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.
• 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 (strongly recommended).
  • 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>
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<tr>
<td>CIM 602</td>
<td>Designing Innovation</td>
<td>3</td>
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<tr>
<td>CIM 603</td>
<td>Intro to Creative Coding</td>
<td>3</td>
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<tr>
<td>CIM 615</td>
<td>Interactive Media Business Essentials</td>
<td>3</td>
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<tr>
<td>CIM 631</td>
<td>Collaborative Innovation Laboratory</td>
<td>3</td>
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<tr>
<td>CIM 701</td>
<td>Capstone</td>
<td>3</td>
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</tbody>
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Specializations

Interaction Design Sequence

CIM 612 | Human Computer Interaction
CIM 622 | Human Centered Design
CIM 643 | Front End Fundamentals
CIM 682 | UX Research
JMM 622 | Introduction to Infographics and Data Visualization
### Game Design Sequence
- CIM 604: Advanced Systems: Designing Playful Experiences
- CIM 623: Building Virtual Worlds
- CIM 674: 2D Character Design
- CCA 623: Advanced 3D Character Design
- CIM 694: Game Development Studio

### Interactive Storytelling
- CIM 612: Human Computer Interaction
- CIM 623: Building Virtual Worlds
- CIM 633: Augmented Reality
- CIM 643: Front End Fundamentals
- CIM 658: 360° Immersive Filmmaking and Storytelling

### Information Design and Visualization
- JMM 622: Introduction to Infographics and Data Visualization
- JMM 629: Advanced Infographics and Data Visualization
- CIM 643: Front End Fundamentals
- CIM 653: Dynamic Data
- CIM 682: UX Research
- JMM 638: Infographics and Data Visualization Studio

### 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.

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### Sample Plan of Study

<table>
<thead>
<tr>
<th>Code</th>
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<th>Credit Hours</th>
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<tbody>
<tr>
<td><strong>First Year</strong></td>
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<tr>
<td><strong>Fall</strong></td>
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<td>Required Courses:</td>
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<td></td>
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<tr>
<td>CIM 601</td>
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<td>Intro to Creative Coding</td>
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<tr>
<td>Specializations</td>
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<tr>
<td>Select one of the following:</td>
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<tr>
<td><strong>Interaction Design Sequence</strong></td>
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<td>CIM 612</td>
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<td>JMM 622</td>
<td>Introduction to Infographics and Data Visualization</td>
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<tr>
<td><strong>Spring</strong></td>
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<tr>
<td>Required Courses:</td>
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</tr>
<tr>
<td>CIM 615</td>
<td>Interactive Media Business Essentials</td>
<td>3</td>
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### Specializations

Select up to 2 courses:

**Interaction Design Sequence**
- CIM 622: Human Centered Design
- CIM 643: Front End Fundamentals
- CIM 682: UX Research
- JMM 622: Introduction to Infographics and Data Visualization

**Game Design Sequence**
- CIM 623: Building Virtual Worlds
- CIM 674: 2D Character Design
- CCA 623: Advanced 3D Character Design

**Interactive Storytelling**
- CIM 623: Building Virtual Worlds
- CIM 633: Augmented Reality
- CIM 643: Front End Fundamentals
- CIM 658: 360° Immersive Filmmaking and Storytelling

**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:

### Second Year

**Fall**

**Required Courses:**
- CIM 631: Collaborative Innovation Laboratory

**Specializations**
Select up to 3 courses:

**Interaction Design Sequence**
- JMM 622: Introduction to Infographics and Data Visualization

**Game Design Sequence**
- CIM 694: Game Development Studio

**Interactive Storytelling**
- CIM 658: 360° Immersive Filmmaking and Storytelling

**Information Design and Visualization**
- CIM 653: Dynamic Data
- JMM 638: Infographics and Data Visualization Studio
- JMM 629: Advanced Infographics and Data Visualization

**Electives**
Select up to 2 courses:

**Spring**

**Required Courses:**
- CIM 701: Capstone

**Specializations**
Select up to 2 courses:

**Interaction Design Sequence**
- CIM 622: Human Centered Design
- CIM 643: Front End Fundamentals
- CIM 682: UX Research

**Game Design Sequence**
- CIM 623: Building Virtual Worlds
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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.