Request for a New Graduate Certificate Program
Indiana University School of Informatics
IUPUI

Media Arts and Science

To be offered as a Indiana University Certificate at IUPUI
Proposed beginning date: Fall 2008

INTRODUCTION

The Media Arts and Science Program was founded in the late 1990s, in a period of growth around digital media technologies that resulted in the establishment of new media centers at universities and colleges throughout the U.S. (See Appendix E) In recent years, interest in Media Arts and Science (MAS) has grown enormously in both industry and academia, with foci in media and design as central issues in information technology, media production, and digital communication. The existing masters program in MAS at IUPUI helps students to develop specialized skills and knowledge in new media. (See the MAS master's curriculum at Appendix C.)

The program prepares students for either applied research or professional best practice in Web and multimedia design, computer graphics and database programming, and animation. Students also develop digital graphics assessment techniques, as well as writing and editing of materials for multimedia. New media career options/titles include: 2D/3D artist, animator, creative technologist, multimedia producer, director of software development, electronic publisher, hypermedia specialist, Internet developer, graphic artist, interactive trainer, music producer, multimedia developer, composer, techno-artist, video/audio editor, webmaster, and web site designer.

The MAS graduate program includes required courses in new media with specific emphasis of philosophy and principles of the field as well as techniques on using technology in communication and cybernetic/human interaction theory. Graduates are prepared to conduct research in the development and effects of using communication technology in academic, social, and vocational settings.

Within the School of Informatics, the MAS graduate program forms bridges between information science and the applied media arts, human-computer interaction, communication, music, social science, and other science domains, such as medicine, health, biology, or chemistry. Although the graduate program is oriented toward professional practice, it is especially focused on applied research.

To-date, the primary professional organization that most faculty and students have found their affiliation has been SIGGRAPH[1]. SIGRAPH (Special Interest Group for Computer Graphics), is a part of the Association for Computing Machinery[2].

JOB MARKET DEMANDS FOR NEW MEDIA PROFESSIONALS

Increasingly, the IT and media fields are demanding professionals trained with skills that are augmented by an understanding of media arts and science principles and practices. Students with acquire a BS or MS in MAS are able to fill the current job market demands. Students acquiring a Certificate in MAS will also position themselves to enter the job new media job market, depending upon how the leverage pre-existing skill-sets in conjunction with those newly obtained knowledge and skills from the MAS Certificate program.

In addition to the demand for new media professionals in the greater U.S., software, Web development, and communication technology companies in Indiana and the surrounding Midwest states are in search of individuals who are qualified with relevant skill-sets, both creative problem-solving and technical. This has been substantiated in two ways.

- First, to show the level of demand in the job market we did a simple online search at the IT Recruiting Web site Dice.com on October 17, 2007. Using the phase "new media," we received a list

of 2865 positions in the U.S. These jobs are all directly or indirectly related to new media, computer graphics, or multimedia. Doing the same search for only Indiana, Ohio, and Illinois listed 230 new media related positions. It is also important to note that this search was done to only include the last 30 days of job submissions. So, these are new posted jobs. Job titles from this search include: Web Developer, Web production Artist, Interactive Web Designer, Web Application Developer, Sr. Web Interactive Developer, Interactive Art Director, Web Interface Designer, Digital Media Technical Architect, Business Strategy – Media and Entertainment.

- Second, interviews and group discussions with many new media professionals, and especially the MAS Advisory Board (primarily from Indianapolis), further substantiate the great need for a new media certificate program. Find enclosed letters that speak to their support for the program.

In summary, the Graduate Certificate Program in MAS is an educational experience that will provide students with advanced training in a range of applied theory and techniques in a short period of time. The program, however, will not require a thesis component.

RELATION TO EXISTING CERTIFICATE PROGRAMS

The MAS Graduate certificate program will not compete with any other programs at IU. At the same time, the postgraduate certificate program in MAS will leverage the strengths of the MAS masters degree program already established in the School of Informatics on the IUPUI campus. The MAS program is unique only to the IUPUI campus, i.e., it does not exist at IU Bloomington or any of the other IU campuses.

THE TARGET AUDIENCE

This professional, industry-oriented postgraduate certificate program is primarily designed for students with undergraduate degrees in media arts and science, new media or multimedia, computer graphics technology, art and design, computer science, engineering, and instructional and educational technology.

Thus far, most students in the existing MAS Graduate Program at IUPUI hold full time jobs in related fields and are primarily practitioners with the necessary skill-sets to enter the program without remediation. However, students entering the program without the necessary foundations in new media skill-sets are provided remediation with a newly created I590 course (Media Arts Fundamentals), which is provided as a 12-week summer evening course. Based on our statistical assessment, approximately 50% of our MAS students will need some form of remediation, which we have decided to provide during the summer. The other small group of students are international, who usually come to IUPUI to enroll as full time students. These students, in most cases are in no need of remediation.

