635 Human Centered Design
   - CIM 639 Front End Fundamentals
   - CIM 615 2D Character Design

2. **Game Design Sequence**
   - CIM 692 Advanced Systems: Designing Playful Experiences
   - CIM 615 2D Character Design
   - CIM 616 Building Virtual Worlds
   - CIM 623 Advanced 3D Character Design
   - CIM 625 Game Development Studio

3. **Interactive Storytelling**
   - CIM 631 Human Computer Interaction
   - CIM 639 Front End Fundamentals
   - CIM 616 Building Virtual Worlds
   - CIM 624 Augmented Reality
   - CIM 661 360° Immersive Filmmaking and Storytelling

4. **Information Design and Visualization**
   - JMM 622 Introduction to Infographics and Data Visualization
   - CIM 693 Dynamic Data
   - JMM 629 Advanced Infographics and Data Visualization
   - CIM 639 Front End Fundamentals
   - JMM 639 Travel Journalism

### Electives

- Students will be able to take 12 elective credits (four classes) of their choice under guidance of their advisor.

### Total Credit Hours

- **45**

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1. Students must 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 interactive media program and the director of graduate studies for transfer credit hours, for course substitutions as well as for taking a course at another university.

2. Students are required to register for a capstone project seminar. To register for this course, students must complete all courses with a standing 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.

3. Students must complete all master's degree requirements within 6 years.

4. Specializations are recommended, but students have the flexibility to design their own specialization.
Mission
The MFA in Interactive Media’s mission is to provide high quality graduate education for current and prospective professionals in the fields of interaction design, data visualization, and game design. Program activities are designed to explore the strategic role that interactive technologies play in communication and how they are shaping today’s business, culture, and society.

Goals
The program strives to achieve local, state, and national prominence through a contemporary hands-on curriculum, practical experience with outside organizations, and applied research designed to develop and enhance creative competence and design thinking skills.

Student Learning Outcomes
• Students will demonstrate the ability to design a system, component, or process to meet desired needs within system constraints.
• Students will be able to develop a product following a human-centered design that incorporates user research, innovation, design, and implementation.