

FLORIDA ATLANTIC UNIVERSITY™

UGPC APPROVAL _____

UFS APPROVAL _____

CATALOG _____

Graduate Programs—PROGRAM CHANGE REQUEST

DEPARTMENT: SCHOOL OF COMMUNICATION AND MULTIMEDIA
STUDIES

COLLEGE: ARTS AND LETTERS

PROGRAM NAME:
MASTERS OF FINE ARTS IN MEDIA, TECHNOLOGY AND ENTERTAINMENT

EFFECTIVE DATE

(PROVIDE TERM/YEAR)

Fall 2016

PLEASE EXPLAIN THE REQUESTED CHANGE(S) AND OFFER RATIONALE BELOW AND/OR ATTACHED:

REVISE CATALOG COPY OF PROGRAM AS PER ATTACHED

Faculty contact, email and complete phone number:
William Trapani, wtrapan1@fau.edu, 7-2051

Consult and list departments that might be affected by the change and attach comments.
Computer, Electrical Engineering and Computer Science, Visual Arts and Art History

Approved by:

Department Chair: *William Trapani*

College Curriculum Chair: *[Signature]*

College Dean: *[Signature]*

UGPC Chair: *Wm J. McDaniel*

Graduate College Dean: *[Signature]*

UFS President: _____

Provost: _____

Date:

2/1/2016

2/5/16

2-5-16

3-2-16

3-2-16

Email this form and syllabus to UGPC@fau.edu one week before the University Graduate Programs Committee meeting so that materials may be viewed on the UGPC website prior to the meeting.

Faint header text at the top of the page, possibly containing a title or reference number.

Section containing several lines of text, some of which are crossed out with a large handwritten 'X'. Includes a signature and the date '3-9-19'.

Large section of text, mostly illegible due to fading and noise. Contains several lines of what appears to be a list or detailed notes.

Section containing text and a signature. The signature appears to be 'L. M. ...'. Includes the date '3-11-19'.

Bottom section of the document, containing text and a signature. The signature is partially obscured by a large, faint stamp or watermark.

Master of Fine Arts in Media, Technology and Entertainment

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 to provide 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 digital media, interactive entertainment. ~~The related entertainment industries along with evolving interdisciplinary nature of the arts 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, the program emphasizes collaboration across the faculty and programs of Multimedia Studies and Computer Science and Engineering while envisioning expanded cross-disciplinary activities throughout the university. 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 and an earnest appreciation of the fine arts.

With these goals in mind, students are able to develop a number of technical proficiencies within 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.

Admission Requirements

1. A baccalaureate degree (B.A., B.F.A. or B.S.) from an accredited institution. Applicants will be 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 with a 3.0 GPA.
2. Competitive Graduate Record Exam (GRE) scores.
3. In addition to a completed online application form submitted to the Graduate College, the applicant must submit items 4 through 8 to the degree program office.
4. A 500-word personal statement. The personal statement should articulate the applicant's areas of interest and compatibility of those interests with the M.F.A. program. The personal statement is an opportunity for the student to express his or her background and interest in the degree program; the statement will be read by the faculty panel as a measure of creativity, self-awareness and vision.
5. Writing sample. The writing sample is used to demonstrate the candidate's imagination; the candidate must describe an interactive media experience that has inspired him or her to enter the field, outlining the specific qualities that made the experience meaningful.

6. Portfolio list. The portfolio list is a record of the applicant's creative material; it should include a concise description of each project, the month and year of completion, the applicant's creative role and the purpose of the project. The material should give an idea of the range and depth of the candidate's creative ability, and formal recognition such as awards, publication, jobs and exhibitions should be noted. When listing creative materials prepared for a class or publication, the name of the institution or the publication should be included.

7. Creative work sample. The creative work sample is the portfolio one-item that represents the candidate's best or most relevant work.

8. Letters of recommendation. A minimum of three letters of recommendation from a variety of sources are required; these may be from teachers and industry supervisors.

9. International applicants must also meet the additional requirements listed on the Graduate College website.

10. Applicants must submit all materials listed above no later than March 1 to be considered for fall enrollment. Exceptionally qualified applicants may be considered after that date at the discretion of the graduate faculty.

Degree Requirements

The Master of Fine Arts is an intensive, two-plus year program that requires 60 credits, of which 42 are requirements, 12 are electives and 6 are thesis. As part of the required coursework, students must complete an advanced portfolio or present a creative digital media project ~~interactive project~~ that they design and produce on their own or 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.