Hence, the certificate program will initially be for those who work full time. At the same time, as we develop our online MAS program, students locally and from around the world may be eligible to enroll in the program. At this time, our long-term goal is to provide all 15 credits of the certificate program both online and in the class room to meet the need of a diverse group of interested students.

Graduates from the certificate program will choose to either enhance their current skill-set with the five courses or may choose to continue their learning in the MAS Master's Program. In either case, certificate seeking students will receive knowledge and skills that are very hands-on and applicable to their particular new media work.

PLAN FOR SUSTAINING STEADY-STATE ENROLLMENT

In the first year (Fall 2008), ten to fifteen students will likely participate in the program. It is anticipated that this number will rise rapidly to fifteen or twenty per year in the next two to three years, as the awareness of the program increases. The potential exists for much greater growth beyond this subsequently.

NEW RESOURCES

No new resources are needed. All courses are currently taught at IUPUI by existing faculty. However, additional full time and adjunct faculty may need to be hired if the program grows beyond our current capacity.

PROPOSED DATE OF THE INITIATION OF THE CERTIFICATE PROGRAM

Proposed date of implementation is Fall 2008, assuming all necessary approvals have been met.

PROGRAM ADMINISTRATION & EXECUTION

A committee comprised of Drs. Faiola and Palakal will jointly oversee the program. The Office of the Assistant Dean, Mark McCreary, the School of Informatics, IUPUI, will take responsibility for advising, record keeping, and tracking of student progress. All specific advising and mentoring will be done by those program faculty members listed below

PROGRAM ADMINISTRATORS AND THEIR CREDENTIALS

Dr. Anthony Faiola, Associate Professor
Director of Media Information and Human-Computer Interaction Programs

Ph.D., Purdue University, 2005

Email: afaiola@iupui.edu

Work: 317-278-4141

Bios: With the dual role of faculty and administrator of the Media Informatics and HCI programs, Dr. Faiola's pedagogical research focuses on the theory and practice of media arts and science, HCI, human-centered product design and usability engineering. His empirical research focuses on how culture shapes cognitive development and processes that impact cross-cultural cognition on Web design and Web use. Dr. Faiola is currently working on a range of medical related devices and web portals to assist health practitioners support patient care. His 25 years of experience in higher education, industry, and administration has placed him in an array of roles and environments, both in the U.S. and abroad. Finally, Dr. Faiola has over 50 publications in the field of communication, design, and HCI/usability and is also a three-time Fulbright Scholar to Russia in communication technology.

Dr. Mathew Palakal, Professor
Associate Dean for Graduate Studies

Ph.D., Concordia University, 1987

Email: mpalakal@cs.iupui.edu

Work: 317-278-7689

Bios: The development of Artificial Neural Network (ANN) models as learning and decision-making systems for various AI-related problems are of primary interest. He is involved in projects that include information management, bioinformatics, and intelligent systems.

PROGRAM FACULTY AND THEIR CREDENTIALS

Dr. Shaowen Bardzell, Assistant Professor

Ph.D. Indiana University, Bloomington, IN (2004)

Email: selu@indiana.edu

Work: 317-278-7668

Bios: Shaowen Bardzell’s research centers on cultural computing, which fuses critical theory and human-computer interaction (HCI) and computer-supported cooperative work (CSCW) approaches to understanding the relationships among computing and emotional, intimate, and/or embodied experiences. The primary domain in which she practices this work is computer-mediated social spaces such as video games, massively multiplayer virtual worlds, and other participant-created environments. Her recent work

has focused on affective interactions in Internet search behaviors, the relationship between technologies of work and play, as well as the work of virtual communities in developing and maintaining complex virtual subcultures. Research Interests:
Experience Design, Affective Interactions, Critical HCI, Human-Computer Interaction (HCI), Computer-Supported Cooperative Work (CSCW, especially its application in video games), and virtual worlds for serious use.

Dr. Joseph Defazio, Assistant Professor

Ph.D. Indiana University (2007)

Email: jdefazio@cs.iupui.edu

Work: 317-278-4148

Bios: Joseph Defazio has been involved in project development and management within the School of Informatics, Media Informatics. His focus is multi-faceted in that it encompasses graphics, animation, sound, video, 3D environments, authoring, programming toward interactive simulation and game applications. His project development efforts have been primarily Media Informatics students; both graduate and undergraduate. Together they have worked on informative, instructional, entertaining, and simulation productions. My research includes several areas: multimedia design and production, music/audio technology, and knowledge information management. In multimedia design and production, my interest lies in the reorganization, restructuring, and efficient delivery of multimedia productions. I have participated in several projects that lend themselves toward the efficient delivery of graphic/audio/video/animation delivery in a media environment.

Dr. Richard Edwards, Assistant Professor

Ph.D. Critical Studies, University of Southern California, School of Cinema-Television (2002)

Email: edwards9@cs.iupui.edu

Work: 317-278-9638

Bios: From 2002-2004, he was a Postdoctoral Fellow at USC's Annenberg Center for Communication's Institute for Multimedia Literacy. He has taught at USC, Loyola Marymount and Saint Mary's College of California. He has published numerous articles in journals such as Film International, Spectator, and RES magazine. He has participated in the New Media Consortium's 21st Century Literacy Project where he contributed to the monograph, "A Global Imperative: The Report of the 21st Century Literacy Summit." Currently, he produces a widely circulating academic podcast, with Shannon Clute, entitled "Out of the Past: Investigating Film Noir."

