

# INTERACTIVE TELECOMMUNICATIONS (MPS)

Department Website (<https://tisch.nyu.edu/itp/>)

NYSED: 78404 HEGIS: 605.00 CIP: 11.0801

## Program Description

ITP graduate admissions is open to students from diverse academic and professional backgrounds. Acceptance into the program is competitive; enrollment is limited to full-time applicants who show exceptional promise and are interested in collaboration and experimentation. Admission for graduate degree candidates is for the Fall semester only. Prospective students can access the online application.

## Admissions

### Personal Statement

At ITP we look for people with unique points of view, who hope to make creative work with an impact. We want to get a sense of who you are in your own words beyond what we can infer from your resume/CV. We want to see how your experiences, successes, and failures have shaped how you see the world. What ideas do you have and what are you curious about? What kinds of projects are you interested in making or re-making? Is there something you are obsessed with or highly passionate about, either professionally or as a non-work activity? Share something that you want us to know about you and how you explore and express your creativity.

You can write about anything that shows us what ideas you have and what you want to explore. Don't be afraid to take some chances. Please note that you do not need to address all of the prompts above.

Length: Please limit your statement to 1,000 words or 4 pages double spaced.

### Resume

Please list your educational background and any work experience whether it's interactive media related or not. If you have a LinkedIn account, please provide us with your URL.

## Two Letters of Recommendation

Applicants are strongly encouraged to ask recommenders to submit their letters through the online application system. Sending a hardcopy letter by mail will be accepted but will result in a delay in the processing of the application.

### Official Transcripts

Official transcripts or unofficial photocopies of transcripts should be scanned and uploaded. Applications that are missing transcripts will not be submitted for admissions review until the application is complete. If accepted, then applicants will be asked to mail in hardcopies of official transcripts. For the application though, unofficial copies are ok to use. Questions about the online application for admission should be addressed to the Tisch School of the Arts Graduate Admissions Office 212.998.1918 or [tisch.gradadmissions@nyu.edu](mailto:tisch.gradadmissions@nyu.edu). Questions about ITP

should be referred to Midori Yasuda, ITP Admissions Coordinator at 212.998.1882 or e-mail: [itp.admissions@nyu.edu](mailto:itp.admissions@nyu.edu)

## 2-Minute Introductory Video

Use a webcam or smart phone to record yourself. We are not looking for special effects, as long as we can see and hear you clearly. What are your areas of interest, or things that you care about, that might serve as content for future ITP projects? What impact do you hope the work you do has? Keep it simple and show us your personality. You can upload to YouTube, Vimeo, etc. Please upload your video as a part of your online application on the Digital Portfolio (<https://apply.tisch.nyu.edu/apply/upl/?portfolio>) Page.

## Creative Portfolio

Submission of a creative portfolio is optional due to the diversity of applicant backgrounds. Portfolio materials need not be professional-quality work or even interactive media projects. Applicants are encouraged to submit work that is reflective of their interests and experiences. If you come from a creative background or enjoy making things, we encourage you to submit your work, as this will give us a better overall impression of you and your interests.

If you wish to send a portfolio, please prepare one of the following: We ask that applicants limit the creative work to just one of the following formats:

1. URL. Please check very carefully that all links are working properly. Please include the URL with your online application. ~ or ~
2. Link to a shared Google Drive folder of your work (can include jpegs, PDF's, writing samples, audio, video, etc.)

Description of your portfolio. It is important that you include a list of contents with a short description of each piece, and your role in the production of the content. If you submit a URL, you can either include the descriptions in the website directly.

## International Students

All applicants must meet the English language requirements. If English is not your native language, you should plan to take the Test of English as a Foreign Language (TOEFL). The test should be taken no later than November to ensure that results are received in time to meet admissions deadlines. Only TOEFL scores that are less than two years old are acceptable. Late receipt of scores will cause delays in the admissions process and departmental evaluation. NYU's TOEFL code is 9633.

Alternatively, you can meet this requirement by submitting the results of the International English Language Testing System (IELTS (<http://www.ielts.org/>)) examination, Duolingo (<https://englishtest.duolingo.com/resources/>) or Pearsons Test of English (PTE). Another option is the American Language Institute at New York University which offers a number of tests throughout the year. For information call 212.998.7040 or visit their web site. If you feel like your English skills are strong enough, please check the Graduate Admissions page for how to request a waiver (<https://tisch.nyu.edu/admissions/graduate-admissions/Internationalapplicantrequirements/>) and the requirements needed.

We are not stating minimum scores for the test scores. We take into account the entire application when making our decisions.

## Program Requirements

The ITP graduate program is a two-year program of full-time study leading to the Master of Professional Studies degree. The program requires the completion of 60 credits within a three-tier structure. The first tier (16 credits) comprises six required foundation courses. The second tier (40 credits) comprises elective courses, approved courses in other departments, and internships. The third tier (4 credits) consists of the final thesis project, which is conducted under the supervision of a member of the faculty. See Course Requirements (<https://tisch.nyu.edu/itp/course-requirements/>) for additional tier details.

