

INTEGRATED DIGITAL MEDIA PROGRAM

Academic Adviser:

Carl Skelton

1. GENERAL INFORMATION

1.1 Mission

What do we mean by “Integrated”? a synthesis of cutting-edge technology, creative mastery, and critical thinking. For a long time, Brooklyn’s Polytechnic University has been at the forefront of new developments in education and research in the areas of computing, telecommunications, imaging sciences and the Internet. The University maintains close ties to New York’s media-related industries and their leaders. Faculty members bring to their academic and research programs a practical, “real-world” perspective.

Polytechnic University, thanks to a streamlined administrative structure and a positive collegial culture, can support a range and level of cross-disciplinary experiment unthinkable elsewhere. Individual programs of study have included some exotic combinations: contemporary art, artificial intelligence, and computer game development; music and environmental psychology; 3D graphics and systems engineering; VJ software development and the Tibetan Book of the Dead; multiplayer game development for mobile phones and civil rights. In fact, it turns out that the people doing the most compelling new work in their own specialty tend to have a deep appreciation, and often working relationships, at the top level of other disciplines. In media fields, this is actually a requirement. We don’t just know this, we love it.

Polytechnic University offers Bachelor of Science, Graduate Certificate, and Master of Science programs in Integrated Digital Media. The programs are designed to make the best use

of Polytechnic’s extensive resources in the interests of expanding the traditionally separate areas of media creation, criticism and technology development. New media creation depends upon the incorporation of media theory and practice for its viability. Polytechnic’s location offers access to leaders in the field of digital media academics, designers, developers, producers and their various workplaces and equipment, all within a 10-mile radius of the Polytechnic campus.

Our programs develop not only a mastery of technique, but also of concepts and context. In order to achieve such a synthesis without compromising quality or depth, we offer (and require) an exceptional level of commitment, leading to an exceptionally desirable credential in industry and culture: a full understanding and experience of all aspects of media invention, production, and distribution, in order to prepare our graduates not just for their first entry-level position or proof-of-concept, but for the longer term future in which they can rise up within existing institutions, genres, and companies, or build new ones with confidence.

1.2 Integrated Digital Media Institute

The Integrated Digital Media Institute (IDMI) is set up to provide a point of contact between top-level investigators in technological, creative, and strategic areas across the academic, civil, and private sectors. Periodic IDMI-sponsored conferences and public events will showcase the best in the field, at one of digital media’s epicenters: New York City. The IDMI also hosts visiting scholars and artists, and collaborates with partner institutions to develop new interdisciplinary projects and exchange programs.

1.3 Facilities

Polytechnic University’s Integrated Digital Media lab, one of several accessible to students at the Brooklyn campus, is designed with a specific approach in mind: to provide access to state-of-the-art audio, video, web, and multimedia tools for studio and field production. Individual students and small teams are organized to produce professional work under the direct supervision of senior faculty. Where appropriate, leaders in allied professions are brought in to work hands-on with students and faculty.

The 344-seat Dibner auditorium is available for special projects and public events, which can be initiated by faculty, students, or guests at will. The acoustics are excellent, and the control room allows for a broad range of technical setups.

The Polytechnic Hall of Fame is a 9-screen multimedia venue with 5.1 sound system, which can be used as a development environment or public venue for special projects.

The sound studio is an ongoing development project, designed to enable everything from podcasting to mixing and mastering to ambisonic sound installation projects.

Our digital media labs’ core functions:

Digital video and audio production and post-production; 2D and 3D interactive design and programming; web; single and multi-player game development; experimental interfaces.

We are also partnering with other institutions and firms to provide access to professional television and radio production environments, multimedia facilities, and specialized communications facilities, as required for specific projects.

In keeping with much of the cre-

ative side of the industry, our labs are Mac-based; development of the facilities is ongoing. Linux and Windows facilities are also available, where appropriate. Likewise, we use and support open-source tools and practices where they are most effective.

1.4 Faculty

Poly Faculty and technical staff come from a great variety of backgrounds, and offer a complete range of expertise for digital media, from television production to database programming, from the principles of audio filters to the art of interface design. All of our technical work is grounded in first-class science and engineering, and backed up by Poly's strong history as a center of technological research and development. The Humanities department offers further resources, including a research center for the history and philosophy of science and technology, and experts in behavioral psychology, environmental studies, music theory, and technical writing. Our permanent faculty will be supplemented by visiting instructors, as well as a program of guest speakers, and students will find opportunities to work with scholars and creators in residence on projects selected for their relevance to the program of study: multimedia documentaries, interactive design, advocacy our location offers access to the very best people, institutions, and enterprises in traditional and new media disciplines.

