DIGITAL MEDIA DESIGN (MA)

Master of Arts (M.A.) in Digital Media Design

The M.A. program is designed to provide a personalized and customized graduate experience for the student with little digital media education or experience. A student will work with his/her advisor to develop their plan of study and their independent studies. The M.A. provides graduate students with the foundational digital media strategies, skills, and tools to pivot and pursue a career in digital media. The program is structured to develop a focused understanding of digital media aesthetics, practice, procedure, technology, design, implementation and/or research techniques within a targeted commercial or creative area including: Digital Arts, Business, Digital Humanities/Social Sciences, STEM, and Entertainment.

Note: *The M.A. program is not currently accepting direct applications.*

Location

- Storrs Campus

Modality

- In Person

Requirements

M.A. Requirements

The program of study for the M.A. requires one year of full-time resident graduate study. A minimum of 30 graduate level credits are required to graduate. Of these 30 credits, required courses are:

Course	Title	Credits
DMD 5001	Digital Media Graduate Colloquium	3
DMD 5010	Digital Culture	3
5000-level DMD common courses		15
Six credits of secondary field courses approved by the student's major advisor taken outside the department in a coherent field of study		6
DMD 4081	Digital Media Internship/Co-op	3
or DMD 5099	Independent Study	
Total Credits		**30**

Learning Objectives

1. Demonstrate a strong foundation in the practice of digital media and design, drawing from history and culture of digital media, 2D and 3D animation practice, interactive media design, and digital game theory and implementation.
2. Demonstrate an intellectual and philosophical commitment to the digital medium selected by the student including the ability to ideate, conceive, produce, test, critique, and implement digital media programs, artifacts and systems that contribute to a deeper understanding of digital practices within the student's specific area of interest.
3. Demonstrate an understanding of criticism, theory, and history as it relates to digital culture and digital production that informs the student's work as a maker, developer and director of digital disciplines.
4. Demonstrate a familiarity with the industry and its best practices today, fostered by experiential learning environments, ideation and production classes, and by working alongside faculty members and through interactions with visiting lecturers, artists, and guests with extensive experience in the digital media field.