

DEPARTMENT OF DESIGN
M.F.A. Program in Digital Animation and Interactive Media
The Ohio State University

CURRICULUM

The program leading to the Master of Fine Arts (M.F.A.) in Digital Animation and Interactive Media is designed for students intending to work as independent designers, new media entrepreneurs, in the digital animation and interactive industries, and in colleges and universities teaching animation and interaction related courses. The curriculum philosophy is one of learning through experimentation and practice. Year One is constructed as an *Exploration* year, in which students choose new experiences that will enhance their current understanding of new media. Year Two is a *Practice and Application* year which demands continued exercising and rehearsal of new practices. Year Three results in *Synthesis*, in which students demonstrate a deep understanding of the craft and its context.

The following is an example course plan. Courses marked with * are required in the semester shown. Electives and other courses represent the credit hour requirements and suggested distribution, but are flexible in the order that they are taken.

<i>Autumn Semester</i>	<i>Spring Semester</i>	<i>May/Summer</i>
Year One		
6200 Foundation for Grad Studies, 3 cr.*	6300 Exploration in Grad Studies, 3 cr.*	Elective – Interdisciplinary, 3 cr.
6400 DAIM Graduate Studio, 3 cr.*	6400 DAIM Graduate Studio, 3 cr.*	
Elective – Theory/History, 3 cr.	Elective – Studio/Lab, 3 cr.	
	** First Year Review	
Year Two		
6400 DAIM Graduate Studio, 3 cr.*	6400 DAIM Graduate Studio, 3 cr.*	Elective – Theory/History, 3 cr.
Elective – Studio/Lab, 3 cr.	7999 Thesis Writing (Independent), 3 cr..	7999 Thesis Writing (Independent), 3 cr.
Elective – Theory/History, 3 cr.	Elective – Studio/Lab, 3 cr.	
	** Thesis Committee Review	
Year Three		
7998 Thesis Project (Independent), 3 cr.	7998 Thesis Project (Independent), 3 cr.	
7999 Thesis Writing (Independent), 3 cr.	7999 Thesis Writing (Independent), 3 cr.	
Elective – Interdisciplinary, 3 cr.	** Masters Examination	

Total Credit Hours: 60

CATEGORY and CLASS DESCRIPTIONS

6200 Foundation for Graduate Design Studies (3 credits)

Seminar addressing graduate expectations, orientation, and available resources in the department and university. This course lays the historical and contextual groundwork of the discipline of design through the study of a broad range of contemporary and emerging research approaches and expertise of department graduate faculty.

6300 Exploration in Graduate Design Studies (3 credits)

Seminar facilitating exploration and discovery in future-oriented domains of design practice and research. Students will practice the tools for exploration including reading, writing, making, planning, and reflection in order to establish their own research path.

Theory/History Electives (9 credits)

Theoretical and practical analysis of cinematic structure, narrative and objective animation and interactive new media from a Humanities perspective. Students will choose from approved OSU courses in these areas or suggest appropriate courses for approval by their adviser.

Interdisciplinary/Collaborative Studio Electives (6 credits)

Collaboration and interdisciplinary teamwork is a critical component of animation and technology-based production. Students are required to participate in at least two studios engaging in multidisciplinary activities. Some of the existing courses meeting these criteria are co-taught by faculty in different disciplines, providing a good model for the Interdisciplinary Collaborative Studio course structure. Students will choose from approved OSU courses in these areas or suggest appropriate courses for approval by their adviser.

Studio/Lab Electives (9 credits)

Animation is a technology-intensive practice in continuous development and change. Students will have a variety of backgrounds and special interests. One solution is to provide new information or special topics in the form of courses based in specific technically-oriented concepts. Students will choose from approved OSU courses or suggest appropriate courses for approval by their adviser in the areas of technical skills, programming and algorithms, visual design, audio design, writing and scripting and professional development.

DAIM Studios (12 credits)

Students may be independently or collaboratively developing projects. Critique is an emphasis in addition to resource-sharing and periodic review of milestones in productivity. The DAIM Studios incorporate seminar format meetings in which all DAIM students engage in critical discussion about thesis research and creative practice.

Thesis Seminar, Development, Thesis & Project Studios (18 credits)

Thesis production (7998) and writing (7999) courses are taken independently with members of the student's thesis committee.

For detailed information about forming Thesis Committees, the first year review and Thesis Committee Review, please see the Design department's Graduate Handbook at: <https://design.osu.edu/graduate-student-resources>