1.5 Students

The program is designed to bring together a small group of students with the right mix of educational and professional backgrounds, and to help them make the most of their own and each other's expertise and initiative. This is intended to reflect the working reality of the best in digital media: small interdisciplinary teams of people with complementary skills,

working very hard together on exciting projects, with tight deadlines. No one person can expect to combine all the elements (or do all the work), so we look for people who have already demonstrated their proficiency in one or more areas, and who are ready to work with others who have done the same.

1.6 Eligibility

Candidates for the Bachelor of Science program are subject to the university's general admissions procedures and standards; special consideration will be given to applicants who present a portfolio of work demonstrating relevant ability and commitment.

Students wishing to pursue a graduate certificate in Integrated Digital Media should contact the academic advisor.

All candidates for the MS program will be selected for their demonstrated ability and motivation. From the best applicants, we will select a group with a mix of experience and skills, to maximize opportunities for the kind of team work and learning that are characteristic of media professions. A bachelor's degree or equivalent is required; we do not require GRE scores, but we will admit applicants based on an interview and review of previous work.

1.7 Contact Information

Carl Skelton, Director
Integrated Digital Media Institute
Polytechnic University
RH 209, Six Metro Tech Center
Brooklyn NY 11201
cskelton@poly.edu
(718) 260-4018

Further Information:
<http://idmi.poly.edu>

Apply online:
<http://www.poly.edu/admissions>

2. PROGRAMS

2.1 Bachelor of Science Program

Candidates for a Bachelor of Science in Integrated Digital Media are required to complete DM Core Courses (minimum 61 credits), Polytechnic University's general education requirements in the Humanities and Sciences (42 credits), and electives (25 credits), for a total of 130 credits over four years.

The electives may be taken towards a minor (14 credits or more in a subject outside the major) in any subject at Poly, subject to course prerequisites and the approval of the host department.

Students are encouraged to make the most of Polytechnic University's full range of disciplines in their course of study in order to develop the best combination of knowledge and skills for their chosen career and to help them choose that career with a real experience-based awareness of their own abilities and interests. It is therefore important to choose foundation courses and electives with care to be sure to have the right prerequisites for specific upper-level courses, especially in related areas of science and technology. For detailed current information about available options and requirements, please contact a program advisor, who will consult with faculty in the host departments as necessary.

All DM courses except Media Studio are offered as Production Studios. This means that students will be expected to produce finished projects of professional quality under the guidance of active digital media practitioners. While top-quality equipment and facilities are provided, students will be expected to obtain and maintain their own suitable laptop computer (consult the department for current specifications), as well as basic peripherals and consumables. In general, digital media production calls for teamwork and a willingness to go the extra mile to

make work that is innovative AND of high quality. “Excellent” and “Acceptable” are the same to us.

2.1a Bachelor of Science Degree Requirements

Digital Media Core Requirements (61 credits)

DM 1114 Sound Studio 1 (4)
 DM 1124 Moving Image Studio 1 (4)
 40 credits other Digital Media Practice Courses, as approved by adviser, of which 24 must be at the 3XXX and 4XXX levels
 DM 2164 Media Studies 1 (4)
 DM 3163 Media Studies 2 (3)
 DM 4163 Media Studies 3 (3)
 DM 4003 Senior Project (3)

Humanities/Social Science requirements (26 credits)

EN 1014 or EN 1034 Writing in the Humanities I (4)
 EN 1204 Writing in the Humanities II (4)
 PL 2014 Symbolic Logic (4)
 HI 2104 Modern World History (4)
 2000-level HuSS elective (4)
 3000-level HuSS elective (3)
 3000-level HuSS elective (3)

Math and Science Requirements (16 credits)

MA 1XX4 Freshman Mathematics
 CS 1214 Intro. to Object-Oriented Programming (Java)
 PH 1214 Physics of Motion and Sound
 Natural Science Elective 1

Electives (27 credits)

Restricted Electives (must be chosen from Humanities/Social Science/Mathematics/Natural Science) (12 credits)
 Free Electives (15 credits)

GRAND TOTAL: 130 credits

2.2 Graduate Certificate

Students may take a five-course sequence for a Graduate Certificate in Integrated Digital Media. The program is available as a minor for students in other graduate programs or for students applying directly for the certificate. Students who complete this certificate may subsequently apply to complete a Master of Science in Integrated Digital Media.