Course	Title	Credits
<b>Foundation - Tier One</b>		
ITPG-GT 2000	Applications	4
ITPG-GT 2004	CL: Hypercinema	4
or ITPG-GT 2005	CL: Visual Language	
ITPG-GT 2233	Intro to Comp Media	4
or ITPG-GT 2048	Intro to Comp Media: Media	
ITPG-GT 2301	Intro to Physical Comp	4
<b>Electives - Tier Two</b>		
Select 40 elective credits by advisement <sup>1</sup>		40
ITPG-GT 2030	Textile Interfaces	
ITPG-GT 2036	Electronics for Inventors	
ITPG-GT 2040	Time	
ITPG-GT 2043	Listening Machines	
ITPG-GT 2055	Intangible Interaction	
ITPG-GT 2059	Motion Design for User Feedback	
ITPG-GT 2063	The New Arcade	
ITPG-GT 2071	Visual Journalism	
ITPG-GT 2072	Experiential Comics: Interactive Comic Books for the Fourth	
ITPG-GT 2086	CAD for Virtual and Reality	
ITPG-GT 2094	Web Art as Site	
ITPG-GT 2100	Internship	
ITPG-GT 2125	Exploring Concepts From Soft Robotics	
ITPG-GT 2133	Light and Interactivity	
ITPG-GT 2156	Socially Engaged Art and Digital Practice	
ITPG-GT 2177	Synthetic Architectures	
ITPG-GT 2184	Technology, Media and Democracy: Addressing the Threats to an Informed Electorate	
ITPG-GT 2193	Video Sculpture	
ITPG-GT 2227	New Interfaces for Musical Expression	
ITPG-GT 2297	Future of Media and Technology	
ITPG-GT 2361	Biophilic Experiences – activating our sensory relationship to nature	
ITPG-GT 2362	Future Mapper	
ITPG-GT 2368	Through the Lens: Modalities of AR	
ITPG-GT 2375	Multisensory Design	
ITPG-GT 2378	Topics in ITP (Creative Image Generation )	
ITPG-GT 2378	Topics in ITP (Kinetic Sculpture Workshop )	
ITPG-GT 2378	Topics in ITP (Intro to Programming in Unity)	

ITPG-GT 2378	Topics in ITP (Investing in Futures: The Art of Worlding )
ITPG-GT 2378	Topics in ITP (Telling Stories with Real-Time Engines)
ITPG-GT 2378	Topics in ITP (Reconstructing Lost Spaces)
ITPG-GT 2378	Topics in ITP (Biodesign Studio: The Intersection of Biology, Design, and Tech)
ITPG-GT 2379	Topics in ITP (Outside The Box: Site-Specific + Immersive Explorations)
ITPG-GT 2379	Topics in ITP (Disrupting (with) Technology: Computational Political Action)
ITPG-GT 2379	Topics in ITP (The Art of Projection Mapping)
ITPG-GT 2379	Topics in ITP (Innovation at Speed)
ITPG-GT 2379	Topics in ITP (Synthetic Identity: Building Expressible Individuality Across Mediums)
ITPG-GT 2379	Topics in ITP (Bioprinters & Biofabrication for Artists)
ITPG-GT 2379	Topics in ITP (Deus ex Machina: How Machines May Replace Gods )
ITPG-GT 2379	Topics in ITP (Designing Consciousness)
ITPG-GT 2379	Topics in ITP (Expressive Environments: Building 3D Worlds)
ITPG-GT 2379	Topics in ITP (Music Design and Discovery)
ITPG-GT 2379	Topics in ITP (Machine Learning and 3D )
ITPG-GT 2379	Topics in ITP (Ok Robot Reboot: Vision)
ITPG-GT 2379	Topics in ITP (Ok Robot Reboot: Voice )
ITPG-GT 2379	Topics in ITP (Understanding, Transforming, and Preserving Movement in Digital Spaces )
ITPG-GT 2379	Topics in ITP (Storytelling for Project Development)
ITPG-GT 2379	Topics in ITP (Data Storytelling for Memory Making and Social Resilience)
ITPG-GT 2379	Topics in ITP (A History and an Introduction to Algorithmic Art)
ITPG-GT 2379	Topics in ITP (It's Shader Time )
ITPG-GT 2379	Topics in ITP (Whatever Generative AI is Doing Now)
ITPG-GT 2380	Topics in ITP (Immersive Music & Haptics: Creating Music for the Skin)
ITPG-GT 2380	Topics in ITP (The Body Everywhere and Here)
ITPG-GT 2380	Topics in ITP (Next-Gen Design: Crafting AI-Driven Products)
ITPG-GT 2446	Developing Assistive Technology
ITPG-GT 2457	Haptics
ITPG-GT 2465	Machine Learning for the Web
ITPG-GT 2466	Energy
ITPG-GT 2467	Playful Experiences
ITPG-GT 2470	Cabinets of Wonder
ITPG-GT 2480	The Nature of Code
ITPG-GT 2481	Big LEDs
ITPG-GT 2496	Critical Objects
ITPG-GT 2536	Computational Text from A to Z
ITPG-GT 2564	Project Development Studio
ITPG-GT 2565	Connected Devices and Networked Interaction
ITPG-GT 2577	Dynamic Web Development