Course Requirements

First Year, First Semester		
3D Production for Special Topics (including Programming for Interactivity)	DIG 6547MMC 6934	34
Special Topics (including Creating Interactive Culture) Graduate Media Technology Studio	DIG 6575MMC 6934	43
Studies in New Media Creating Interactive Culture	MMC 67456707	43
Credits Elective		123

First Year, Second Semester		
Special Topics (including 3D Production for Interactivity) Portfolio Workshop I	MMC 6934 DIG 6589	43
Video Communication Survey in Digital Media Techniques	DIG 6436 CNT 6885	43
Graduate Elective (recommended in Engineering or Computer Science) Special Topics (including Digital Post Production)	MMC 6934	3
Graduate Elective (Engineering, Computer Science or other specialization recommended)		3
Credits		14

Second Year, First Semester		
Preproduction, Special Topics Prototyping and Previsualization	MMC 6934 DIG 6358	43
Studies in New Media Creative Workshop in Computer Arts	MMC 6715 ART 6692C	4
Experimental Cinema (could be replaced with alternate production course) Topics in Computer Science (including Game Programming)	COT 5930 Fil 6409	43
Elective Credits		123

Second Year, Second Semester		
Special Topics Portfolio Workshop 2	DIG 6589 MMC 6934	43
Interactive Interface Design Studio in Computer Arts	DIG 6605 ART 6688G	4
Graduate Elective (Engineering or Computer Science recommended) Topics in Computer Science (including Special Topics in Programming)	COT 5930	3
Graduate Elective (Engineering, Computer Science or Specialization recommended)		3

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Credits	14
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Master's Thesis	86
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Electives		
Multimedia Systems	CAP 6010	3
Multimedia Programming	CAP 6018	3
Foundations of Vision	CAP 6411	3
Mobile Multimedia	CNT 6515	3
Topics in Computer Science (including Computer Animation, Cutting-Edge Web Technologies, iPhone Programming, Android Programming)	COT 5930	3
Topics in Computer Science (including Visual Information Retrieval)	COT 6930	3
Video Processing	DIG 6645	3
Film Theory and Criticism	FIL 6807	3
Video Communication	CNT 6885	3
Exhibition Practices	ART 6884	4
Film History and Historiography	FIL 6021	3
Video Production	FIL 6365	4
Studies in Film and Television	FIL 6935	3
Special Topics (including Video Game Studies)	MMC 6931	3

For more details, visit the program's website. Questions may be directed to Dr. Francis X. McAfee, Program Director, at mcafee@fau.edu.

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The program is intended to prepare students for creative careers in the emerging field of digital media. The related entertainment industries along with evolving interdisciplinary nature of the arts 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, the program emphasizes collaboration across the faculty and programs of Multimedia Studies and Computer Science and Engineering while envisioning expanded cross-disciplinary activities throughout the university. 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 and an earnest appreciation of the fine arts.

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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.

Course Requirements

First Year, First Semester		
3D Production for Interactivity	DIG 6547	4
Graduate Media Technology Studio	DIG 6575	4
Creating Interactive Culture	MMC 6707	4
Credits		12

First Year, Second Semester		
Portfolio Workshop I	DIG 6589	4
Survey in Digital Media Techniques	DIG 6436	4
Graduate Elective (recommended in		3

Engineering or Computer Science)		
Graduate Elective (Engineering, Computer Science or other specialization recommended)		3
Credits		14

Second Year, First Semester		
Preproduction, Prototyping and Previsualization	DIG 6358	4
Studies in New Media	MMC 6715	4
Experimental Cinema (could be replaced with alternate production course)	Fil 6409	4
Credits		12

Second Year, Second Semester		
Portfolio Workshop 2	DIG 6589	4
Interactive Interface Design	DIG 6605	4
Graduate Elective (Engineering or Computer Science recommended)		3
Graduate Elective (Engineering, Computer Science or Specialization recommended)		3
Credits		14

Master's Thesis		8
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Electives		
Multimedia Systems	CAP 6010	3
Multimedia Programming	CAP 6018	3
Foundations of Vision	CAP 6411	3
Mobile Multimedia	CNT 6515	3
Topics in Computer Science (including Computer Animation, Cutting-Edge Web Technologies, iPhone Programming, Android Programming)	COT 5930	3
Topics in Computer Science (including Visual Information Retrieval)	COT 6930	3

Video Processing	DIG 6645	3
Film Theory and Criticism	FIL 6807	3
Video Communication	CNT 6885	3
Exhibition Practices	ART 6884	4
Film History and Historiography	FIL 6021	3
Video Production	FIL 6365	4
Studies in Film and Television	FIL 6935	3
Special Topics (including Video Game Studies)	MMC 6931	3

For more details, visit the program's website. Questions may be directed to Dr. Francis X. McAfee, Program Director, at mcafee@fau.edu.