2.2a Graduate Certificate Requirements

Two theory seminars and three studio seminars, for a total of 15 credits at the graduate level.

2.3 Master of Science

The Master of Science Program in Integrated Digital Media is designed to provide the tools, skills, and insight to craft a better future not only for our alumni, but for everyone their work and life will touch after they graduate. In general, the Master of Science degree is designed to provide a balance of specialized knowledge and experience with a high standard of “cultural capital”. Whether it is undertaken as the beginning of a career in academic research, industry, or service, an MS must provide the right mix of mastery of one’s particular discipline with a broad understanding of the long-term patterns and tendencies of society and culture. As the reach and impact of new technologies increases, so must the wisdom of those making decisions about their deployment and use.

Our MS in Integrated Digital Media alumni is made to be the best preparation for a rewarding future in the rapidly expanding field of digital media communications, across a wide spectrum of interests: creative experience, an understanding of the broader forces shaping communications technologies and society, and the ability to make the most of what they know, and what they can imagine. Individ-

ual students and small teams are organized to produce professional work under the direct supervision of senior faculty. Where appropriate, leaders in allied professions are brought in to work hands-on with students and faculty together, including faculty from other departments at the university, or elsewhere in New York City.

The Master of Science program in Integrated Digital Media is full-time and intensive: three consecutive semesters, including a major creative/research thesis project. This requires complete commitment, albeit for a manageable span of time, from “literate practitioners” who are prepared to make the most of their personal resources. While the formal course requirement of 30 credit-hours including a 6-credit thesis project may seem very manageable, it must be borne in mind that a considerable commitment of work is expected outside of class hours. The curriculum combines hands-on production work with study of historical, legal, and philosophical aspects of digital media communications. Guest scholars and conferences supplement the regular program, and maximize personal contact with leaders in various sectors of the field: business, advocacy, service, entertainment, and education.

On the production side, we emphasize the development of skills applicable to a broad spectrum of media and mandates: small groups working on specific projects, with a focus on content-driven design, planning, and creation. In general, the facilities and strategies are geared to top-of-the-line portable gear, rather than capital-intensive studio setups. This makes it practical for our labs to offer up-to-the-minute technology, and also for our students to prepare for freelance work and/or their own start-ups, as well as the corporate and public sectors.

Polytechnic University’s Integrated Digital Media lab, one of several accessible to students at the Brooklyn

campus, is designed with a specific approach in mind: to provide access to state-of-the-art audio, video, web, and multimedia tools for studio and “in-the-field” production. It is also an ongoing testbed and case study for getting the most and best from every dollar and minute invested. Whether you’re working for MTV, UNESCO, or yourself, you need to understand the difference between a tool, a toy, and a treadmill.

2.3a Master of Science Degree Requirements

To complete the program, students must obtain 30 graduate credits, including DM 6013, DM 6023, DM 6033, DM 6043, DM 7033, and DM 7043.

A course may be re-taken for a better grade (which will replace the previous grade); after the second re-take, new grades will not erase the previous one.

Up to 9 substitute credits may be transferred from other qualified institutions, or taken in other programs, such as Psychology, Philosophy, Computer Science, Electrical Engineering, or Management, subject to the prior approval of the academic advisor and the host department.

A capstone thesis or project may be undertaken with the approval and under the guidance of an academic advisor, for up to 6 of the 30 required credits.

2.2 Graduate Certificate

Students may take a five-course sequence for a Graduate Certificate in Integrated Digital Media. The program is available as a minor for students in other graduate programs or for students applying directly for the certificate. Students who complete this certificate may subsequently apply to complete a Master of Science in Integrated Digital Media.

2.2a Graduate Certificate Requirements

Two theory seminars and three studio seminars, for a total of 15 credits at the graduate level.

