

# MASTER OF SCIENCE IN INNOVATION THROUGH MEDIA ARTS TECHNOLOGY

## Program of Study

Total: 36 units

### Core Courses: 15 units

CSCI 217	Data Visualization	3 units
CSCI 292	Methods of Research in Computer Science	3 units
IMAT 201	History of Art, Media, and Technology	3 units
IMAT 202	Perspectives on Innovation and the Future	3 units
IMAT 203	Material Improvisation	3 units

### Major Courses: 6 units

CSCI 234	Interactive Digital Multimedia Techniques	3 units
IMAT 211	Media Arts Technology in Context	3 units

### Electives: 9 units

Students are allowed to take electives related to digital technologies, electronics, human-computer interaction, design, and aesthetics, for as long as they can contribute to the conceptualization, construction, and testing of the innovation project. Examples of such electives include but are not limited to the following:

CSCI 235	Special Topics: Games and Game Design	3 units
CSCI 242	Human Computer Interaction	3 units
CSCI 243	Affective Computing	3 units
CSCI 244	User Modeling	3 units
CSCI 260.03	Designing for Mobile Devices	3 units
CSCI 261.03	Introduction to Social Computing	3 units
ENGG 280.11	Projects I	3 units
ENGG 280.12	Projects II	3 units
ENGG 289	Special Topics	3 units

### Comprehensive Exam

### Thesis and Oral Defense: 6 units

CSCI 299.1	Thesis Writing I
CSCI 299.2	Thesis Writing II

### Publication Requirement

In order to complete the degree program, students must prepare a manuscript regarding their thesis work that is ready for submission to a reputable national or international journal conference