Financial Support

We are pleased to offer professional and competitive financial support for our graduate students. In addition to tuition scholarships and living stipends, our graduate teaching assistantships provide full-time students with pedagogical training, professional development, and classroom experience.

Graduate Faculty

Joey Bargsten, PhD • Shane Eason, MFA • Thomas Fernandez, PhD • Borko Furht, PhD • Hari Kalva, PhD • Brad Lewter, MFA • Oge Marques, PhD • Francis X. McAfee, MFA • Tami Sorgente, MSCS • Ruth von Spalding, MFA

Contact Information

For more information, please contact:

MFA PROGRAM DIRECTOR
Francis X. McAfee, MFA
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mcafee@fau.edu

For application to the program,
see admission requirements at:

www.fau.edu/scms/mten.php

GENERAL INQUIRIES
School of Communication &
Multimedia Studies
Florida Atlantic University
777 Glades Road, CU 201
Boca Raton, FL 33431
P: 561-297-3850

Florida Atlantic University

School of Communication & Multimedia Studies

MFA in Media, Technology, and Entertainment

www.fau.edu/scms/mten.php

FAU
FLORIDA ATLANTIC
UNIVERSITY

Program Description

The **Master of Fine Arts** in Media, Technology, and Entertainment (MTEn) in the School of Communication and Multimedia Studies (SCMS) at FAU 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** with **computer science and engineering** to provide graduate students **innovative** approaches to digital entertainment and media that push creative and scientific boundaries. The program stresses **creativity, experimentation** and **excellence** in execution, and a core **appreciation of the fine arts.**

Students are challenged to think in artistic, scientific, and industrial terms about:

- Innovative forms of digital media practice within film and video production, video gaming, web-based interactive media, mobile media and emerging mixed-reality platforms;

- New models for media production, such as 3D processing for film and game development;

- Practical applications, such as interface design, enhanced content delivery, ubiquitous computing, and virtuality.

MTEn prepares students for **creative careers in emerging fields** within digital media. Contemporary entertainment and media landscapes are constantly evolving, and it takes a combination of skills to function effectively in an increasingly interdisciplinary world. A wide range of skills—from traditional media to contemporary technologies—is critical.

MTEn invites students to explore a deep understanding of design and aesthetic strategies, and to use such strategies as foundations for interactivity, coding, interface design, and data delivery in multimedia systems. MTEn students will develop and consolidate their technical proficiencies of 2D and 3D computer animation, interaction, web-based and mobile media, video and post production, and the integration of multimedia in performance and exhibition.

Envisioning a cross-disciplinary environment throughout the University, MTEn emphasizes **collaboration** across the faculty and programs of Multimedia Studies and Computer Science and Engineering. Following this collaborative model, students will be able to develop specializations within the program while learning to visualize and map their technical skills onto a broad range of industry settings.

Program Curriculum

The Master of Fine Arts is an intensive, two-plus year program that requires 60 credits (40 requirements, 12 electives, 8 thesis). As part of the required coursework, students must complete an advanced portfolio or present a creative digital media 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. Project work is required each semester.

Requirements:
3D Production for Interactivity • Graduate Media Technology Studio • Preproduction, Prototyping and Previsualization • Creating Interactive Culture • Survey in Digital Media Techniques • Portfolio Workshop • Studies in New Media • Digital Video Workshop • Experimental Cinema • Digital Post Production • Advanced Interactive Design • Interactive Interface Design

Electives
(other courses available with approval of advisor) **:**
Multimedia Programming & Systems • Foundations of Vision • Mobile Multimedia • Studies in Film and Television • Film Theory and Criticism • Exhibition Practices • Special Topics (including Video Game Studies, Documentary Cinema) • Computer Animation • Web Technologies • Visual Information Retrieval • iPhone and Android Programming • Video Processing