PROPOSAL TO THE GRADUATE AFFAIRS COMMITTEE
IUPUI

REVISED MASTER OF SCIENCE PROGRAM IN MEDIA ARTS AND SCIENCE (MAS)

As Approved by the MAS Faculty

INDIANA UNIVERSITY SCHOOL OF INFORMATICS
IUPUI

December 2007

Graduate Faculty

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Introduction

During the Summer of 2007, the Media Arts and Science (MAS) faculty gathered an exploratory committee to discuss curriculum, program goals, and academic standards. Although the summer months allowed for limited faculty participation, much was accomplished in terms of the laying the ground work for positive change. The primary purpose of this committee was to investigate alternatives for advancing and clarifying the mission of the MAS program, as well as to provide recommendations for the curriculum committee, which would convene in Fall 2007. Throughout the process, the faculty concurred on several important matters regarding program identity, a refreshed purpose and vision for MAS, and a call for a change in the undergraduate and graduate curricula, with specific recommendations.

Since August 2007, all MAS faculty were invited to participate in the curriculum discussion. The committee met twice per month for three hours each time. During this time, the faculty acknowledged an urgent need to clearly establish a new collective identity for the MAS program, while sharing courses with the Human Computer Interaction graduate program. Besides a consensus that a new curriculum was necessary, there was also the agreement that other priorities needed to be established, e.g., the need for more external funding and a clear research agenda. Other important recommendations for change included:

1. A new curriculum that emphasizes an understanding of the applied media arts, science, and information technology as being informed by a greater sense of human-centeredness, with a social and cultural context,
2. A greater emphasis placed on research, which would include less emphasis on a "software-oriented approach," in favor of a more theoretical and empirical-based approach,
3. A greater connection to Informatics as an "information intensive" research discipline.

A Revised Curriculum

Although the MAS program has established its presence within the School of Informatics on the IUPUI campus, the current curriculum is no longer sustainable. Moreover, not only will a re-structuring and revising of curriculum help to address a perception of course duplication, it will truly bring about a unique approach to the discipline. At the same time, a revised curriculum will equip our students with a far more profound understanding of media arts and science as an important and pervasive field of study that can impact the entertainment, education, and healthcare industries, to name a few.

Hence, based on the above recommendations, the curriculum committee has devised a new graduate framework, with the primary change being the addition of the thesis (6 credit hours). Current course titles and course descriptions will remain the same. However, more emphasis on theory and empirical research will be integrated into course content and class projects. This reshaping will bring about a greater emphasis and manifestation of scholarship to drive the MAS program forward. In the newly proposed MAS MS Program, students would be guided into learning experiences through a range of newly designed class projects and research.

In summary, to better support the mission of the School of Informatics at IUPUI, the MAS graduate curriculum committee proposes a revised curriculum that would remove the capstone (3 credits) with its original 30 credit program and replace it with a three credit elective. At the same time, six additional credits will be added for a thesis/project; making the revised MS a 36 credit program, the same as all other MS degrees in the School of Informatics. See the course model on the following page.

Revised
Media Arts and Science
Master Degree Program
(36 Credits)

Required Core

NUMBER	NAME	CREDITS	WHEN OFFERED
N500	Principles of multimedia technology	3	Fall
I541	Human-computer interaction 1	3	Fall
N501	Foundation of media digital production	3	Spring
N503	Multimedia design applications	3	Spring
I575	Informatics research design	3	Fall/Spring
I501	Introduction to informatics	3	Fall/Spring
	sub-Total	**18**	

Electives
(Select any 4 from this group)*

NUMBER	NAME	CREDITS	WHEN OFFERED
N502	Digital media motion and simulation methods (animation)	3	Fall
CS550	Computer Graphics	3	Fall
N510	Web database concepts (P: N503)	3	Fall
N504	Advanced Interactive Design Applications	3	Spring
I543	Usability & Evaluative Methods in Interactive Design	3	Spring
I561	Human Computer Interaction Design 2	3	Spring
CS507	Object-Oriented Design and Programming	3	Spring
N505	Internship in media arts and technology	3	Fall/Spring/Summer
I554	Independent Study in HCI (with HCI Faculty)	3	Fall/Spring/Summer
N553	Independent Study (with MAS Faculty)	3	Fall/Spring/Summer

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	sub-Total	**12**	
N506 **Thesis/Project** (1-6) **	sub-Total	**6**	Fall/Spring/Summer

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Grand Total 36 Credits

* Only one of the four electives can be taken from outside the School of Informatics, unless approved by both the student's advisor and program director.

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N506 Thesis/Project in Media Arts and Science (cr. 1-6)
Students prepare a thesis or project that includes supporting documentation, as well as a final public defense. In either case, students are required to prepare a proposal that is approved by their advisor or committee chair before beginning their research.