Dr. Edgar Huang, Associate Professor

Ph.D., Mass Communication, Indiana University, Bloomington, Indiana (1999)

Email: ehuang@cs.iupui.edu

Work: 317-278-4108

Bios: His articles about media convergence, online journalism, documentary photography, postmodern photography, digital imaging, and the Internet and national development are seen in Convergence, Journalism and Communication Monographs, Visual Communication Quarterly, Information Technology for Development, etc. Research Interests

- Video/Audio streaming
- Impact of media convergence on media professionals, audience and college education
- Usability and aesthetics of Web design
- Digital imaging manipulation and its impact on audience
- The Internet and national development

ADMISSIONS REQUIREMENTS AND PROCEDURES

General Admission Requirements for the MAS Graduate Certificate:
Admission requirements and procedures are the same as those established for the Media Arts and Science Program Master's Degree in the School of Informatics. Applicants may apply in both the fall and spring. Specifically, students will be required to submit an application through the graduate school and receive a full review by the Informatics Graduate Admissions Committee. MAS certificate applicants will also be required to submit a new media portfolio by a specified date, just as masters candidates.

The candidate review process will take place for both master's and certificate seeking applicants simultaneously. Moreover, certificate seeking applicants will need to submit the same documentation and meet the same criteria as master's seeking students, e.g., undergraduate GPA scores, references letters, and portfolio. GREs are not required for either. Key differences are that certificate students will NOT be required to complete an additional 15 credit hours of course work, as well as complete a thesis or project.

For further information, refer to the MAS Web site, http://informatics.iupui.edu/academics/media/
(See Appendix D) Students admitted directly to the MAS graduate program may earn this certificate in conjunction with their M.S. degree provided that all the requirements of the certificate program are satisfied.

Completion requirements: (See all course descriptions on Page 7.)

General Course Requirements: 15 graduate credit hours are required, including:

- Three core courses (9 credits)
- Two specialization courses (6 credits)

Total 15 credits

Specific Requirements

Core (9 credits)
- N500 Foundations of Media Arts Production
- N501 Principles of Multimedia Technology
- I541 Human-Computer Interaction Design I (HCI 1)

Specialization (6 credits)
- Specialization course 1
- Specialization course 2

Specialization (Select two courses from this group)
- N503 Multimedia Design Applications
- N510 Web Database Concepts (P: N503)
- N502 Digital Media Motion and Simulation Methods (P: M370)
- CSCI 507 Object-Oriented Design and Programming
- CSCI 550 Computer Graphics
- I543 Usability and Evaluative Methods in Interactive Design

MINIMUM OVERALL GPA
Successful completion of the MAS certificate requires at least a B average over all courses counting towards the certificate. Courses with a grade of C- or less must be taken again to count towards the certificate. The minimum grade that will be accepted in any single course is C.

MAXIMUM NUMBER OF CREDITS THAT CAN BE TRANSFERRED
Applicants who have already earned credit for one or more of the equivalent courses from other institutions and other certificate programs may request to apply up to a maximum of three credits of these courses toward this certificate. Any waivers or substitutions must to be approved by the committee that oversees the program.

NUMBER OF UNDERGRADUATE COURSES THAT CAN BE APPLIED
No undergraduate courses can be applied to this certificate program. If students take undergraduate courses for remediation, they cannot be applied toward the MAS certificate program.

MAXIMUM TIME FOR COMPLETION
All requirements for the certificate must be completed within three years. Most students enrolled in this program will be part-time students, employed full time. Thus two years may be needed for the completion of all courses if students take one course per semester.

CREDIT HOURS TAKEN PRIOR TO ADMISSION
Up to 6 equivalent credit hours taken prior to admission to the certificate program, including 3 hours taken from another institution, will be counted towards the certificate. The rest of the courses must be completed at IUPUI within a three-year period from the time of admission.

PROCEDURES FOR PROGRAM EVALUATION / CRITERIA FOR SUCCESS
Upon completion of the MAS certificate program, exit interviews will be conducted for all students to determine the effectiveness of the program in meeting their needs and to identify how they are using the skills and tools learned in the program in their professions. Follow-up interviews will be conducted after three and five years. Given the projected enrollment of this program, and the fact that many of the graduates will remain employed locally, it is anticipated that most students will be tracked this way. Success of the program will be defined in terms of demand (enrollment) and the responses of the students surveyed upon completion of their degree and in the follow-up interviews.

