INTERACTIVE MEDIA ARTS (MA)

Department Website (https://itp.nyu.edu/lowres/)

NYSED: 39063 **HEGIS:** 0605.00 **CIP:** 11.0801

Program Description

The Global Low Residency MA degree in Interactive Media Arts is a unique and exciting graduate school experience that aims to challenge the norms for accessibility in higher education. Rooted in a maker culture of "learning by doing," this new program offers students a degree focused on the production, application, and understanding of interactive media for creative expression and critical engagement. By participating in this program, graduates will be empowered to more thoughtfully engage with the interactive media technologies, systems, materials and actors informing our world today. The year-long degree involves 3 site-specific sessions at NYU New York (Summer), NYU Berlin (January), and NYU Shanghai (Summer) interspersed with 2 online semesters in the Fall and Spring. A curricular emphasis on context and connectivity along with a spirit of experimentation, collaboration and community will be infused across the entire experience. By traversing a series of locations and environments, both physical and digital, the program is designed to provide students with an active understanding of the current global landscape of computational media and technology.

This new degree stems from a collaboration between the Interactive Telecommunications Program (ITP) at Tisch School of the Arts at NYU and the Interactive Media Arts Program (IMA) at NYU Shanghai.

Admissions

All graduate applicants to the Tisch School of the Arts are required to submit the General Graduate Application (https://tisch.nyu.edu/admissions/graduate-admissions/generalapplicationrequirements/), as well as a department-specific portfolio or creative supplement. Each of these can be submitted online.

See Graduate Admissions (https://tisch.nyu.edu/admissions/graduate-admissions/) for admission requirements and instructions specific to this program.

For international applicants, see International Applicant Requirements (https://tisch.nyu.edu/admissions/graduate-admissions/Internationalapplicantrequirements/). Applicants with international credentials should be sure to check to see if their credentials are equivalent to an American Bachelor's degree (https://tisch.nyu.edu/admissions/graduate-admissions/USbaequivalency/) before applying.

Program Requirements

The program requires the completion of 32 credits, beginning with a one-month Summer term in New York. The Fall term is online, followed by a Winter term in Berlin. Spring term courses are taken online, and the final Summer term is in Shanghai.

Course	Title	Credits
Major Requirements		
IMALR-GT 101	Concepts, Culture & Communications	2
IMALR-GT 102	Creative Coding	2
IMALR-GT 104	Interface Lab	2
IMALR-GT 105	Conversations New York	1
IMALR-GT 106	Exploratory Making	2
IMALR-GT 201	Connections Lab	4
IMALR-GT 202	Critical Experiences	3
IMALR-GT 304	Conversations - Berlin	1
IMALR-GT 401	Thesis	3
IMALR-GT 501	Thesis Studio	3
IMALR-GT 503	Conversations Shanghai	1
Select one of the following:		2
IMALR-GT 301	Civic Ecologies	
IMALR-GT 302	Radical Networks	
IMALR-GT 305	Designing Games	
IMALR-GT 601	Topics in Interactive Media Arts (Live Bodies)	
Select two of the following:		4
IMALR-GT 404	50 Days of Making	
IMALR-GT 405	Share Lab Studio	
IMALR-GT 407	Live!	
IMALR-GT 408	Time	
IMALR-GT 409	Immersive Web	
IMALR-GT 601	Topics in Interactive Media Arts (Installation & Exhibit Design)	
Select two of the following:		2
IMALR-GT 512	Augmenting Shanghai	
IMALR-GT 602	Topics in Interactive Media Art (AI for Creative Learning)	
IMALR-GT 602	Topics in Interactive Media Art (Interactive Fashion)	
IMALR-GT 602	Topics in Interactive Media Art (Parametric Design)	
IMALR-GT 602	Topics in Interactive Media Art (Sensing the City)	
IMALR-GT 602	Topics in Interactive Media Art (Virtual Production)	
Total Credits		**32**

Sample Plan of Study

Course	Title	Credits
1st Semester/Term		
IMALR-GT 101	Concepts, Culture & Communications	2
IMALR-GT 102	Creative Coding	2
IMALR-GT 104	Interface Lab	2
IMALR-GT 105	Conversations New York	1
IMALR-GT 106	Exploratory Making	2
	Credits	**9**
2nd Semester/Term		
IMALR-GT 201	Connections Lab	4
IMALR-GT 202	Critical Experiences	3
	Credits	**7**
3rd Semester/Term		
IMALR-GT 304	Conversations - Berlin	1
Elective		2
	Credits	**3**
4th Semester/Term		
IMALR-GT 401	Thesis	3
Elective		2
Elective		2
	Credits	**7**
5th Semester/Term		
IMALR-GT 501	Thesis Studio	3

IMALR-GT 503	Conversations Shanghai	1
Elective		1
Elective		1
	Credits	**6**
	Total Credits	**32**

Learning Outcomes

Upon successful completion of the program, graduates will:

1. Develop capacity to conceptualize, express and realize ideas via project-based work and project-oriented research.
2. Strengthen ability for self-directed learning as it applies towards personalized areas of inquiry and interests.
3. Cultivate a comprehensive and critical understanding of the past, present and possible future(s) of interactive media arts.
4. Develop technical and analytical skills related to the application of computational media and technology towards the production of creative works.
5. Establish comfort navigating a range of locales and contexts and engaging in constructive conversation across diverse communities in local, global and virtual environments.

Policies

NYU Policies

University-wide policies can be found on the New York University Policy pages (https://bulletins.nyu.edu/nyu/policies/).

Tisch Policies

Additional academic policies can be found on the Tisch academic policy page (https://bulletins.nyu.edu/graduate/arts/academic-policies/).