DIGITAL MEDIA DESIGN (MFA)

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

The program is a customized, three-year graduate program where students work closely with dedicated faculty in the development of their own independent creative practice. The Digital Media and Design Department operates at the intersection of fine art, technology, science, and the humanities. The program is designed for the graduate student with a demonstrated background in digital media/design, giving them the opportunity to intensely pursue advanced education and research in their specific area of expertise, or in an interdisciplinary capacity drawing from more than one area within the digital media space. As part of the School of Fine Arts, Digital Media and Design faculty and students have the opportunity to engage in collaborative projects with both industry partners and top researchers across the university. The M.F.A. in Digital Media Design is a terminal degree intended to provide educational and career-training within an experiential learning environment. The program is structured to develop an in-depth understanding of digital media aesthetics, technology, practice, procedure, design, implementation and/or research techniques employed in the areas of Digital Art, Digital Humanities/Social Sciences, STEM, Business, and Entertainment. In addition to the standard materials, applicants to the M.F.A. degree must submit a digital portfolio through Slideroom showcasing the applicant's readiness to engage in advanced creative activity and research within one of the DMD specializations: (3D Animation, Digital Culture, Digital Film/Video Production, Digital Media Business Strategies, Game Design, Motion Design & Animation, or Web/Interactive Media Design) or in an interdisciplinary capacity across the DMD specializations.

Location

- Storrs Campus

Modality

- In Person

Requirements

M.F.A. Requirements

The Master of Fine Arts in Digital Media Design requires a three-year commitment of full-time resident graduate study. A minimum of 60 graduate level credits are required to graduate. Of these 60 credits, required courses are:

Course	Title	Credits
DMD 5001	Digital Media Graduate Colloquium	3
DMD 5010	Digital Culture	3
ARTH 5570	History and Theory of Digital Art	3
DMD 5015	MFA Studio Critique (taken a total of four times)	12
5000-level DMD common courses		18
Six credits approved by the student's major advisor taken outside the department in a coherent field of study		6
DMD 5081	Digital Media Graduate Internship	6
or DMD 5099	Independent Study	
DMD 5075	MFA Final Project	6
DMD 5900	M.F.A. Thesis Exhibition	3
Total Credits		**60**

M.F.A Project Requirement

Students must follow the departmental M.F.A. Final Project Process and Procedures guidelines while developing their M.F.A. Final Project. This includes instructions for the formation of an M.F.A. Advisory Committee, submission of a project proposal, and development of a final project. The M.F.A. culminates in a major public exhibition that is supported by a written statement and exhibition documentation. The exhibition features the body of work resulting from the M.F.A. final project and courses taken in the final year of study. Each candidate then participates in an oral defense of the completed body of work and written statement with their advisory committee.

Learning Objectives

1. Demonstrate an intensive, multidisciplinary approach to the practice of digital media and design, drawing from history culture of digital media, 2D and 3D animation practice, interactive media design, and digital game theory and implementation.
2. Demonstrate a deep intellectual and philosophical commitment to the digital medium selected by the student including the ability to comprehensively research, 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 a strong, in-depth 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 thorough familiarity with the industry and its best practices today, fostered by experiential and studio learning environments, intensive ideation and production classes, and by collaborating in a research environment alongside faculty members and visiting lecturers, artists, and guests with extensive experience in the digital media field.
5. Demonstrate an understanding of the effect of digital media on society, culture, politics, and commerce with demonstrated exploration of cultural and societal responsibility related to digital media aesthetics and content such that these discussions might influence a greater sense of social responsibility for how digital media is ideated, targeted and disseminated.