MASTER OF FINE ARTS IN MEDIA ARTS AND TECHNOLOGY
Interactive Design Track (42 Credits)

<table>
<thead>
<tr>
<th>Course #</th>
<th>Title</th>
<th>Sem Offered</th>
<th>Sem Taken</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>DMA 501</td>
<td>Introduction to Media Design</td>
<td>Fall</td>
<td></td>
<td></td>
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<tr>
<td>MDIA 565</td>
<td>Ethical issues in Media</td>
<td>Spring</td>
<td></td>
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<tr>
<td>MDIA 567</td>
<td>Research Methods</td>
<td>Fall</td>
<td></td>
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<tr>
<td>MDIA 582</td>
<td>Legal Issues in Media</td>
<td>Fall</td>
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<tr>
<td>MDIA 601/602</td>
<td>Thesis/Project</td>
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Interactive Design Track Core Requirements (21 Credits)

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<th>Course #</th>
<th>Title</th>
<th>Sem Offered</th>
<th>Grade</th>
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<tbody>
<tr>
<td>DMA 562</td>
<td>Seminar: Elements of User Experience (UX) Design</td>
<td>Spring</td>
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<tr>
<td>DMA 564</td>
<td>Human Computer Interaction Studio</td>
<td>Spring</td>
<td></td>
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<tr>
<td>DMA 522</td>
<td>Kinetic Design Techniques (or DMA505 GDP)</td>
<td>Fall</td>
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<tr>
<td>DMA 545</td>
<td>Interactive Design Studio (Methods)</td>
<td>Fall</td>
<td></td>
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<tr>
<td>DMA 574</td>
<td>Interactive Design Studio (Process)</td>
<td>Spring</td>
<td></td>
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<tr>
<td>DMA 572</td>
<td>Development Studio I</td>
<td>Spring</td>
<td></td>
</tr>
<tr>
<td>DMA 575</td>
<td>Development Studio II</td>
<td>Fall</td>
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Electives (6 Credits)

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<tr>
<th>Course #</th>
<th>Title</th>
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Fall 1:____________________ Date:_______            Spring 1:_____________________ Date:_______

Fall 2:____________________ Date:_______            Spring 2:_____________________ Date:_______

Updated: 10-02-19
MASTER OF FINE ARTS IN MEDIA ARTS AND TECHNOLOGY
INTERACTIVE DESIGN

PROJECT /THESIS

MDIA 602 Project (3 credits): The Capstone Project consists of an individual project focused on a subject of the student’s choice. The student works with an advisor to conceptualize and execute a project that should incorporate various media platforms such as written text, explanatory graphics, video or audio productions, and interactive materials. This project should be completed over at least two semesters: In their first semester, students attend a seminar style course to develop their individual capstone projects. When the advisor accepts the proposal, the student obtains an In Progress (IP) grade. In the following semester(s), the student executes and completes the project within a maximum of two years.

-OR-

MDIA 601 Thesis (3 credits): Thesis students are exempted from the Capstone Project requirement. Each thesis student works with a three-person committee to conduct academic or applied media research. Thesis should be completed over two semesters and meet the university deadlines for thesis defense and deposition: In their first semester the student writes a thesis proposal. Upon proposal approval from the committee, the student obtains an In Progress (IP) grade. In the following semester(s), the student collects and analyzes data/documents to complete, defend, and deposit the thesis within a maximum of two years.

INTERACTIVE DESIGN SUGGESTED ELECTIVES

- DMA TBD  Directed Studies in Interactive Design
- DMA 503  Interactive Design for Learning
- DMA 549  Web Development
- DMA 562  Designing the Interface
- DMA 583  Photography I
- DMA 584  Media Lab
- DMA 579  Digital Video Production Studio I
- DMA 577  Server-Side Scripting I
- DMA 578  Client-Side Scripting II
- DMA 595  Server-Side Scripting II
MASTER OF FINE ARTS IN MEDIA ARTS AND TECHNOLOGY
INTERACTIVE DESIGN

ROTATIONS: FALL, SPRING

Fall

- DMA 501 Introduction to Media Design
- DMA 522 Kinetic Design Techniques or DMA 505 Graphic Design Process
- MDIA 567 Research Methods
- DMA 545 Interactive Design Studio (Methods)
- MDIA 582 Legal Issues in Media Law
- DMA 575 Development Studio II

Spring

- DMA 562 Seminar: Elements of UX Design
- DMA 564 Human Computer Interaction Studio
- MDIA 565 Ethical issues in Media
- DMA 572 Development Studio I
- DMA 574 Interactive Design Studio (Methods)
MASTER OF FINE ARTS IN MEDIA ARTS AND TECHNOLOGY
INTERACTIVE DESIGN

We suggest but do not require that students take courses in the Tier One level before enrolling in Tier Two courses.

Tier One courses

- DMA 501 Introduction to Media Design
- DMA 505 Graphic Design Process
- DMA 522 Kinetic Design Techniques
- MDIA 565 Ethical issues in Media
- MDIA 567 Research Methods
- DMA 562 Elements of UX Design
- DMA 564 Human Computer Interaction Studio
- DMA 572 Development Studio I

Tier Two courses

- MDIA 582 Legal Issues in Media
- DMA 545 Interactive Design Studio (Methods)
- DMA 574 Interactive Design Studio (Process)
- DMA 575 Development Studio II

These courses will be taken last:

- **MDIA 602 Project (3 credits):** The Capstone Project consists of an individual project focused on a subject of the student’s choice.

  -OR-

- **MDIA 601 Thesis (3 credits):** Thesis students are exempted from the Capstone Project requirement. Each thesis student works with a three-person committee to conduct academic or applied media research.
MASTER OF FINE ARTS IN MEDIA ARTS AND TECHNOLOGY
INTERACTIVE DESIGN

SAMPLE COURSE SEQUENCE (42 credits)

Fall 1
- DMA 501 Introduction to Media Design
- DMA 522 Kinetic Design Techniques or DMA 505 Graphic Design Process
- MDIA 567 Research Methods

Spring 1
- DMA 562 Elements of UX Design
- DMA 564 Human Computer Interaction Studio
- MDIA 565 Ethical issues in Media

Fall 2
- DMA 545 Interactive Design Studio (Methods)
- MDIA 582 Legal Issues in Media Law
- Interactive Design Elective 1

Spring 2
- DMA 574 Interactive Design Studio (Process)
- DMA 572 Development Studio I
- Project or Thesis 1

Fall 3
- DMA 575 Development Studio II
- Interactive Design Elective 2
- Project or Thesis 2