Notes

1 ACM SIGGRAPH, the ACM's Special Interest Group on Computer Graphics and related Interactive media, brings together people working on the new media design. ACM SIGGRAPH provides an international, interdisciplinary forum for the exchange of ideas about the field of media arts and science. The ACM SIGGRAPH mission is as follows:
   - **ACM SIGGRAPH's Mission**: Our mission is to promote the generation and dissemination of information on computer graphics and interactive techniques.
   - **ACM SIGGRAPH's Purpose**: Our purpose is to foster a membership community whose core values help them to catalyze the innovation and application of computer graphics and interactive techniques. See http://www.siggraph.org/ and Appendix B.

2 ACM delivers resources that advance computing as a science and a profession. ACM provides the computing field's premier Digital Library and serves its members and the computing profession with leading-edge publications, conferences, and career resources. See http://www.acm.org/ and Appendix A.

COURSE DESCRIPTIONS FOR THE PROGRAM

I541 Human Computer Interaction Design I (3 Credits)
This course covers human-computer interaction theory and application from an integrated-approach of knowledge domains, i.e., the cognitive, behavioral, and social aspects of users and user context, relevant to the design and usability testing of interactive systems.

N500 Principles of Multimedia Technology (3 credits)
This course examines issues related to digital media communication in the context of e-commerce and the information industry especially its impact on the cultural, economic, social, and ethical dimensions of local markets and global communities. Topics also include: usability, intellectual property and a diversity of users for new media products.

N501 Foundations of Digital Arts Production (3 credits)
This course examines the production process and management of digital multimedia. Students investigate and produce projects by researching foundations in the use of digital video with special emphasis on production process of storytelling. Skills learned will include: project development and video production. Students will develop presentation skills through research papers.

N502 Digital Media Motion and Simulation Methods (3 credits)
Applications in animation/simulation design and creation using computer desktop tools. Examines the fundamentals of three-dimensional animation through storyboards and planning, modeling, texturing, lighting, rendering and composite techniques. Topics will include nurbs design development, texture mapping for realism and stylistic output, keyframe and path animation, and cinematography lighting techniques. Skills will be developed through design and modeling of individual or team multi-disciplinary projects.

N503 Digital Media Application Design Processes (3 credits)
Presents the principles and fundamentals of design techniques using authoring tools on PC, Macintosh and emerging computer platforms. Included are storyboarding, planning and organization of scripts, use of current technology, computers, video and digital arts equipment; computer-assisted design and project planner software tools and management of design team concepts.

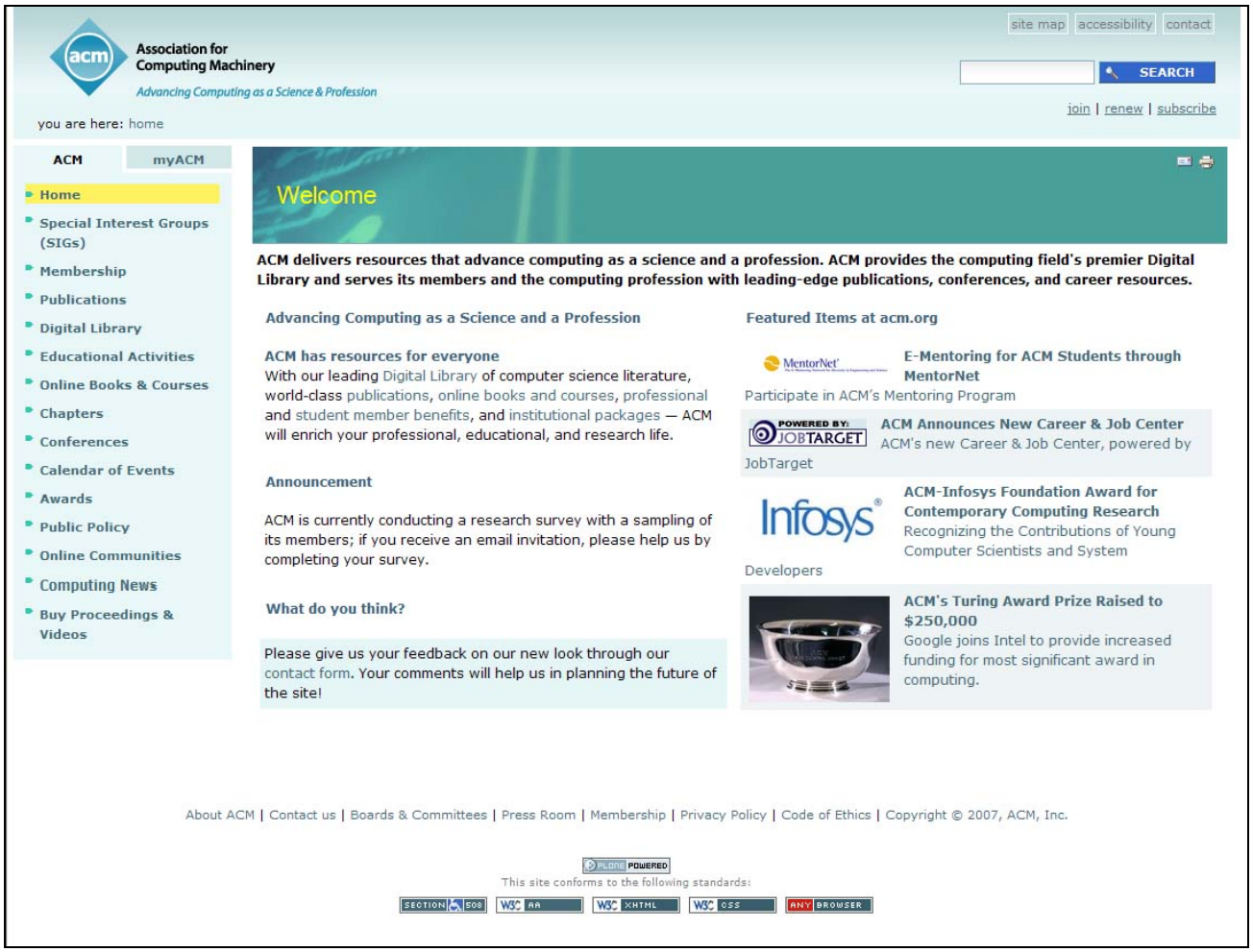
N510 Web-Database Concepts (3 credits)
Addresses diverse issues arising when designing World Wide Web interface. Basic database concepts will be presented but the course will focus on discussion of interface issues specific to web databases, technologies for linking databases to web servers for delivery, discussion of various web-database applications, case studies, and industry trends.

