

INTERACTIVE DESIGN, MFA

Code	Title	Hours
Select one of the following:		5
MOME 719	Media Theory and Application	
ARTH 757	Media Art	
ARLH 776	History and Theory of Virtual Spaces	
ITGM 755	Thesis Studio I: Research and Ideation	5
ITGM 765	Thesis Studio II: Production and Prototyping	5
ITGM 775	Evidence-based Design Interactivity and Gaming	5
ITGM 790	Thesis Studio III: Validation and Documentation	5
Select four of the following:		20
ITGM 779F	Graduate Field Internship	
BEST 779	Teaching Art and Design	
500-level SCADpro Elective		
500- to 700-level Elective		
500- to 700-level Elective		
700-level GAME, ITGM, or IXDS elective		5
Interactive Design		
IXDS 708	Product Strategy & Storytelling	5
IXDS 709	Systems Innovation: Beyond Human-Centered Design	5
IXDS 710	Patterns & Prototyping	5
IXDS 712	Game Engines for IX	5
IXDS 720	MVP Lab: Idea to Execution	5
Select two of the following:		10
IXDS 722	Applied AI	
IXDS 724	Interactive Experience Lab	
IXDS 732	Physical Computing for Tangible Interfaces	
IXDS 734	Smart Devices	
IXDS 744	Speculative Design for Emerging Technologies	
IXDS 754	IX Collaborative Production	5
Total Hours		90

Note: At the time of admission, up to five additional graduate-level intensive courses may be assigned, bringing the student's required course of study to a total of 95 to 115 hours.