M.F.A. IN INTERACTIVE MEDIA

Overview

The University of Miami Interactive Media Master of Fine Arts is a 45-credit terminal degree that prepares students to design meaningful experiences through the cultural, social, academic contexts of emerging technologies.

The program equips a new generation of innovators and leaders in the field of interaction design. Its mission is to explore the use of design, technology, human behavior, and their impact on our community. The multidisciplinary curriculum brings together students from different backgrounds to explore the role that design and interactive technologies play in our society and develop the leadership skills and ethical thinking required to succeed in shaping it.

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 (preferred).
  - Note: Students must submit a portfolio. Digital portfolios are preferred, but 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

Code	Title	Credit Hours
Core Courses (Year One)		
CIM 601	Prototyping	3
CIM 602	Innovation Design	3
CIM 603	Intro to Creative Coding	3
Other Required Courses		
CIM 615	Interactive Media Business Essentials	3
CIM 631	Collaborative Innovation Laboratory	3
CIM 701	Capstone 1 - Concept Incubation Studio	3
Specializations [4]		**15**
Interaction Design Sequence		
CIM 612	Human-Computer Interaction	
CIM 622	Human Centered Design	
CIM 643	Front End Fundamentals	
CIM 682	UX Research Methods	
JMM 622	Introduction to Infographics and Data Visualization	

Game Design Sequence		
CIM 604	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	Immersive 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 Methods	
JMM 638	Infographics and Data Visualization Studio	
Electives		**12**
Students will be able to take 12 elective credits (four classes) of their choice under guidance of their advisor.		
Total Credit Hours		**45**

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

Code	Title	Credit Hours
First Year		
Fall		
Required Courses:		
CIM 601	Prototyping	3
CIM 602	Innovation Design	3
CIM 603	Intro to Creative Coding	3
Specializations		
Select one of the following:		3
Interaction Design Sequence		
CIM 612	Human-Computer Interaction	
Game Design Sequence		
CIM 604	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:		
CIM 615	Interactive Media Business Essentials	3

Specializations		
Select up to 2 courses:		**3**
Interaction Design Sequence		
CIM 622	Human Centered Design	
CIM 643	Front End Fundamentals	
CIM 682	UX Research Methods	
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	Immersive Storytelling	
Information Design and Visualization		
CIM 643	Front End Fundamentals	
CIM 682	UX Research Methods	
JMM 629	Advanced Infographics and Data Visualization	
Electives		
Select up to 2 courses:		**6**
Second Year		
Fall		
Required Courses:		
CIM 631	Collaborative Innovation Laboratory	3
Specializations		
Select up to 3 Courses:		**6**
Interaction Design Sequence		
JMM 622	Introduction to Infographics and Data Visualization	
Game Design Sequence		
CIM 694	Game Development Studio	
Interactive Storytelling		
CIM 658	Immersive 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:		**3**
Spring		
Required Courses:		
CIM 701	Capstone 1 - Concept Incubation Studio	3
Specializations		
Select up to 2 courses:		**3**
Interaction Design Sequence		
CIM 622	Human Centered Design	
CIM 643	Front End Fundamentals	
CIM 682	UX Research Methods	
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	Immersive Storytelling	
Information Design and Visualization		
CIM 643	Front End Fundamentals	
CIM 682	UX Research Methods	
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.