I543 Usability and Evaluative Methods in Interactive Design (3 Credits)
Web usability principles (theory) and practices are covered with a semester long project that draws upon relationships between Web interface design and usability engineering. Students learn a collection of requirements process and testing techniques.

CSCI 507 Object-Oriented Design and Programming (3 Credits)
An advanced exploration of the object-oriented model and programming. Topics range from a review of the object model to advanced concepts such as abstraction mechanisms, standard library/packages, OO design using an OO language, and the syntax and the semantics of constructs.

CSCI 550 Computer Graphics (3 Credits)
An introduction to computer graphics. Topics include the concepts, principles, algorithms, and programming techniques in 3D interactive computer graphics. Emphasis is on the development and applications of 3D graphic algorithms and methods.

APPENDIX A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Announcement
ACM is currently conducting a research survey with a sampling of its members; if you receive an email invitation, please help us by completing your survey.
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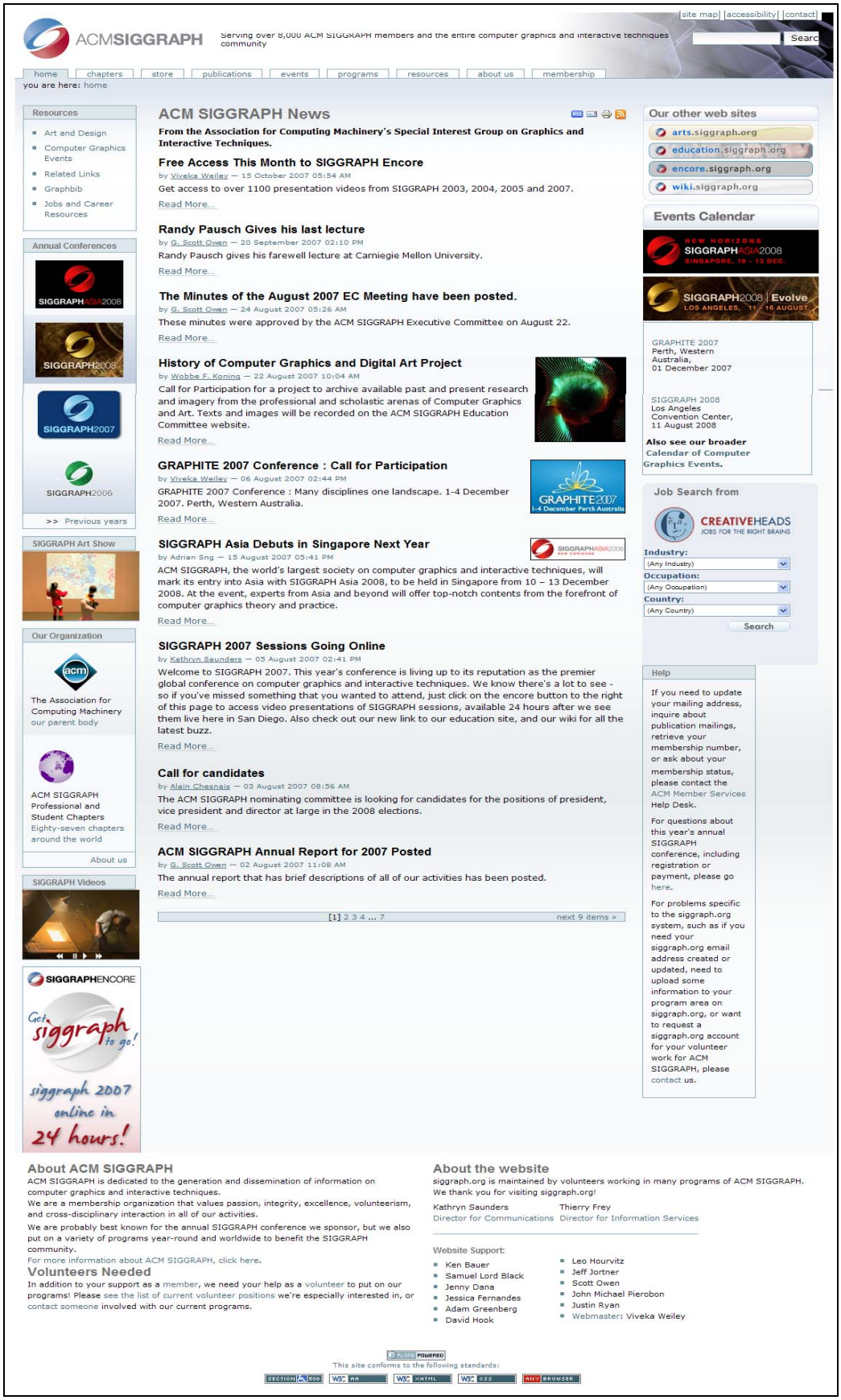
APPENDIX B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our parent body
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Eighty-seven chapters around the world
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ACM SIGGRAPH News
From the Association for Computing Machinery's Special Interest Group on Graphics and Interactive Techniques.
Free Access This Month to SIGGRAPH Encore
by Viveka Weiley — 15 October 2007 05:54 AM
Get access to over 1100 presentation videos from SIGGRAPH 2003, 2004, 2005 and 2007.
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Randy Pausch Gives his last lecture
by G. Scott Owen — 20 September 2007 02:10 PM
Randy Pausch gives his farewell lecture at Carniegie Mellon University.
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The Minutes of the August 2007 EC Meeting have been posted.
by G. Scott Owen — 24 August 2007 05:26 AM
These minutes were approved by the ACM SIGGRAPH Executive Committee on August 22.
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History of Computer Graphics and Digital Art Project
by Wobbe F. Koning — 22 August 2007 10:04 AM
Call for Participation for a project to archive available past and present research and imagery from the professional and scholastic arenas of Computer Graphics and Art. Texts and images will be recorded on the ACM SIGGRAPH Education Committee website.
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GRAPHITE 2007 Conference : Call for Participation
by Viveka Weiley — 06 August 2007 02:44 PM
GRAPHITE 2007 Conference : Many disciplines one landscape. 1-4 December 2007. Perth, Western Australia.
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SIGGRAPH Asia Debuts in Singapore Next Year
by Adrian Sng — 15 August 2007 05:41 PM
ACM SIGGRAPH, the world's largest society on computer graphics and interactive techniques, will mark its entry into Asia with SIGGRAPH Asia 2008, to be held in Singapore from 10 – 13 December 2008. At the event, experts from Asia and beyond will offer top-notch contents from the forefront of computer graphics theory and practice.
