

MASTER OF FINE ARTS IN MEDIA ARTS AND TECHNOLOGY

Interactive Design Track (42 Credits)

Student: _____ DU ID # _____

Advisor: Dr. William Gibbs Semester: _____

Program Core Requirements (15 Credits)

Course #	Title	Sem Offered	Sem Taken	Grade
DMA 501	Introduction to Media Design	Fall		
MDIA 565	Ethical issues in Media	Spring		
MDIA 567	Research Methods	Fall		
MDIA 582	Legal Issues in Media	Fall		
MDIA 700	Thesis/Project			

Interactive Design Track Core Requirements (21 Credits)

DMA 562	Elements of User Experience (UX) Design	Spring		
DMA 564	Human Computer Interaction Studio	Spring		
DMA 522	Kinetic Design Techniques (or DMA505 GDP)	Fall		
DMA 545	Interactive Design Studio (Methods)	Fall		
DMA 574	Interactive Design Studio (Process)	Spring		
DMA 572	Dev. Studio I (Creative coding)	Spring		
DMA 575	Dev. Studio II (Cross-Channel Experiences)	Fall		

Electives (6 Credits)

Fall 1: _____ Date: _____ Spring 1: _____ Date: _____

Fall 2: _____ Date: _____ Spring 2: _____ Date: _____

MASTER OF FINE ARTS IN MEDIA ARTS AND TECHNOLOGY INTERACTIVE DESIGN

PROJECT /THESIS

MDIA 700 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 the first semester, students develop their capstone project proposal. When the advisor accepts the proposal, students obtain an In Progress (IP) grade. In the following semester(s), student execute and complete the project within a maximum of two years.

-OR-

MDIA 700 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 research. The thesis should be completed over two semesters and meet the university deadlines for thesis defense and deposition. In the first semester, students write a thesis proposal. Upon proposal approval from the committee, students obtain an In Progress (IP) grade. In the following semester(s), students collect and analyze data/documents to complete, defend, and deposit the thesis within a maximum of two years.

Note: Each semester until students complete the project or thesis they register for GRAS 700 (Continuous Registration Fee). Registration for Continuous Registration (GRAS 700) is restricted. Students must request registration by sending an email to the Graduate School Office and the MEDIA Department Graduate Director.

INTERACTIVE DESIGN SUGGESTED ELECTIVES

- DMA 503 Interactive Design for Learning
- DMA 549 Web Development
- DMA 583 Photography Studio 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

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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 700 Project (3 credits):** The Capstone Project consists of an individual project focused on a subject (related to the interactive design discipline) of the student's choice.

-OR-

- **MDIA 700 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 research related to the interactive design discipline.

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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