The MFA in Media, Technology and Entertainment involves taking courses in both the Multimedia Studies degree program in the School of Communication and Multimedia Studies in the College of Arts and Letters; and the Department of Computer Science and Engineering in the College of Engineering and Computer Science at Florida Atlantic University. In the first year, students enroll in the following courses: MMC6931 Video Production Workshop, MMC6931 Programming for Interactivity, MMC6931 Crafting, Interactive Culture, MMC6931 3D Production for Interactivity, MMC6715 Studies in New Media, MMC6931 Video Game Studies, and two open elective courses in the Department of Computer Science and Engineering. In the second year: MMC6931 Digital Post Production, MMC6931 New Media Exhibition, MMC6931 Advanced Interactive Design, MMC6931 Design Portfolio Workshop, two electives in the Department of Computer Science and Engineering, and two open electives.

These courses combine film, video, interactive media and computer animation faculty with computer science and engineering faculty, with the aim of fostering in their graduate students innovative approaches to digital entertainment that stretch creative and scientific boundaries. Faculty challenge themselves and their students to thinking 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 and physics-based medical and scientific visualization; 3) practical applications, such as interface design, hardware and software, enhanced content delivery, and ubiquitous computing.

Students receiving the MFA take 60 graduate credit hours over the course of two-plus years (54 credits of class hours taken over two years, plus 6 credits of thesis hours), following a series of required courses offered in both Multimedia Studies and Computer Science, and choosing from a complement of electives designed to foster specializations. As part of their thesis work, students give a public presentation of their projects and invite potential venture capitalists. The degree is based on the guidelines for the NSF Graduate Research Traineeship (IGERT) program which seeks “to catalyze a cultural change in graduate education for students, faculty and institutions, by establishing innovative new models for graduate education in a fertile environment for collaborative research that transcends traditional disciplinary boundaries contributing to a world-class, broadly inclusive, and globally engaged science and engineering workforce.”

To date, the scholarship and performance of our graduate students has been outstanding. The last two years since the program has started, students have completed several collaborative projects with faculty and students from both the Department of Computer Science and Engineering, and the Multimedia Studies degree program in the School of Communication and Multimedia Studies. In addition to working on these projects, students have publicly exhibited their creative work on a yearly, or bi-yearly basis. In order to assess and critique the quality of this work, a small group of faculty members from the program have convened on a yearly basis to review the work of each student individually in order to provide them with written and verbal feedback. The response of the faculty to the work created in the MFA program has been a positive one. In order to view quantitative evidence of student performance within the coursework of the MFA in Media, Technology, and Entertainment please see the provided worksheet.