FW: Proposed changes to MFA in Media, Technology and Entertainment

David Williams

Thu 2/4/2016 9:03 AM

To: William Trapani <wtrapan1@fau.edu>;

From: elandes7@gmail.com [mailto:elandes7@gmail.com] **On Behalf Of** Eric Landes

Sent: Thursday, February 04, 2016 9:00 AM

To: David Williams

Subject: Re: Proposed changes to MFA in Media, Technology and Entertainment

Hello David,

Graphic Design has no issues with the proposed program changes.

Best,
Eric

On Mon, Feb 1, 2016 at 3:07 PM, David Williams <dcwill@fau.edu> wrote:

Greetings Eric-

It is my understanding that you have recently ascended to Chair of VAAH. Let me offer my congratulations (and also to immediately qualify that with an equal measure of condolences). But I am writing for far more specific reasons.

The School of Communication and Multimedia Studies is proposing a series of program changes to the MFA in Media, Technology, and Entertainment, and we are checking to see if VAAH has any objections to the changes we are proposing. I am attaching the proposed changes, and I am cc'ing our Graduate Director, Dr. Bill Trapani. If you identify concerns, please let us know about them. If the changes are acceptable to VAAH, might you let us know that in a message we can share with the College of Arts & Letters' GPC? They will want to know that you have had an opportunity to review the proposed changes and that you do not have objections.

Thank you very much.

David Cratis Williams, PhD
Director and Professor
School of Communication and Multimedia Studies

RE: Proposed catalog changes for MFA in Media, Technology, and Entertainment

Nurgun Erdol

Thu 2/4/2016 11:39 PM

To: David Williams <dcwill@fau.edu>;

Cc: William Trapani <wtrapan1@fau.edu>;

Dear Dr. Williams,
I have reviewed the proposed changes and have no objections.
Best regards,

Nurgun Erdol, Ph. D.
Professor and Chair
Department of Computer and Electrical Engineering and Computer Science

From: David Williams
Sent: Thursday, February 04, 2016 9:25 AM
To: Nurgun Erdol <erdol@fau.edu>
Cc: William Trapani <wtrapan1@fau.edu>
Subject: FW: Proposed catalog changes for MFA in Media, Technology, and Entertainment

Greetings Dr. Erdol-

I apologize for writing a second time within a short period, but I became concerned that the first email did not send (when I tried to copy your address from the first email, I got error messages rather than an fau email address, so I became concerned that it may not have sent).

In any event, might you take a glance at the course proposal we are sending forward to the GPC? Please let us know if the course can move forward with the support of CEECS or if you have concerns about the course.

Thank you
David Williams
Director, SCMS

PS I am ccing Dr William Trapani, our Graduate Director, on this exchange. Our College GPC meets tomorrow, and he will be called upon to present the course proposal there. So he needs to be in the loop as we determine whether the course is acceptable to CEECS. Thanks.

From: David Williams
Sent: Monday, February 01, 2016 2:55 PM
To: 'Nurgun Erdol'
Cc: William Trapani

Subject: Proposed catalog changes for MFA in Media, Technology, and Entertainment

Greetings Dr Erdol-

The School of Communication and Multimedia Studies is proposing a series of program changes to the MFA in Media, Technology, and Entertainment, and we are checking to see if Computer & Electrical Engineering and Computer Science has any objections to the changes we are proposing. I am attaching the proposed changes, and I am cc'ing our Graduate Director, Dr. Bill Trapani. If you identify concerns, please let us know about them. If the changes are acceptable to Computer & Electrical Engineering and Computer Science, might you let us know that in a message we can share with the College of Arts & Letters' GPC? They will want to know that you have had an opportunity to review the proposed changes.

Thank you very much.

David Cratis Williams, PhD
Director and Professor
School of Communication and Multimedia Studies



College of Arts and Letters
School of Communication
& Multimedia Studies
777 Glades Road
Boca Raton, FL 33431
tel: 561-297-3850
fax: 561-297-2615
www.fau.edu

February 23, 2016

University Graduate Program Committee

Re: SCMS MFA Media, Technology and Entertainment Program Change

Please accept the following as an addendum which explains the rationale for the program change under consideration to the School of Communication and Multimedia Studies' MFA in Media, Technology and Entertainment

Our changes to the MFA catalog description are motivated by two factors 1) the development and evolution of the program away from its dependence on various special topics courses and 2) various minor program description changes designed to reflect the scope of the MFA.

With regard to #1: when the MFA was first launched it was almost entirely comprised of special topics courses. Over time various permanent courses have been approved in their stead and have now been slotted in to reflect an anticipated rotation of offerings.

With regard to #2: the MFA description language has been modified in minor places to reflect the full breadth of its scope and to indicate the range of options available to possible applicants.

If you have any questions about the proposed changes please do not hesitate to contact me.

Sincerely,

William Trapani, Ph.D.
Associate Professor and Director of Graduate Studies
School of Communication and Multimedia Studies
Florida Atlantic University
CU 212
wtrapan1@fau.edu
561-297-2051