Faculty

Joey Bargsten, PhD
Shane Eason, MFA
Thomas Fernandez, PhD
Mark Franz, MFA
Eric Freedman, PhD
Borko Furht, PhD
Hari Kalva, PhD
Brad Lewter, MFA
Oge Marques, PhD
Francis McAfee, MFA
Tami Sorgente, MSCS
Ruth von Spalding, MFA

Application Guidelines
Applicants to the Master of Fine Arts program are drawn from a range of fields and should have an undergraduate degree in computer animation, new media, information technology, media arts, computer science and engineering, or a related discipline.

Applicants must follow the guidelines specified by the Graduate College (www.fau.edu/graduate) and must also submit a supplemental application and materials to the degree program office. Each application will be carefully evaluated by a panel of degree program faculty based on the following criteria: grade point average, transcripts from all colleges and universities, GRE test scores, personal statement, portfolio list, creative work sample, writing sample and letters of recommendation.

For further information
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www.fau.edu/scms/grad_tech.php

Florida Atlantic University – Graduate Program

Master of Fine Arts in Media, Technology and Entertainment
Program Description

The Master of Fine Arts program in the School of Communication and Multimedia Studies is an interdisciplinary degree offered in collaboration with the Department of Computer & Electrical Engineering and Computer Science. The degree combines film, video, interactive media and computer animation faculty with computer science and engineering faculty, with the aim of fostering in our graduate students innovative approaches to digital entertainment that stretch creative and scientific boundaries. Students are challenged to think in artistic, scientific and industrial terms about: 1) innovative forms of digital media practice within film and video production, video gaming, web-based interactive media and mobile media; 2) new pipeline models for media production, such as 3D processing for film and game development; 3) practical applications, such as interface design, hardware and software, enhanced content delivery and ubiquitous computing.

The program is intended to prepare students for creative careers in the emerging field of interactive entertainment. The creation of interactive media requires a combination of skills from the traditional media of film and television as well as a deep understanding of the effects of interactivity upon the quality of experience as well as grounding in the computer sciences to understand hardware build, coding, interface design and data delivery within multimedia systems. Therefore, we emphasize collaboration across the faculty and programs of Multimedia Studies and Computer Science and Engineering. The fundamental philosophy of the program stresses creativity of expression, experimentation and excellence in execution, as well as innovation in the field of entertainment technologies.

With these goals in mind, students are able to develop a number of technical proficiencies, including: 2D and 3D computer animation; interactive, web-based and mobile media; video production and post-production; multimedia integration and content delivery. Following a collaborative work model, students are also able to develop specializations within the program while learning to map their technical skill sets onto a broad range of industry settings and using a broad range of visualization strategies.

Program Curriculum

The Master of Fine Arts is a two-plus years, intensive program that requires 60 credit hours, of which 42 are requirements, 12 are electives, and 6 are thesis. As part of the required coursework, students must complete an advanced interactive project which they design and produce as part of a team.

An overall GPA of at least 3.0 must be maintained in all coursework toward the degree and a minimum grade of 3.0 must be earned in all required courses. There is project work required each semester, and the degree cannot be completed in less than two years of four full-time semesters.

Year One, First Semester
ART 5685: Advanced Digital Art 1
DIG 5930: Interactive Multimedia
MMC 6715: Studies in New Media Elective

Year One, Second Semester
ART 5686: Advanced Digital Art 2
CNT 6885: Video Communication
DIG 5930: New Media Narrative Elective

Year Two, First Semester
ART 5690: Advanced Digital Video 1
ART 6692C: Creative Workshop
COT 5930: Game Programming Elective

Year Two, Second Semester
ART 5691: Advanced Digital Video 2
ART 6688C: Studio in Computer Arts
COT 5930: Special Topics in Programming Elective

Electives
Multimedia Programming; Multimedia Systems; Foundations of Vision; Mobile Multimedia; Computer Animation; Cutting-Edge Web Technologies; iPhone Programming; Android Programming; Visual Information Retrieval; Video Processing; Video Game Studies; Television and Video Studies; Film Theory