ITPG-GT 2637	Intro to Fabrication
ITPG-GT 2653	The Code of Music
ITPG-GT 2734	Live Web
ITPG-GT 2778	Reading and Writing Electronic Text
ITPG-GT 2793	100 Days of Making
ITPG-GT 2808	Understanding Networks
ITPG-GT 2845	Prototyping Electronic Devices
ITPG-GT 2890	Designing for Digital Fabrication
ITPG-GT 2974	Playful Communication of Serious Research
ITPG-GT 2997	Design Research
ITPG-GT 3000	Designing for Well-Being
ITPG-GT 3002	Interactive Multi-Screen Experiences
ITPG-GT 3005	Modern Artifacts: Interactive Public Art for the People
ITPG-GT 3007	Code Your Way
ITPG-GT 3014	Writing Good Code
ITPG-GT 3016	Canvas for Coders
ITPG-GT 3017	User Experience Design
ITPG-GT 3019	The Medium of Memory
ITPG-GT 3021	MoCap for the Archive
ITPG-GT 3022	Performing Online
ITPG-GT 3023	On Becoming: Finding Your Artist Voice
ITPG-GT 3024	Alter Egos: Assuming New Identities Through Costume and Performance
ITPG-GT 3025	Hedonomic VR Design: Principles & Practices
ITPG-GT 3026	Multisensory Storytelling in Virtual Reality and Original Flavor Reality
ITPG-GT 3028	Game Design & the Psychology of Choice
ITPG-GT 3033	Shared Minds
ITPG-GT 3034	Fabricating Mechanical Automatons (Batteries Not Included)
ITPG-GT 3036	Intro to Curating New Media Art
ITPG-GT 3037	Surveillance in the Simulation
ITPG-GT 3042	New Portraits
ITPG-GT 3047	Designing for Messy Humans
ITPG-GT 3048	Bioart as Biopolitics—Genomics and Identity
ITPG-GT 3049	Programming with Data

**Thesis - Tier Three**

ITPG-GT 2098	Thesis Part 1: Research and Development	2
ITPG-GT 2099	Thesis Part 2: Production	2

**Total Credits** 60

ITPG-GT 2233	Intro to Comp Media	4
ITPG-GT 2004	CL: Hypercinema (optional)	4
ITPG-GT 2048	Intro to Comp Media: Media	2
<b>Credits</b>		<b>18</b>
<b>2nd Semester/Term</b>		
ITPG-GT 2227	New Interfaces for Musical Expression	4
ITPG-GT 2845	Prototyping Electronic Devices	4
ITPG-GT 2297	Future of Media and Technology	4
ITPG-GT 2068	Hand Held: Creative Tools for Phones	4
ITPG-GT 3042	New Portraits	2
<b>Credits</b>		<b>18</b>
<b>3rd Semester/Term</b>		
ITPG-GT 2098	Thesis Part 1: Research and Development	2
ITPG-GT 2066	Auto Fictions	4
ITPG-GT 2808	Understanding Networks	4
ITPG-GT 2196	Art Toy Design	2
ITPG-GT 2997	Design Research	2
ITPG-GT 3002	Interactive Multi-Screen Experiences	2
ITPG-GT 3003	Introduction to Quantum Technologies	2
<b>Credits</b>		<b>18</b>
<b>4th Semester/Term</b>		
ITPG-GT 2099	Thesis Part 2: Production	2
ITPG-GT 2198	Computational Approaches to Narrative	4
<b>Credits</b>		<b>6</b>
<b>Total Credits</b>		<b>60</b>

## Learning Outcomes

Upon successful completion of the program, graduates will:

1. Develop a capacity for creativity informed by critical engagement with technology.
2. Learn how to learn new technologies.
3. Learn to integrate diverse perspectives.

## Policies

### Program Policies

#### Transfer Credit Policy

For the ITP graduate program, applications for a transfer of credits based on comparable graduate-level courses may be submitted only after three courses have been completed within the program. A maximum of 8 credits may be transferred. Applications require the approval of the faculty.

### 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/>).

<sup>1</sup> Students may take a maximum of 8 credits outside the department. These must be 1000- or 2000-level courses to count for graduate credit. It is the responsibility of the student to confirm that they can be admitted to a course offered outside the program; i.e., that any prerequisites have been met and appropriate approvals have been obtained.

## Sample Plan of Study

Course	Title	Credits
<b>1st Semester/Term</b>		
ITPG-GT 2000	Applications	4
ITPG-GT 2301	Intro to Physical Comp	4