M.F.A. IN INTERACTIVE MEDIA

Overview

The University of Miami Interactive Media Master of Fine Arts prepares students to innovate through understanding and experiencing the business, social, academic, and cultural contexts of emerging technologies.

The program prepares a new generation of innovators and leaders in the field of interaction design. Its mission is to explore the use of technology, design, human behavior, and their impact on communication. The multidisciplinary curriculum brings together students from different backgrounds to learn about game design, web design, mobile, data visualization, interaction design, and other emerging technologies. The program trains students to research, prototype, design, and build projects in business, social, academic, and cultural contexts.

Admission Requirements

The following is a list of the required conditions as well as the required documents/fees for your application for admission to the Master of Arts degree program in the School of Communication.

• A baccalaureate degree from an accredited institution
• The School’s official application
• An $85.00 non-refundable application fee
• Three letters of recommendation
• 500-word typed statement of academic and professional goals
• Official transcripts of all college work, both undergraduate and graduate.
  • Note: In addition, international applicants must send an official copy of their diploma for all degrees earned, and all documentation that confers their degree, with English translation for all degrees earned.
  • Note: All transcripts must be the original document, forwarded directly from the university. Xerox copies, true copies, notarized copies and other types of copies are not acceptable.
• Official TOEFL or IELTS scores
  • Note: Only for international applicants.
• Copy of current passport
  • Note: Only for international applicants. The name entered on the graduate application must exactly match your name as it appears on your passport.
• Official Graduate Record Examination (GRE) scores or portfolio.
  • Note: Students must submit a portfolio. Hard-copy or USB portfolios may also be mailed to the address below. Please note that we do not return portfolios or USB sticks. Students may choose to submit their GRE score if they don’t have a portfolio. Submitting a GRE instead of a portfolio will not affect their chances of getting accepted. Students may also submit both their GRE and portfolio. Our institution code for the GRE is #5815 and the department code is #4599.

Contact the Office of Graduate Studies, call 305-284-5236 or email (socgrad@miami.edu), for information.

Curriculum Requirements

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credit Hours</th>
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</thead>
<tbody>
<tr>
<td>CIM 601</td>
<td>Prototyping Techniques</td>
<td>3</td>
</tr>
<tr>
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<td>Designing Innovation</td>
<td>3</td>
</tr>
<tr>
<td>CIM 603</td>
<td>Intro to Creative Coding</td>
<td>3</td>
</tr>
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<td>CIM 615</td>
<td>Interactive Media Business Essentials</td>
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<td>CIM 631</td>
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<td>CIM 701</td>
<td>Capstone</td>
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Specializations ¹

<table>
<thead>
<tr>
<th>Code</th>
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<tbody>
<tr>
<td>CIM 612</td>
<td>Human Computer Interaction</td>
</tr>
<tr>
<td>CIM 622</td>
<td>Human Centered Design</td>
</tr>
<tr>
<td>CIM 643</td>
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<tr>
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</tr>
<tr>
<td>JMM 622</td>
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¹ 15 Credit Hours
## Game Design Sequence

<table>
<thead>
<tr>
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<tbody>
<tr>
<td>CIM 604</td>
<td>Advanced Systems: Designing Playful Experiences</td>
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<td>CIM 623</td>
<td>Building Virtual Worlds</td>
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<tr>
<td>CIM 674</td>
<td>2D Character Design</td>
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<tr>
<td>CCA 623</td>
<td>Advanced 3D Character Design</td>
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<tr>
<td>CIM 694</td>
<td>Game Development Studio</td>
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## Interactive Storytelling

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<tr>
<td>CIM 658</td>
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## Information Design and Visualization

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<tbody>
<tr>
<td>JMM 622</td>
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<td>JMM 638</td>
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## Electives

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

### Total Credit Hours

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<tr>
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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.

## Sample Plan of Study

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<tr>
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### First Year

#### Fall

**Required Courses:**

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**Specializations**

Select one of the following:

- **Interaction Design Sequence**
  - CIM 612 | Human Computer Interaction
- **Game Design Sequence**
  - CIM 604 | Advanced Systems: Designing Playful Experiences
- **Interactive Storytelling**
  - CIM 612 | Human Computer Interaction
- **Information Design and Visualization**
  - JMM 622 | Introduction to Infographics and Data Visualization

### Spring

**Required Courses:**

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### Second Year

**Fall**

**Required Courses:**

| CIM 631  | Collaborative Innovation Laboratory | 3 |

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**Spring**

**Required Courses:**

| CIM 701  | Capstone                      | 3 |

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CCA 623  Advanced 3D Character Design

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Information Design and Visualization
CIM 643  Front End Fundamentals
CIM 682  UX Research
JMM 629  Advanced Infographics and Data Visualization

Electives
Select up to 2 courses:  3

Total Credit Hours  45

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.