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SIGGRAPH 2007 Sessions Going Online
by Kathryn Saunders — 05 August 2007 02:41 PM
Welcome to SIGGRAPH 2007. This year's conference is living up to its reputation as the premier global conference on computer graphics and interactive techniques. We know there's a lot to see - so if you've missed something that you wanted to attend, just click on the encore button to the right of this page to access video presentations of SIGGRAPH sessions, available 24 hours after we see them live here in San Diego. Also check out our new link to our education site, and our wiki for all the latest buzz.
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Call for candidates
by Alain Chesnais — 03 August 2007 08:56 AM
The ACM SIGGRAPH nominating committee is looking for candidates for the positions of president, vice president and director at large in the 2008 elections.
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ACM SIGGRAPH Annual Report for 2007 Posted
by G. Scott Owen — 02 August 2007 11:08 AM
The annual report that has brief descriptions of all of our activities has been posted.
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Our other web sites
arts.siggraph.org
education.siggraph.org
encore.siggraph.org
wiki.siggraph.org
Events Calendar
NEW HORIZONS SIGGRAPHASIA2008 SINGAPORE, 10 - 13 DEC.
SIGGRAPH2008 | Evolve LOS ANGELES, 11 - 16 AUGUST
GRAPHITE 2007
Perth, Western Australia,
01 December 2007
SIGGRAPH 2008
Los Angeles Convention Center,
11 August 2008
Also see our broader Calendar of Computer Graphics Events.
Job Search from
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For questions about this year's annual SIGGRAPH conference, including registration or payment, please go here.
For problems specific to the siggraph.org system, such as if you need your siggraph.org email address created or updated, need to upload some information to your program area on siggraph.org, or want to request a siggraph.org account for your volunteer work for ACM SIGGRAPH, please contact us.
About ACM SIGGRAPH
ACM SIGGRAPH is dedicated to the generation and dissemination of information on computer graphics and interactive techniques.
We are a membership organization that values passion, integrity, excellence, volunteerism, and cross-disciplinary interaction in all of our activities.
We are probably best known for the annual SIGGRAPH conference we sponsor, but we also put on a variety of programs year-round and worldwide to benefit the SIGGRAPH community.
For more information about ACM SIGGRAPH, click here.
Volunteers Needed
In addition to your support as a member, we need your help as a volunteer to put on our programs! Please see the list of current volunteer positions we're especially interested in, or contact someone involved with our current programs.
About the website
siggraph.org is maintained by volunteers working in many programs of ACM SIGGRAPH. We thank you for visiting siggraph.org!
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Samuel Lord Black
Jenny Dana
Jessica Fernandes
Adam Greenberg
David Hook
Leo Hourvitz
Jeff Jortner
Scott Owen
John Michael Pierobon
Justin Ryan
Webmaster: Viveka Weiley
This site conforms to the following standards:

