

# M.F.A. IN CREATIVE TECHNOLOGIES AND INTERACTIVE ARTS

## Overview

The MFA in Creative Technologies & Interactive Arts is a 45-credit degree that prepares students to design, prototype, and critically evaluate innovative interactive experiences. Through studio practice, research, and cross-disciplinary collaboration, students develop expertise in creative coding, immersive and sensor-based environments, game and play design, data visualization, interactive storytelling, and AI-augmented creative practice. The program culminates in a two-semester capstone project and professional portfolio review, ensuring graduates emerge as both inventive creators and thoughtful leaders prepared for careers in industry, academia, and the arts.

## 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 a regionally 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.
- PERSONAL ESSAY (up to 700 words): The essay should address personal objectives for graduate study, subject matters of interest for future projects, and career goals related to interactive media MFA. Essays should include the applicant's goals in earning the Interactive Media MFA and how they want to connect their prior experience professionally and from their undergraduate degree.
- Students are required to submit a portfolio appropriate to the work they would like to complete in the program. Students are also encouraged to submit a GRE, our institution code for the GRE is #5815 and the department code is #4599. For more information, please visit <https://interactive.miami.edu/admissions/>

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

## Curriculum Requirements

Code	Title	Credit Hours
<b>Core Courses (Year One)</b>		
CIM 602	Innovation Design	3
CIM 603	Intro to Creative Coding	3
CIM 604	Designing Playful Experiences	3
CIM 632	Visual Design for Interactive Media	3
<b>Other Required Courses</b>		
CIM 631	Collaborative Innovation Laboratory	3
CIM 701	Capstone 1 - Concept Incubation Studio	3
CIM 702	Capstone 2 - Production Studio (NEW COURSE: Capstone 2)	3
<b>Electives</b>		<b>24</b>
Students will be able to take 24 elective credits (eight classes) of their choice under guidance of their advisor.		
<b>Total Credit Hours</b>		<b>45</b>

- <sup>1</sup> 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.
- <sup>2</sup> Students are required to register for two capstone project seminars. 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 an advanced interactive project, demonstrating mastery of design and implementation of ,fully articulated capstone project and related documentation.
- <sup>3</sup> Students must complete all master's degree requirements within 6 years.
- <sup>4</sup> All students must successfully complete portfolio requirements.

## Portfolio Requirement

All students pursuing the MFA in Interactive Media must prepare a digital portfolio as a requirement for graduation. This portfolio plays a pivotal role in their academic journey, with mandatory reviews during their capstone classes. As they approach graduation, second-year MFA students must undergo a final portfolio review, ensuring their work aligns with program standards and objectives. The portfolio serves as a representative overview, collectively demonstrating students' competence with the MFA in Interactive Media program's learning outcomes. It's not just a requirement; it's a canvas to showcase innovative and creative abilities, positioning students for success in their future careers within the dynamic realm of Interactive Media. Student portfolios are reviewed by a mixed panel of industry professionals and Interactive Media faculty. For guidance and feedback throughout this process, students are encouraged to engage with their capstone faculty, who are committed to helping them excel and achieve excellence in their portfolios, contributing to their academic growth and professional readiness. Failure to produce a satisfactory portfolio may result in a delay in graduation, as students may need to retake courses or extend their time in the program until they meet the necessary standards. In more severe cases, repeated failure to meet portfolio requirements could lead to dismissal from the program.

## Sample Plan of Study

Year One		Credit Hours
<b>Fall</b>		
CIM 602	Innovation Design	3
CIM 603	Intro to Creative Coding	3
CIM 604	Designing Playful Experiences	3
CIM 632	Visual Design for Interactive Media	3
<b>Credit Hours</b>		<b>12</b>
<b>Spring</b>		
Elective		3
Elective		3
Elective		3
Elective		3
<b>Credit Hours</b>		<b>12</b>
<b>Year Two</b>		
<b>Fall</b>		
CIM 631	Collaborative Innovation Laboratory	3
CIM 701	Capstone 1 - Concept Incubation Studio	3
Elective		3
Elective		3
<b>Credit Hours</b>		<b>12</b>
<b>Spring</b>		
CIM 702	Capstone 2 - Production Studio	3
Elective		3
Elective		3
<b>Credit Hours</b>		<b>9</b>
<b>Total Credit Hours</b>		<b>45</b>

## Mission

The program's mission is to advance creative practice and research at the intersection of design, technology, and society. We prepare graduate students to become leaders in shaping how computational systems and interactive media influence communication, culture, and community. Our

curriculum emphasizes human-centered design, technical proficiency, and critical reflection, enabling graduates to imagine and build technologies that are ethical, innovative, and impactful.

## Goals

Graduates of the MFA in Creative Technologies & Interactive Arts will:

1. Integrate design, art, and computing to produce innovative interactive systems and artifacts.
2. Lead projects that apply human-centered methodologies, emphasizing usability, accessibility, and societal responsibility.
3. Employ emerging technologies, including immersive media, AI, and embodied sensing, in creative and experimental ways.
4. Develop a professional practice through capstone work, public exhibition, and a career-ready portfolio.

## Student Learning Outcomes

- Students will be able to **analyze and create** interactive systems that address human, cultural, or environmental needs through creative technologies.
- Students will be able to **apply a human-centered design process** that incorporates user research, prototyping, testing, and iteration in the development of interactive experiences.
- Students will be able to **demonstrate technical fluency** in creative coding, immersive environments, and other emerging media forms.
- Students will be able to **produce and present** an advanced capstone project and professional portfolio that communicates mastery in creative technologies and interactive arts.