

<b>USC SCHOOL</b>	USC School of Cinematic Arts
<b>ACADEMIC DEPARTMENT</b>	Interactive Media & Games Division
<b>GRADUATE PROGRAM</b>	MA in Cinematic Arts (Media Arts, Games and Health)
<b>POST CODE</b>	1607
<b>TERM EFFECTIVE DATE</b>	Fall & Spring

**PROGRAM DESCRIPTION**

A brief description of the graduate program.

The MA degree program in Cinematic Arts (Media Arts, Games and Health) focuses on designing and evaluating interactive entertainment-based applications in neuroscience, public health and medicine. It is designed to be combined with other programs (e.g., social work, neuroscience, physical therapy, public health) of the student's interest. The goal of the curriculum is to provide integrative research and practice-based training to enable students to combine prior/concurrent education and experience toward design, development and evaluation of health- and wellness-related interventions that incorporate entertainment media experiences (film, games, virtual reality, mobile media, public interactives, transmedia and emerging genres).

**COMMON BACHELOR DEGREE PROGRAM PATHWAYS**

A list of common bachelor's degrees that undergraduate students pursue in advance of pursuing a progressive degree option with this graduate program. Some programs are restricted to certain majors while others are open to all students.

BA in Interactive Entertainment	BFA in Cinematic Arts, Film & Television Production
BA in Social Sciences (Psychology)	BA in Media Arts and Practice
BA in Cinematic and Media Studies	BFA in Game Art
BA in Cinematic Arts, Film & Television Production	BFA in Game Development and Interactive Design

**PREPARATORY UNDERGRADUATE COURSES**

A list of courses at the undergraduate level that prepare students for the graduate program. Required coursework is listed first, followed by recommended courses. If there are none, that is specified instead.

Dept. Prefix - Course #	Course Title	Required or Recommended	Units
NONE	NONE		

**UNDERGRADUATE COURSES USED TO REDUCE GRADUATE LEVEL UNITS**

A list of undergraduate level courses that may be used to reduce the number of graduate level units required for the graduate program. If there are none, that is specified instead.

Dept. Prefix - Course #	Course Title	Units
NONE	NONE	

**CORE GRADUATE PROGRAM REQUIREMENTS (# units required)**

A list of all required graduate courses for the graduate program. None of these courses may be used toward satisfying undergraduate degree requirements.

*If special exceptions for any of these courses are made by the academic department, the course # is marked with an asterisk (\*) and the exception is explained in the "Department Notes" section at the end of this course plan template.*

Dept. Prefix - Course #	Course Title	Units
CTIN-503*	Interactive Entertainment, Science, and Healthcare	2
CTIN-510	Research Methods for Innovation, Engagement and Assessment	2
CTIN-575	Health and Interactive Entertainment Research Lab	2
CTIN-541*	Design for Interactive Media	4
CTIN-590**	Directed Research	1-12
CTIN-593	Integrative Project: Media-based Interventions in Healthcare	2, 4
CTIN-503*	Interactive Entertainment, Science, and Healthcare	2
CTIN-510	Research Methods for Innovation, Engagement and Assessment	2
CTIN-575	Health and Interactive Entertainment Research Lab	2

**PRE-APPROVED ELECTIVE COURSEWORK**

Elective coursework is approved at the discretion of the academic department. Note the following details about the total number and units required of elective coursework.

**TOTAL ELECTIVE COURSES REQUIRED FOR THE TRADITIONAL GRADUATE DEGREE**

**TOTAL ELECTIVE UNITS REQUIRED FOR THE TRADITIONAL GRADUATE DEGREE**
**TOTAL UNIT COUNTS AND REQUIRED GRADUATE UNITS**

**TOTAL UNITS REQUIRED FOR THE TRADITIONAL GRADUATE DEGREE**

**TOTAL GRADUATE UNITS THAT MAY BE WAIVED (IF ANY)**

**MINIMUM NUMBER OF GRADUATE UNITS THAT MUST BE AT THE 500 LEVEL OR ABOVE**
**NOTES FROM THE DEPARTMENT**

This section highlights any unique considerations, exceptions, or requirements for the graduate program. If a program has specific restrictions (courses, majors, etc.), they are detailed below.

\*Must be completed in a student's first year.

\*\*Must be completed every fall and spring semester.

Additional Requirements

**1. Autobiographical summary**

1. 1000-1200 words that describes personal background, motivation for pursuing degree, future goals, artistic or philosophical approach to work, major interests, and prior collaboration experience.

**2. 2-3 writing samples**

1. That showcase different skills (e.g., research papers, technical reports, design documents, published work, blog posts, essays, poems)

**3. Resume or Curriculum Vitae**

**4. 1 letter of recommendation (use the recommendation form in the PDP application)**

**5. Portfolio list, download link, or website link that demonstrates competence in:**

1. At least one major areas of cinematic or fine arts expression (e.g., writing, interactive design, animation, production, music, drawing, illustration),
2. Some research methods experience (qualitative and/or quantitative, e.g., interviews, surveys, literature reviews)
3. Some digital media literacy (e.g., digital art and design tools, visualization, media curation, website)
4. Basic procedural literacy (e.g., programming, wireframing, pseudocode, flowcharting)

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Marientina Gotsis

**Name of Authorizing Master's Program Dean**

Sept 18, 2024

**Date Approved**

Professor of Practice

**Authorizing Dean's Title**