APPENDIX C

MAS Masters Program
(36 Credits)

Required Core

N500	Foundation of media arts production	3 Credits
N501	Principles of multimedia technology	3 Credits
N502	Digital media motion and simulation methods	3 Credits
N503	Multimedia design applications	3 Credits
I541	Human-computer interaction 1	3 Credits
I575	Informatics research design	3 Credits
I501	Introduction to informatics	3 Credits

sub-Total **21 Credits**

Electives (Select 3 from this group)

N505	Internship in media arts and technology	3 Credits
N510	Web database concepts (P: N503)	3 Credits
I543	Usability & Evaluative Methods in Interactive Design	3 Credits
I561	Human Computer Interaction Design 2	3 Credits
I590	Virtual Worlds	3 Credits
CS507	Object-Oriented Design and Programming	3 Credits
CS550	Computer Graphics	3 Credits
I605	Social foundations in informatics	3 Credits
X000	Student may select One Elective outside this list	3 Credits

sub-Total **9 Credits**

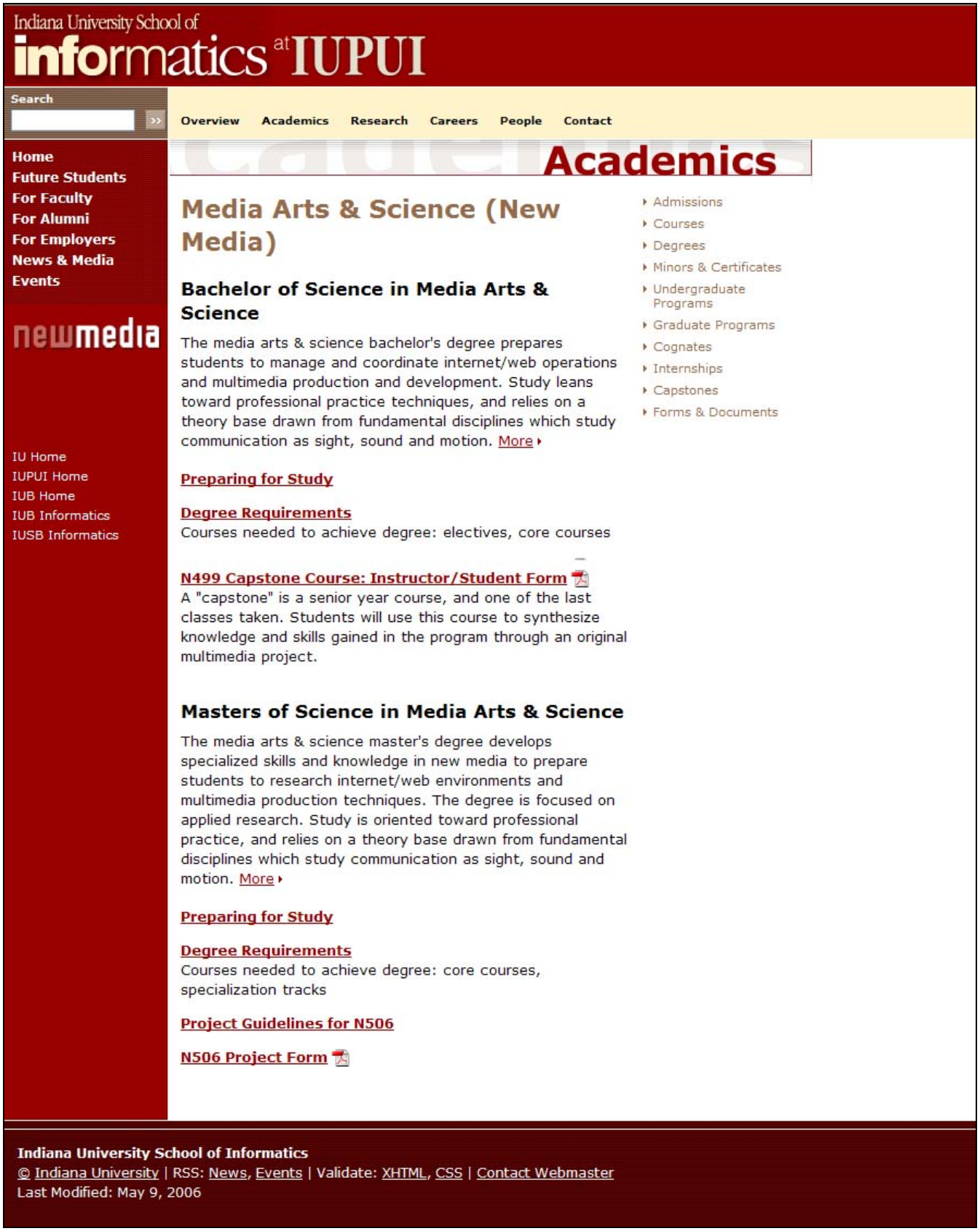
Thesis / Project

N506	MAS Thesis/Project	6 Credits

sub-Total **6 Credits**

Grand Total 36 Credits

APPENDIX D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Academics
Media Arts & Science (New Media)
Admissions
Courses
Degrees
Minors & Certificates
Undergraduate Programs
Graduate Programs
Cognates
Internships
Capstones
Forms & Documents
Bachelor of Science in Media Arts & Science
The media arts & science bachelor's degree prepares students to manage and coordinate internet/web operations and multimedia production and development. Study leans toward professional practice techniques, and relies on a theory base drawn from fundamental disciplines which study communication as sight, sound and motion. More
Preparing for Study
Degree Requirements
Courses needed to achieve degree: electives, core courses
N499 Capstone Course: Instructor/Student Form
A "capstone" is a senior year course, and one of the last classes taken. Students will use this course to synthesize knowledge and skills gained in the program through an original multimedia project.
Masters of Science in Media Arts & Science
The media arts & science master's degree develops specialized skills and knowledge in new media to prepare students to research internet/web environments and multimedia production techniques. The degree is focused on applied research. Study is oriented toward professional practice, and relies on a theory base drawn from fundamental disciplines which study communication as sight, sound and motion. More
Preparing for Study
Degree Requirements
Courses needed to achieve degree: core courses, specialization tracks
Project Guidelines for N506
N506 Project Form
Indiana University School of Informatics
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Last Modified: May 9, 2006

MAS Web site continued…

M.S. in Media Arts & Science (From: http://informatics.iupui.edu/academics/media/media_ms_preparation.php)

Preparing for Study

Back to **Media Arts & Science**