3. COURSES

3.1 Undergraduate Courses

DM 1114 Sound Studio 1

3:1:0:4

This course is a technical and theoretical foundation studio. It combines an orientation to sound and listening with the fundamentals of digital audio production: project planning, recording, and mixing. The course will emphasize high-quality field recording and mobile (laptop) post-production. *Note: required for freshman DM majors*

DM 1124 Moving Image Studio 1

3:1:0:4

This is an introduction to the fundamentals of visual communication design: color, composition, motion, and interaction. The primary creation tool will be [\[\[http://processing.org—Processing\]\]](http://processing.org), a Java-based graphics development tool for non-programmers. Once the general compositional principles have been worked through with Processing, video will be introduced as a means of capturing color, form, and motion. *Note: required for freshman DM majors*

DM 1114 Sound Studio 2

3:1:0:4

This course will follow up on the general principles treated in DM 1114 with a series of more advanced projects, organized to reflect the practical realities of professional work: the elements of pre-production, production, and post-production for different genres. Students will be expected to demonstrate not only an understanding of the principles and tools, but also

true commitment to quality. Projects may be narrative/dramatic or music, according to the skills and goals of each student. *Prerequisite: DM 1114 Note: required for DM Majors*

DM 2124 Moving Image Studio 2

3:1:0:4

In this course, students will complete a coordinated sequence of short projects designed to add up to a finished live-motion video project. There will therefore be considerable emphasis on the relevance of particular tools and techniques to the specific work at hand. Concepts will be introduced through screening of historical examples, from 1895 to the present. The format of the course is modelled on professional standards and workflow for pre-production, production, and post-production. *Prerequisite: DM 1124 Note: required for DM Majors*

DM 2134 3D Graphics Studio 1

3:1:0:4

Students will learn and apply fundamental principles and technical requirements for 3D model construction and surfacing for a broad range of applications, from animation and game development to rapid prototyping and simulation. *Prerequisite: DM 1124*

DM 2144 Interaction Design Studio 1

3:1:0:4

In order to design interfaces, we must first understand how humans interpret visual, tactile, and auditory phenomena, and how these perceptions inform their actions in the physical world. This course will familiarize students with the relevant principles of cognition, and address basic interaction design issues through two solo projects and one group project. *Prerequisite: CS 1214 Introduction to Programming and Problem-solving in Java*

DM 2154 Game Development Studio 1

3:1:0:4

This class will introduce the principles of 2D and 3D computer game design. Students will learn about the range of game types and understand their conceptual building blocks. Students will complete a structured sequence of assignments towards the completion of a design for a new game. *Prerequisite: CS 11X4*

DM 2164 Media Studies 1

4:0:0:4

This is a historical orientation to media, from oral culture to the internet. The course is designed as a foundation for both the analysis of historical and contemporary media practices, and to provide vital critical tools for creative professionals in a dynamic culture (which must have come from somewhere, and be headed somewhere else). *Prerequisites: EN 1014/1034, EN 1204 Note: required for DM majors*

DM 2184 Digital Photography Studio 1

3:1:0:4

This is a general introduction to digital photography in its two most fundamental aspects: as a technology, and as an art form. DM 2184 is intended to serve as the first half of a two-course sequence in digital photography. Taken consecutively, DM 2184 and DM 3183 will provide a good elective sequence for interested students in other degree programs. It will also provide an opportunity for DM majors to further develop their composition and shooting skills in the context of their other work with graphics and/or video.

DM 3113 Sound Studio 3

2:1:0:3

Having completed the prerequisites DM 1114 and DM 2114, students will be expected to have strong production skills coming into this production-oriented studio course. The goal will be to complete a project which reflects experiment and innovation, as well as professional quality. There will be more freedom for each student to define the scope of their project, and emphasis will be placed on self-direction in its execution. *Prerequisites: DM 1114 and 2114*

DM 3123 Moving Image Studio 3

2:1:0:3

Students in DM 3123 will use the skills they have developed in the prerequisite DM 2124 to explore and make the most of digital video technology. Thematically, the course material will center on documentary and pseudo-documentary forms. Class time will be divided between hands-on technical demonstrations, group work, and case studies of particularly relevant historical work in film and video, to inform the high-quality and cutting-edge results we expect from DM students. The emphasis on experiment and group work is designed to reflect the realities of professional production. A range of approaches to video will be demonstrated and encouraged, as appropriate. *Prerequisites: DM 1124, DM 2124*

