MediaXarts: Cinema for New Technologies and Environments (M.A.)

About The Program:

The one-year, 30-credit master's program in mediaXarts: Cinema for New Technologies and Environments prepares students for professions in the creative design industries, interaction design for public organizations, and emergent cinematic art forms, including interactive cinema, projection design, media installation, user experience design, design for mobile media, net art, and social media. The mediaXarts M.A. program interfaces with the full range of Media Arts B.F.A., M.A., and M.F.A. curricula at Temple University, which are among the leading programs for interdisciplinary, alternative, and emerging media arts. The mediaXarts program trains artists who seek to challenge cinematic and arts conventions through narrative, non-narrative, and hybrid forms, including interactive installation, projection design for performance and architecture, mobile media app design, digital animation, game design, interactive fabrication, and new media studies. The curriculum engages the exciting interdisciplinary contexts of Temple's Center for the Performing and Cinematic Arts and Philadelphia's thriving arts scene

Career Options: Media artists go on to careers across the creative industries, culture, and education. For example, the M.F.A. program in Film and Media Arts has produced more Princess Grace and Eastman Scholar Award winners than any other school in recent decades.

Prerequisites for Admission: Must present credentials that are the equivalent of the appropriate baccalaureate degree at Temple University.

Affiliation(s): Media artists work with Film and Media Arts faculty, who are leading artists making works for museums, public spaces, interactive cinema, mobile media, gallery installation, performance, projection, and the Web. MediaXarts students also work within Philadelphia's vibrant art scene and local communities as well as through national and international networks.

Study Abroad: Media artists have opportunities for study-away experiences in Los Angeles, Tokyo, and Venice. Study-away experiences have to be balanced with the degree requirements of the program.

Areas of Specialization: The faculty are international leaders with awards from Fulbright, Guggenheim, NEH, NEA, Pew, and Rockefeller, as well as major film, art, and publication credits. Faculty members specialize and offer coursework in:

- Digital Animation (2D and 3D)
- Digital Ethnography and New Documentary Forms
- Game, App, and Interactive Design
- Installation and Multi-Platform Design
- Media Production and Post-Production

- Physical Computing

- Projection Design for Theater, Performance, and Architecture

- Writing for Media

Requirements of Programs:

- **Total Credit Hours**: 36
- **Culminating Events**:
  Faculty Reviews:
  Student work is evaluated by the Film and Media Arts faculty near the end of the year in a closed individual session. Each student is asked to present her/his completed work and work in progress, along with an artistic statement that indicates future direction. Student participation in the End-of-Year Review is mandatory.

Core Courses

Videography – Lectures, demonstrations and practical exercises in the art, theory, and technology of video and electronic media production. Note: This course is recommended for the spring semester of the first year of the MFA program.

Art-Culture-Technology Seminar – This seminar introduces a broad array of theories and critical perspectives on cinematic arts and alternative media. The course explores how the emergence of differing media technologies such as cinema, video and computing have shaped paradigms of cultural and political organization as well as personal, physical and cognitive self-understanding. Topics include spectatorship and viewer participation, the gaze and identity construction/deconstruction, transmedia documentary, rhizomatic narrative, multiple screen installations, video art, sound art, interactivity, spatiality and new urbanisms, networked and geolocated media, net art and hacktivism, user-generated media, virtual worlds, and game theory. The course explores interdisciplinary approaches to scholarly and creative inquiry, with research and readings traversing fields of the arts, humanities and sciences.

Media Arts Thry-Practice

Electives

Three courses in Film and Media Arts (12 credits)

Two in Film and Media Arts or Outside the Department (6 credits)

Courses:

Click for more information on the courses below.

- Cinematography Workshop
- Videography
- Audio Production and Aesthetics
- Lighting for Film & Video
- Introduction to 3D Modeling
- Scene Analysis for Writers and Directors
- Writing for Media
- Serial Writing
- Topics in Production
- Animation Workshop
- Digital Animation, Compositing and Modeling
- Art-Culture-Technology Seminar
- Moving Camera Workshop
- Color Correction
- M.F.A. Colloquium
- Film History and Theory
- History of Documentary Film
- Time-Image Arts/Cinema Praxis
- Media Arts Thry-Practice
- Anthropological Film/Media
- Topics in Film Study
- Topics in Producing
- Producing
- Fundraising for Independent Media
- Entertainment Industry Perspectives
- Special Problems in Film and Media Arts
- Advanced Cinematography
- Experimental Media Wksp
- Film Sound
- Experimental Methods
- Documentary Workshop
- Advanced Documentary/Fiction Workshop
- Topics in Production
- Screen Directing Theory and Practice
- Writing for Media II
- Joint Writing Workshop 1
- Joint Writing Workshop 2
- Topics in Media
- Digital Animation
- New Technology Laboratory
- Interactive Narrative
- Documentary Arts and Visual Research
- Digital Post-Production
- Topics in Media Studies
- Historical Film Research
- Critical Methods Seminar
- Seminar: International Film
- Advanced Topics in Media Arts Studies
- Exhibition/Distribution
- U Penn Critical Studies
- Teaching in Higher Education, Arts
- Professional Field Experience
- Study-Away Internship
- Thesis Development Workshop
- Thesis Production Workshop
- Directed Projects
- Methodologies and Praxis
- Directed Readings
- M.F.A. Project