Successful applicants for admission to the Master's programs must demonstrate the skills and knowledge required for completion of the undergraduate degree in Informatics, to the extent these are relevant to the particular Master's program. These skills are detailed in the B.S. program definition. Typically applicants will have a strong background in Informatics and likely in a specialty related to the particular M.S. program (e.g., Biology for Bioinformatics). Promising applicants who have deficiencies may, with faculty help, select courses that will provide instruction in providing competencies to overcome deficiencies and meet admissions requirements. However, the courses will not count toward the total number of credits required for the advanced degree.

- Degree Requirement: bachelor's degree (with demonstrated technical skills)
- Minimum Overall Grade Point Average: 3.0 (4.0 point scale)
- Letters of recommendation: Three letters of recommendation are required to support the application of admission. Letters of recommendation should include letters from current or recent academic instructors and/or employers
- Scores from the Graduate Record Examination. (Media Arts and Science candidates do not need to submit a GRE score)
- A student's statement of purpose, explaining his or her reason for applying to the program and what career path they plan to take upon graduation, is required for all programs. A sample of your previous creative work is required for New Media and HCI programs. Specific requirements and pre-reqs vary with each program. For details, review the program area of interest on this web site

APPENDIX E

BENCHMARKING OF NEW MEDIA CURRICULA OF 8 PEER INSTITUTIONS

With the intention of revising the MAS curriculum over the next several years, the MAS faculty has begun a preliminary benchmarking of new media curricula. The search is based on 12 peer institutions against which IUPUI commonly measures its academic performance. Of the 12 Peer Institutions that were identified by Darrel Bailey in the Sept 2006 Faculty Council Meeting, 8 match the closet to the MAS program at IUPUI.

1. **University of Utah (Salt Lake, UT) http://www.film.utah.edu/**
    a. Program Title: Arts Technology, College of Fine Arts
2. **University of New Mexico - Main Campus (Albuquerque, NM) http://www.unm.edu/**
    a. Program Title: Department of Media Arts
3. **University of Cincinnati - Main Campus (Cincinnati, OH) http://art.uc.edu/eart/**
    a. Program Title: College of Design, Architecture, Art and Planning
4. **Temple University (Philadelphia, PA) http://www.templenmic.com/**
    a. Program Title: New Media Concentration
5. **University of South Florida (Tampa, FL) http://art.arts.usf.edu/studio.html**
    a. Program Title: The USF School of Art and Art History
6. **SUNY at Buffalo (Buffalo, NY) http://mediastudy.buffalo.edu/**
    a. Program Title: The Department of Media Study
7. **Wayne State University (Detroit, MI) http://www.cfpca.wayne.edu/**
    a. Program Title: Media Arts and Studies, within the Department of Communication