DEPARTMENT OF HIGHER EDUCATION & WORKFORCE DEVELOPMENT

New Program Report

Date Submitted:
12/15/2021

Institution
Lindenwood University

Site Information

Implementation Date:
7/20/2022 12:00:00 AM

Added Site(s):

Selected Site(s):

Lindenwood University, 209 South Kingshighway, St. Charles, MO, 63301

CIP Information

CIP Code:
500706

CIP Description:
A program that prepares individuals creatively and technically to express emotions, ideas, or inner visions in either two or three dimensions, through simultaneous use of a variety of materials and media.

CIP Program Title:
Intermedia/Multimedia

Institution Program Title:
Interdisciplinary Media Arts

Degree Level/Type

Degree Level:
Master Degree

Degree Type:
Master of Fine Arts

Options Added:

Collaborative Program:
N

Mode of Delivery

Current Mode of Delivery

Classroom

Hybrid

Online

Student Preparation

New Program Report

Special Admissions Procedure or Student Qualifications required:
Transcripts demonstrating completion of undergraduate degree in related field with a minimum of a 3.0 GPA in all major coursework.

The official results from the Graduate Record Examination (GRE) may be required if GPA is below 3.0.

Contact information for three academic and/or professional references.

1,000-word statement of purpose describing applicant's goals.

Specific deliverables depend on area of study, such as a writing sample and/or portfolio of work.

Specific Population Characteristics to be served:
n/a

Faculty Characteristics

Special Requirements for Assignment of Teaching for this Degree/Certificate:
Terminal degree

Estimate Percentage of Credit Hours that will be assigned to full time faculty:
100%

Expectations for professional activities, special student contact, teaching/learning innovation:
N/A

Student Enrollment Projections Year One-Five

Year 1	Full Time: 5	Part Time: 0	
Year 2	Full Time: 15	Part Time: 0	
Year 3	Full Time: 29	Part Time: 0	Number of Graduates: 15
Year 4	Full Time: 40	Part Time: 0	
Year 5	Full Time: 65	Part Time: 0	Number of Graduates: 30

Percentage Statement:
n/a

Program Accreditation

Institutional Plans for Accreditation:
Special accreditation not required

Program Structure

Total Credits:
48

Residency Requirements:
n/a

General Education Total Credits:
0

New Program Report

Major Requirements Total Credits:

21

Course(s) Added

COURSE NUMBER	CREDITS	COURSE TITLE
CAH 55000	3	Graduate Seminar
CAH 61000	3	Thesis/Directed Project II
CAH 50000	3	Research Methods
CAH 51000	3	Research and Scholastic Writing
CAH 60000	3	Thesis/Directed Project I
CAH 56000	3	Graduate Seminar II

Free Elective Credits:

27

Internship or other Capstone Experience:

6 credits of Thesis/Directed Project course work. CAH 60000 - Thesis/Directed Project I (3)CAH 61000 - Thesis/Directed Project II (3)

Assurances

I certify that the program will not unnecessarily duplicate an existing program of another Missouri institution in accordance with 6 CSR 10-4.010, subsection (9)(C) Submission of Academic Information, Data and New Programs.

I certify that the program will build upon existing programs and faculty expertise.

I certify that the institution has conducted research on the feasibility of the proposal and it is likely the program will be successful. Institutions' decision to implement a program shall be based upon demand and/or need for the program in terms of meeting present and future needs of the locale, state, and nation based upon societal needs, and/or student needs.

Contact Information

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Interdisciplinary Media Arts, MFA
48 credit hours

The move away from specializing in one specific medium in the visual arts began over a decade ago, and the emergence of new media and blending of the digital with traditional media continues. The 2-year MFA in Interdisciplinary Media Arts is a terminal degree in the fields of art and design that integrates contemporary artistic practice with studies in art, design, and media production, history, and theory. Students in this terminal degree program spend a first year exploring interdisciplinary approaches to making media as an artistic practice while becoming familiar with the contemporary media art landscape. The second year is dedicated to their own final portfolio and thesis report.

Admission Requirements

Applications are initially reviewed by the Office of University Admissions to ensure all university admissions standards are met. An admissions decision will be made once all steps have been completed.

In addition to the requirements of all graduate students, applicants to the College of Arts and Humanities should complete and/or submit the following documents and information:

- Transcripts demonstrating completion of undergraduate degree in related field with a minimum of a 3.0 GPA in all major coursework.
- The official results from the Graduate Record Examination (GRE) may be required if GPA is below 3.0.
- Contact information for three academic and/or professional references.
- 1,000-word statement of purpose describing applicant's goals.
- Specific deliverables depending on area of study, such as a writing sample and/or portfolio of work.