DM 3133 3D Graphics Studio 2

2:1:0:3

Students will apply their 3D modeling skills and understanding of the Studio Tools environment to the fourth dimension: Time. Using Maya, one of the leading industry-standard animation packages, students will produce a short animation over the duration of one term. The project will be a sequence of three phases to balance the need for structure with the fundamental reality of high-quality animation work it takes time. Students

must be prepared to devote considerable time outside of class hours if they want good results. Through case studies and group discussion, students will be encouraged to develop their creative and critical skills, as well as their proficiency. In other words, this course should be thought of as a combination of “art” and “technical”. *Prerequisite: DM 2134*

DM 3143 Interaction Design Studio 2

2:1:0:3

On-screen interfaces are very well-established. Anyone who has used a computer in the past 20 years knows how to navigate WIMP (Windows, Icons, Menus, Pointer). This course lays out the foundations of WIMP. Building upon this well-developed model, the course will focus on usability, user-testing, and user-centered design. It will end up exploring interfaces that move beyond established metaphors to provide new ways of interacting with the computer screen. This course will start with small assignments to illustrate the concepts. The last half of the semester will be spent developing a group project. *Prerequisites: CS 11X4, DM 2144*

DM 3153 Game Development Studio 2

2:1:0:3

This class continues from DM 2154, delving into advanced technological implementations of 2D games. Taking designs from DM 2154 and working together in teams, students will implement a complete game during the course of the semester. Based on students’ current abilities and individual goals, production areas ranging from sprite creation, mapping and level design, to engine coding, and interaction scripting will be assigned to individual students. It will be their responsibility to complete their assignments, as if they were members of a professional game development team. *Prerequisites: CS 1214, DM 2154*

DM 3163 Media Studies 2
3:0:0:3

Where DM 2164 was primarily a historical orientation to media communications, this course is its complement: a critical orientation. Drawing on the combination of their strengthening research, discursive, and creative skills, students in DM 3163 will be encouraged and expected to consider contemporary media communications practices as integral parts of an ongoing global cultural process, with all the variety of potential that implies. *Prerequisite: DM 2164 Note: required for DM majors*

DM 3173 Visualization and Simulation Studio
2:1:0:3

This course is a design and production studio, geared to the completion of a professional-quality project. Students will be expected to have the necessary design/scripting/programming skills necessary, and to be prepared to make the most of them. Production of a project relevant to research and teaching initiatives underway in other programs at Poly is strongly encouraged, subject to the permission and counsel of faculty in the host departments. *Prerequisites: DM2134, DM2144*

DM 3183 Digital Photography Studio 2
2:1:0:3

This is the second of a general two-course studio sequence in digital photography, considered in both its technical and creative dimensions. Taken together, the courses offer a good introduction to digital photographic practice for non-DM majors, or an opportunity for DM majors to gain more experience in image capture and composition, to apply in their graphics and video work. *Prerequisite: DM 2184*

DM 3404 Special Topics in Digital Media
4:0:0:4

Focus on a special topic in digital media completed under the guidance of a faculty member. Course may be repeated for credit on a different topic. *Prerequisite: instructor's permission.*

DM 3504 Independent Study in Digital Media
4:0:0:4

Independent or small group work, under supervision of instructor, by special arrangement. *Prerequisites: for Liberal Studies and Digital Media majors only and instructor's permission.*

DM 4003 Senior Research Project
0:0:3:3

This is a research/production project to be completed under the guidance of a faculty member in the final term. Topic, approach, and schedule is determined by prior agreement with the instructor and program director. This studio/seminar is designed to be the capstone for DM students, and is a thesis-quality design and production project conducted under the supervision of a faculty member active in the particular field and area in which the project is undertaken. Where appropriate, the student may receive supplementary guidance from faculty in another department, by special agreement. *Note: required course for DM seniors*

DM 4113 Sound Studio 4
2:1:0:3

This is a production course geared to the preparation of students committed to the advancement of the field. Seminars will be led by an active practitioner in the field, and culminate in

the production of a presentation to the public. This course is intended to complement the senior project class, by providing an opportunity to work and exchange ideas with an active practitioner in the industry, with a view to establishing professional contacts in advance of graduation, and to inform student work with up-to-date awareness of opportunities and issues in New York's very broad and dynamic media sector. *Prerequisites: DM 3113*

DM 4123 Moving Image Studio 4
2:1:0:3

Students will make the most of their experience in the introductory and intermediate studios to produce a short video piece of professional quality. As much as possible, the project is to be self-directed, as project management skills are an important part of proficiency at this level. Where appropriate, group work will be encouraged, bearing in mind that each student must take individual responsibility for specific aspects of the project. The emphasis in class will be on formal structure and post-production (editing and compositing). *Prerequisites: DM 3123*

