

# MEDIA ARTS M.F.A.

The Master of Fine Arts in Media Arts is a three-year program committed to the growth of storytellers, artists, and designers who are working in one or more areas of the digital media arts. These areas include documentary and fiction filmmaking, game design, digital design, sound art, animation, interactivity, immersive experience design, and installation work.

Our students come from a wide range of backgrounds and thrive in a multi-disciplinary environment. Students expand on skill sets they already have while adding new ones, work on individual projects and collaborate with others, and work to bring a deep foundation of research to their practices as they develop their unique point-of-view and creative voice.

The program requires the building of a portfolio that includes artistic and academic work, assuring that each student is prepared to leave school and enter the professional world of media in the 21st century.

Students work on an individual studio project each semester, meeting one-on-one with professors, participating in group critique with peers, and refining their skills. Simultaneously, students take core classes with their cohort and construct a path to other classes within the Art and Media Arts programs and across campus to support their technical and research development.

## General Graduate Program Requirements

Graduate School policies and standards can be found on the Graduate School Policies page (<https://catalog.umt.edu/graduate/school-policies/>).

The minimum GPA for any graduate program is 3.0. Individual programs may require more than a 3.0 to remain in good standing.

The minimum grade for a course to be accepted toward any requirement is C. Individual programs may require higher grades for specific courses.

## Master of Fine Arts - Media Arts

### Course Requirements

Code	Title	Hours
<b>Individual Research and Creative Practice</b>		
Complete 18 credits of the following course:		18
MART 578	Graduate Studio <sup>1</sup>	
<b>Core Research</b>		
Complete all of the following courses:		
MART 500	Core Research: Practice-Led Research in Arts and Technology	3
MART 510	Core Research: Creative Process and Story	3
<b>Professional Development Electives <sup>2</sup></b>		
Complete 3 credits in one of the following courses or other courses approved by your advisor:		3
ARTZ 506	Graduate Pedagogy	
MART 520	Core Research: Peer Teaching	
THTR 539	Graduate Methods Teaching Theatre	
Complete 3 credits of the following courses:		3
ARTZ 507	Beyond Art School	
MART 530	Core Research: Professional Presentation	
BMGT 402	Principles of Entertainment Management I	

or BMGT 402: Principles of Entertainment Management II

### Media Practicum, Skill/Technique Courses, and Electives

Complete 12-18 credits of graduate-level courses as approved by graduate coordinator and studio mentor. This includes course in the follow subjects: MART, ARTZ, ARTH, CP, JRNL, MUSI, MUSE, MUST, THTR, and CRWR.	12-18
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### Final Portfolio

Complete 12-24 credits of the following courses:	12-24
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MART 601	Final Portfolio Research
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MART 687	Final Portfolio I
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MART 699	Final Portfolio II
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<b>Total Hours</b>	<b>60</b>
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1

Students work on specific projects each semester with an assigned mentor from the program. Substitutions may be made if the mentor/project is from another unit on campus.

2

Professional development requires different skill sets and educational experiences in the world of Media Arts. Students are advised to find 6 credits of courses from these or other courses across the university.