REQUIREMENTS

Graduate Core 21 credits
CAH 50000 Research Methods
CAH 51000 Research and Scholastic Writing
CAH 55000 Graduate Seminar
CAH 60000 Thesis/Directed Project I
CAH 61000 Thesis/Directed Project II
CAH 56000 Graduate Seminar II (repeatable up to 9 credits)

Electives 27 credits

6 credits of History and Theory selected from:
CAH 55555 Internship
ARTH 55400 Nineteenth-Century Art
ARTH 55600 Baroque Art

ARTH 55700 Ancient Art
ARTH 55800 Medieval Art
ARTH 56100 Twentieth-Century Art/Modern
ARTH 56200 Twentieth-Century Art/Contemporary
ARTH 56300 Early Modern Gender Studies
ARTH 56400 Non-Western Art
ARTH 56500 History of Photography
ARTH 56900 History of Graphic Design
ARTH 57000 History of Games and Critical Theory
ARTH 57001/COM 57000 History of World Cinema
ARTH 57200 History of Costume and Fashion to 1900
ARTH 57300 History of Costume and Fashion from 1900
ARTH 58000 History of Digital Art
ARTH 58300 Renaissance Art
ARTH 58400 Classical Myth
ARTH 58600-58699 Special Topics
ARTH 58900 Art Theory and Criticism
ARTH 58901 Independent Study
ARTH 58902 Independent Study
ARTH 58903 Independent Study

21 credits of media electives selected from the following courses and drawing on at least two different disciplinary prefixes (e.g., AAD and DCS):
AAD 50000   Portfolio and Career Foundations
AAD 50010   Research Studies I: Methods in Art and Design
AAD 50020   Research Studies II: Seminar in Art and Design
AAD 50030   Research Studies III: Theories in Art and Design
AAD 50100   Printmaking
AAD 50500   Painting
AAD 51000   Design with Illustrator
AAD 51500   Studies in Graphic Design
AAD 51600   Drag and Drop Web Design
AAD 52000   Art and Design Firm II
AAD 52100   Digital Art I
AAD 52200   Motion Graphics
AAD 52300   Digital Art II
AAD 52400   Digital Art III
AAD 52500   Desktop Publishing
AAD 52600   Digital Art IV
AAD 52700-52799 Focus in Design
AAD 52900   Concept Design
AAD 53000   Drawing
AAD 53001   Digital Photography
AAD 53100-53199 Focus in Interactive
AAD 53200-53299 Focus in Web
AAD 53310   3D Printing

AAD 53400   Fibers
AAD 53500   Graduate Projects in Art - Graphic Design
AAD 53600   3D Graphics
AAD 53700   Digital Painting
AAD 54000   Art and Design Firm III
AAD 54001   Digital Photography II
AAD 54600   Digital Imaging
AAD 54800   Digital Illustration
AAD 54900   Print Design and Production
AAD 55001   Digital Photography III
AAD 55100   Typography
AAD 55400   Web Design II
AAD 56001   Digital Photography IV
AAD 56400   Web Design III
AAD 57000   Graduate Projects in Studio Art
AAD 57440   Web Design IV
AAD 57700   Graphic Design Portfolio
AAD 57800   Graphic Design Studio
AAD 58901   Independent Study
AAD 58902   Independent Study
AAD 58903   Independent Study
AAD 58600-58699 Special Topics
AAD 59000-59999 Special Topics
AAD 60000   Directed Thesis
AAD 52900 Concept Design
CAH 53000 Arts Entrepreneurship
GAM 50001 Project and Portfolio I
GAM 50002 Project and Portfolio II
GAM 50003 Project and Portfolio III
GAM 50120 Level Design
GAM 55000 Game Design Capstone
GAM 55800 Game Development I
GAM 55900 Game Development II
GAM 56500 Game Design Internship
GAM 57000 3D Animation
COM 50700 Writing for the Electronic Media
COM 51700 Narrative Screenwriting
COM 52500 Photojournalism
COM 55700 Editing Film and Video
COM 55900 Short Film Production
COM 57300-57399 Topics in Producing
COM 57400 Producing Film and Video
COM 57600-57699 Topics in Production
COM 57700-57799 Topics in Post-Production
COM 57800-57899 Topics in Scriptwriting
COM 57900 Television Production

COM 50310 Contemporary Digital Rights
COM 50320 Critical Analysis of Media
COM 50330 Media and Politics
COM 50340 Audience Analysis in an Interactive Age
COM 58903 Cinema Workshop III
COM 58904 Cinema Workshop IV
COM 60101 Communications Project
COM 50100 Mass Communications Law
COM 50200 Seminar in Professional Practice and Ethics
COM 50310 Contemporary Digital Rights
COM 50320 Critical Analysis of Media
COM 50330 Media and Politics
COM 50340 Audience Analysis in an Interactive Age
COM 50400 Broadcast Newswriting
COM 50700 Writing for the Electronic Media
COM 54300 Television News Production
COM 55700 Editing Film and Video
COM 57100 Advanced Audio Production
COM 57400 Producing Film and Video
COM 57900 Television Production
COM 58000 Television News Reporting
COM 55000 Media Literacy
DCS 50000 Digital Content and Demographics
DCS 51000 Media Literacy Theory
DCS 52000 History of Contemporary Media Industries
DCS 52200 Emerging Platforms and Analytics
DCS 53000 Digital Content Strategy Practicum I
DCS 55000 Personal Branding and Content Creation
DCS 55500 Digital Content Strategy Practicum II
DCS 56000 Information Literacy
DCS 57000 Contemporary Audience Analysis
DCS 58000 Digital Content Strategy Practicum III
DCS 58900 Digital Content Strategy Capstone

Note: **Electives may be substituted if appropriate with permission of the department.**

Graduate students may not take more than 24 credits of cross-listed courses as part of their degree.