DM 4133 3D Graphics Studio 3
2:1:0:3

In this course, students will be required to produce a complete animation sequence of professional quality, showcasing the skills they have developed in the prerequisites. The project may be geared to scientific, engineering, or entertainment applications, according to each student's skills and professional aspirations. This will be the venue for students wishing to pursue the development of specific projects in 3D graphics/animation. Such projects may be part of large initiatives or collaborations with other departments. *Prerequisite: DM 3133*

DM 4143 Interaction Design Studio 3

2:1:0:3

When talking about human computer interaction, we almost always think of sitting in front of a monitor, mouse, and keyboard, and manipulating visual elements on the screen. This is an unnatural asymmetric interaction, with the human communicating using physical input, and the computer communicating visually. This interaction model greatly restricts the possibilities. Over the semester, students will develop a project based on other modes and means of human-computer interaction, either individually or within a small group, and will regularly present to the class for discussion and criticism. *Prerequisites: CS 1214, DM 3143*

DM 4153 Game Development Studio 3

2:1:0:3

This class continues from DM 3153, delving into advanced technological implementations of 3D games, specifically focusing on the Torque Game Engine, but with concepts applicable to game production in general. Working together in teams, students will implement a complete game during the course of the semester. Based on students' current abilities and individual goals, production areas ranging from modeling, texturing, and level design, to engine coding, and interaction scripting will be assigned to individual students. It will be their responsibility to complete their assignments, as if they were members of a professional game development team. *Prerequisite: DM 3153 and/or DM 4133 and/or DM 4143*

DM 4163 Media Studies 3

3:0:0:3

This seminar is a synthesis of the historical and critical approaches developed in the prerequisites, DM 2164 and DM 3163. In this seminar, students will participate actively, to consider a set of key aspects of media in depth. This senior seminar is intended for students seriously committed to the subject, and to the development of their own skills as media theorists, within a well-developed critical framework. Students are expected to participate actively through seminar presentations on specific subjects, and through vigorous class discussion and debate. The standards of research, writing, and presentation will be consistent with the expectation that post-graduate study is a real possibility. *Prerequisite: DM 3163 Note: required for DM Majors*

CS 1214 Introduction to Programming with Java

4:0:0:4

This is an introductory course in computer programming and problem solving for students in the Digital Media program. The course is taught in the Java programming language due to its interactive multimedia capabilities. Students will learn the main components and features of Java, understand the elements of Object Oriented Programming and how they relate to Java, and write applications and applets which can be incorporated into HTML documents for the World Wide Web. The student will also learn programming methodology, which involves thinking about the best way to plan out the design using object-oriented design and appropriate features of Java, and methodical and efficient development of the implementation using step-wise refinement, incremental testing and debugging. *No prerequisite Note: required for DM majors*

3.2 GRADUATE COURSES

DM 6013 Production Studio Seminar 1

3:0:0:3

This course will be an intensive orientation to the technical tools and skills required to produce digital media for broadcast, web, and multimedia presentations, with a conceptual emphasis on logistical requirements, and best practices for the planning of different production types. As students work hands-on with state-of-the-art production tools, they will become better able to assess different technology configurations, working styles, workflow arrangements, and the sheer number of person-hours it takes to actually produce top-quality professional media. They will also be encouraged to consider ways in which new tools make it possible to do better or more effective work in the kind of small teams that are typical of the industry, across a broad spectrum, at the highest level. *Prerequisites: admission to program, Co-requisites: DM 6023 Note: required*

DM 6023 Interactive Studio Seminar 1

3:0:0:3

Interactive media are proliferating, both in terms of their variety and their abundance. On the understanding that all participants in the program will have experience as creators of interactive media, and that their experience will vary widely, this studio seminar will call for the production of a variety of small interactive projects, followed up by a broad-ranging critical consideration of the relative demands and potentials of particular technologies and approaches. This course is designed to help participants understand the broader context of their existing skills, and to consider alternative tools, practices, and careers, or simply identify the best way to advance the course

they have already set for themselves. It is expected that participants will share their experience and skills in the context of seminars as well as projects, with a view to identifying potential collaborators among the class for future work. *Prerequisite: admission to program, Note: required*

