MFA students are required to produce a thesis (which may incorporate a major project). This project should highlight the student's successful attainment of the three principle learning goals for the MFA which include:

- Students will be able to demonstrate technical literacy.
- Students will be able to develop original ideas.
- Students will be able to demonstrate an understanding of relevant artistic and industrial
    contexts

Although there are multiple layers of assessment focused on annual portfolio productions by students, the program assessment keys off of the thesis. The MFA assessment committee, which may be separate from the thesis committee proper but does not have to be, consists of two to four faculty members, at least two of whom must be from the graduate MFA faculty. Other members of the assessment committee may be drawn from Computer Engineering or other appropriate disciplines depending upon the nature of the thesis or project under evaluation. The assessment chair must be from the MFA graduate faculty.

All student work will be competent on all dimensions. Every student will have work that attains the level of outstanding on several dimensions. The core knowledge base includes:

- Being able to describe major developments in the history of multimedia production

- Being able to use varied tactics for new media production

- Being able to explain the process of implementation of technological developments in the public and private sectors

- Being able to use a range of critical methods for analyzing animation, interactivity, and new media works

- Demonstrated understanding of interface design and methods

- Ability to engage in self-critiques using the lexicon of new media

- Familiarity with industrial structures and production pipelines

- Knowledge of object-oriented software methodology and methods

- Knowledge of user interfaces, non-functional objectives, and design patterns

- Familiarity with the structures, intelligent use, and the implementation of modern database systems

- Ability to deploy best media management practices, following recent trends

- Ability to map technical skill sets onto a broad range of industry settings, and using a broad range of visualization strategies