PLAN OF STUDY
[SPRING 2015]
MASTER OF SCIENCE IN MEDIA ARTS AND SCIENCE
School of Informatics and Computing (SoIC)

MS: 36 Credit Hours

<table>
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<tr>
<th>Program Core</th>
<th>Electives or MAS Internship</th>
<th>Final Project</th>
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<td>N500, N501, N503, N512</td>
<td>H543, H561, H563, H564, N505 or select from Additional List of Recommended Elective Courses</td>
<td>N506 - Fall/Spring (3 credit hours each)</td>
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12 Cr. Hr. 18 Cr. Hr. 6 Cr. Hr.

SPRING SUMMER FALL

YR 1
• N501 Foundations of Digital Production [T 6pm] Huang
• N512 Trends in Media, Info and Comm [R 6pm] Mannheimer
• One elective

YR 2
• N506 MAS Masters Final Project/Thesis
• Two electives

Elective or Internship

Elective or Internship

• N500 Principles of Multimedia Technology [M 6pm] Defazio
• N503/H541 Digital Media Design / HCI I [R 6pm] Bolchini
• One elective

• N506 MAS Masters Final Project/Thesis
• Two electives

FINAL PROJECT REQUIREMENTS

N506: All students must complete a final project of 6 Cr. Hrs. including N506 (Fall) and N506 (Sp.) of their second year under the supervision of a faculty member. Registration by permission only once a faculty member has agreed to supervise.

1. All students must complete a final project of 6 Cr. Hrs., including N506 (Fall) and N506 (Sp.) of their second year.
2. It is the responsibility of the student to select, contact in advance and engage directly with the individual MAS faculty who is most germane to the student’s interest for the final project.
3. Students will work on one final project that extends throughout the two courses (Fall and Spring).
4. Students will receive an official grade at the conclusion of each course/semester.
5. Students are encouraged to propose a project that can be realistically completed in two semesters.
6. Incompletes are NOT permitted.

Detailed schedule of each course is updated and published every semester (including Summer sessions) on the IUPUI Registrar website.
MAS Internship (N505)
(Equivalent to Elective Courses)

The Informatics Career Services Office assists students with finding MAS-related Internships (e.g., summer semesters) to gain valuable professional experience within the MAS industry prior to graduation. **Up to 6 credits of internships (course N505) may be counted towards elective credits. Credit for an internship should be requested prior to the starting date of the internship since retro-credit is not permitted.** Once approved authorization is given to register for an online credit internship course. Please contact Brian Benedict (bbenedic@iupui.edu), Director of Career Services, to learn more about internship opportunities and the credit internship evaluation and approval process.

**Additional List of Recommended Elective Courses**
(Students MUST Check for Prerequisites and Course Availability from the Respective Schools and Departments)

**MEDIA ARTS AND SCIENCE**
- N502 Digital Media Motion and Simulation Methods
- N504 Advanced Interactive Design Applications
- N553 Independent Study
- N585 Serious Gaming
- N585 Topics Courses in Media Development and Production (several also available during the Summer – check Summer schedule in early Spring semester)
- 3D Production
- Advanced Game Development
- Advanced Narrative Film
- Advanced Sound Design
- Advanced Tech. in 3D
- Advanced Web
- Computer & Information Ethics
- Creature Design
- Data Driven Applications
- Digital Effects
- DV & CGI Digital Effects
- Game Theory
- Healthcare New Media
- Multi-User Virtual Worlds
- On-Line Document Dev II

**HUMAN-COMPUTER INTERACTION**
- H543 Interaction Design Methods
- H561 Meaning and Form in HCI
- H563 Psychology of Human Computer Interaction
- H564 Prototyping for Interactive Systems

**INFORMATICS**
- H503 Social Impact of Information Technologies
- B505 Informatics Project Management
- B512 Scientific Data Management
- B535 Clinical Information Systems
- H540 Data Mining for Security
- H550 Legal & Business Issues in Informatics
- I575 Informatics Research Design
- I590 Topics in Informatics, can be repeated
- H600 Professionalism and Pedagogy in Informatics
- H605 Social Foundations of Informatics

**DESIGN (HERRON)**
- HER-V501 Design Thinking (1.5 cr.)
- HER-V502 Human Factors in Design (1.5 cr.)
- HER-R511 Visual Research (3 cr.)

**COMMUNICATION**
- COMM-C 500 Advanced Comm Theory
- COMM-C 531 Media Theory and Criticism
- COMM-C 592 Advanced Health Communication
- COMM-C 620 Computer-Mediated Communication

**COMPUTER SCIENCE**
- CSCI 507 Object-Oriented Design & Prog
- CSCI 537 Intro to Distributed Computing
- CSCI 541 Database Systems
- CSCI 550 Computer Graphics
- CSCI 552 Advanced Graphics and Visualization
- CSCI 565 Programming Language

**PSYCHOLOGY**
- PSY570 Industrial Psychology – Fall, odd yr
- PSY572 Organizational Psych – Spring, even yr
- PSY615 Physiological Psych – Fall, even yr
- PSY640 Social Psychology I – Fall, odd yr
- PSY655Cog Development – Fall, even yr

**SOCIOLOGY**
- SOC–R 556 Advanced Sociological Theory I
- SOC–R 557 Advanced Sociological Theory II
- SOC–R 559 Intermediate Sociological Statistics
- SOC–R 593 Applied Fieldwork for Sociologists
- SOC–S 530 Introduction to Social Psychology

**Recommended Research Methods Courses**
(Students MUST Check for Prerequisites and Course Availability from the Respective Schools and Departments)

- ANTH-E404 Field Meth in Ethnography
- COM 501 Qualitative Research
- COM 502 Applied Qualitative Research Methods
- EDU 520 Strategies for Educational Inquiry
- EDU 611 Qualitative Inquiry in Education
- PSY-I 643 Cognitive Development (Fall, even yr)
- SOC-R 551 Quantitative Methods - Sociology
- SOC-R 559 Intermediate Soc Statistics
- NURS-L 650 Data Ana for Clinical & Admin Decision-Making
- NURS-R 612 Interpretive Data Analysis (2Cr.), Summer I-II
- PSY 600 Statistical Inference (Fall, even yr)
- PSY 601 Experimental Design (Spg, even yr)
- PSY 608 Measurement Theory and Interpret Data