DM 6033 Media Organization
3:0:0:3

This course is designed as a general orientation to a broad range of types of media-producing organization types, from pirate radio stations and ad hoc collectives to major corporations. Each of the types of organization has a specific set of advantages and disadvantages, and each has a very specific range of work types it can support effectively. The ultimate purpose of the course is twofold: on one hand, to provide a “big picture” orientation to the different environments in which media get made and distributed; on the other hand, to help students clarify their own goals and needs, so they can make wiser choices about directing their studies and work towards the right career. *Prerequisites: admission to program, Note: required*

DM 6043 Graduate Media Studies 1
3:0:0:3

The first of a sequence of two lecture-seminar courses designed to provide students with a mature understanding of the historical, technical, and cultural forces that have shaped today’s media landscape, by analyzing the precedents and circumstances driving the development of mass media in the first instance, and the more evolved forms that have grown out of them up to the present. *Note: required*

DM 7013 Production Studio Seminar 2
3:0:0:3

This course follows up on its prerequisite Preproduction course, DM 6013. The emphasis will be on making the fullest use of a variety of image, audio, and video production tools, to achieve the very best quality by the most efficient means. Students will be expected to devote some time to experimentation, as well as produce examples of top-quality media for a variety of formats. Individual students will be expected to demonstrate proficiency across a broad range of tools, but encouraged to focus for virtuosity on those tools for which they have the greatest aptitude, or which will be the most useful for their thesis project. *Prerequisites: DM 6013, Note: elective*

DM 7023 Interactive Studio Seminar 2
3:0:0:3

A studio seminar in interactive media for students intending to specialize in interaction design, both for their program of study and for their subsequent career. This is the second of a three-course sequence combining intensive research-level technical seminars, a major production project, and a series of workshops with leading experts in the field. *Prerequisite: DM 6013, Note: elective*

DM 7033 Media Law
3:0:0:3

An advanced seminar, exploring in depth the theoretical and practical aspects of the principles and regulations that should be taken into account by working professionals in the field of media communications. A full range of models will be explored, from Open Source public license to Digital Rights Management, as well as working definitions of Fair Use, and the practical limits of sampling/mixing in different idioms and sectors of the economy. *Prerequisites: admission to program, DM 6033, Note: required*

DM 7043 Graduate Media Studies 2
3:0:0:3

This lecture/seminar course will follow up on its prerequisite, DM 6043, through study of subsequent developments in the technological and social aspects of media production and distribution, to provide students with a deeper understanding of the forces that have influenced our present practices and circumstances, with a view to anticipating and directing future developments. *Prerequisite: DM 6043, Note: required*

DM 8013 Production Studio Seminar 3
3:0:0:3

This course follows up on its prerequisite Preproduction course, DM 7013. It is expected that each student will give one seminar //and// complete a major project on a subject that complements, but does not duplicate, their thesis work. The project is to be a substantial audio/visual production, on a subject and in a form to be agreed on beforehand with the instructor. Collaborations, group projects, and work including third parties is acceptable by prior agreement, bearing in mind that the work to be graded is the student’s own contribution, rather than the product of the group in general. Therefore, the specifics of each student’s contribution to group work must be clearly defined and documented in the final submission. A series of guest lectures by leading producers and critics will start off the session, and set the standard for presentations. *Prerequisite: DM 7013, Note: elective*

DM 8023 Interactive Studio Seminar 3

3:0:0:3

A studio seminar in interactive media for students intending to specialize in interaction design, both for their program of study and for their subsequent career. This is the third of a three-course sequence combining intensive research-level technical or critical seminars, a major production project, and a series of workshops with leading experts in the field.

It is expected that each student will give one seminar //and// complete a major project on a subject that complements, but does not duplicate, their thesis work. The project is to be a substantial interactive production. Collaborations, group projects, and work including third parties is acceptable by prior agreement, bearing in mind that the work to be graded is the student's own contribution, rather than the product of the group in general. Therefore, the specifics of each student's contribution to group work must be clearly defined and documented in the final submission. A series of guest lectures by leading producers and critics will start off the session, and set the standard for presentations. *Prerequisite: DM 7013, Note: elective*

DM 901X Digital Media Special Topics

1–3 credits, variable

Offered by special arrangement with faculty, visiting scholars, and professionals in the field. May be repeated for credit.

DM 990X Thesis/Project

3 or 6 credits

This six-credit course sequence is the capstone of the MS program in Integrated Digital Media. Under the guidance of a thesis adviser, and with the support of other faculty as required

by the particular project, each student will complete a major media production project. The form and format of the thesis will be set out by agreement between the student and their adviser, with the approval of the department, with a view to advancing the student's career, but also contributing constructively to the profession as a whole. Students will be encouraged to seek professional outlets for their thesis, where appropriate; the department and the University will do everything possible to help ensure that our graduates' excellent work find its audience, and its market. The thesis may be undertaken in two consecutive 3-credit increments, or all at once, six credits, by agreement with the thesis advisor. *Note: optional*

Typical Course of Study for the Bachelor of Science in Integrated Digital Media

FRESHMAN YEAR

<i>Fall Semester</i>						<i>Spring Semester</i>					
		<i>Hour/Week</i>						<i>Hours/Week</i>			
<i>CourseNo.</i>	<i>Course Title</i>	<i>Class</i>	<i>Lab</i>	<i>Rec.</i>	<i>Cr</i>	<i>CourseNo.</i>	<i>Course Title</i>	<i>Class</i>	<i>Lab</i>	<i>Rec.</i>	<i>Cr</i>
DM 1114	Sound Studio 1	3	1	0	4	DM 1124	Moving Image Studio1	3	1	0	4
MA 1114	Mathematics for the liberal arts	2	0	2	4	PL 2014	SymbolicLogic	4	0	0	4
EN 1014	Writing and the Humanities I	4	0	0	4	EN 1204	Writing and the Humanities II	4	0	0	4
PH 1214	Physics of Motion and Sound	4	0	0	4		Natural Science 1				4
	Freshman Seminar				4						
16						16					

SOPHOMORE YEAR

<i>Fall Semester</i>						<i>Spring Semester</i>					
		<i>Hour/Week</i>						<i>Hours/Week</i>			
<i>CourseNo.</i>	<i>Course Title</i>	<i>Class</i>	<i>Lab</i>	<i>Rec.</i>	<i>Cr</i>	<i>CourseNo.</i>	<i>Course Title</i>	<i>Class</i>	<i>Lab</i>	<i>Rec.</i>	<i>Cr</i>
DM 2XX4					4	DM 2XX4					4
DM 2XX4					4	DM 2XX4					4
HI 2104	ModernWorldHistory				4	HU 2XX4					4
CS 1214	Intro. to Object – Oriented Programming (Java)	4	0	0	4	DM 2164	Media Studies 1	4	0	0	4
16						16					

JUNIOR YEAR

<i>Fall Semester</i>						<i>Spring Semester</i>					
		<i>Hour/Week</i>						<i>Hours/Week</i>			
<i>CourseNo.</i>	<i>Course Title</i>	<i>Class</i>	<i>Lab</i>	<i>Rec.</i>	<i>Cr</i>	<i>CourseNo.</i>	<i>Course Title</i>	<i>Class</i>	<i>Lab</i>	<i>Rec.</i>	<i>Cr</i>
DM 3XX3					3	DM 3XX3					3
DM 3XX3					3	DM 3XX3					3
HU 3XX3					3	HU 3XX3					3
	RestrictedElective (MA/HU/NS/SS)				3		RestrictedElective (MA/HU/NS/SS)				3
	FreeElective				3		FreeElective				3
15						15					

SENIOR YEAR

<i>Fall Semester</i>						<i>Spring Semester</i>					
		<i>Hour/Week</i>						<i>Hours/Week</i>			
<i>CourseNo.</i>	<i>Course Title</i>	<i>Class</i>	<i>Lb</i>	<i>Rec.</i>	<i>Cr</i>	<i>CourseNo.</i>	<i>CourseTitle</i>	<i>Class</i>	<i>Lab</i>	<i>Rec.</i>	<i>Cr</i>
DM 4XX3					3	DM 4XX3					3
DM 4XX3					3	DM 4003	Senior Research Project				3
DM 4XX3					3		FreeElective				3
DM 3163	Media Studies 2				3		RestrictedElective (MA/HU/NS/SS)				3
	RestrictedElective (MA/HU/NS/SS)				3		FreeElective				3
	FreeElective				3	DM 4163	Media Studies 3	3	0	0	3
18						18					

Total credits required for graduation: 130