

**Objectives**

Games and play can be educational and their rule systems hold potential for rhetorical messages. My career and life objective is to be continually active in the discourses of game design, theory, and art. To accomplish this, I plan to teach, create, and engage creatively with all forms of games (but with a special focus on videogames). These three courses of action are related but in terms of specific applications they vary. My teaching goal is to have a tenure-track position in an interdisciplinary art, design, or combined art/design program with a strong digital media focus, for which the MFA degree and concurrent experience will qualify me. I also want to create both electronic and non-electronic games with an awareness of the rhetorical messages contained in their rule systems, along with projects that create meaning through play. Finally, I want to foster a critical dialog around videogames, their messages, and their use in advertising and delivering other kinds of messages. Understanding games requires not only a historical perspective on games and play, but also an understanding of the current cultural context that games occupy. This understanding will bring new critical and creative dialog to games through other arts and vice-versa. The Flexible Dual Degree program will enable me to simultaneously build up this historical and critical perspective while allowing space for designing my own games, gamespaces, and other artistic responses.

**Reasons for Course Selection**

I have chosen my courses with the above objectives in mind, but also to challenge myself to seek inspiration in other disciplines such as sound and animation art. Since I am producing both critical and creative work (sometimes simultaneously) all of the courses I take should contribute to this union. The core Digital Media Studies courses provided a design, critical, and technical basis on which to build and critique creative digital projects. The audio-based courses and animation course provide reference points for understanding the relationship of the various components of multimedia projects. The pairing of the required research methods courses in Art History and Digital Media Studies builds knowledge in contextualizing and describing my work in appropriate movements and styles. This history allows me to see games and the creation of games as systems of constraints, which have been used by artists in every generation to assist in creating work. Furthermore, the eMAD Critiques and Seminars give me a chance to gain valuable feedback from colleagues as I develop and iterate my projects. Finally, when I select my thesis committee, I will create a proposed combined thesis that fulfills the requirements of both programs to the satisfaction of my committee and the heads of both departments, tying together both disciplines in a pertinent way through games development.

Quarter/ Year	Course Number	Course Name	M.A. DMS	M.F.A. eMAD	DMS Requirement/Category	eMAD Requirement/Category
F 2009	DMST 4000	Digital Design Concepts	4		Core: Design	
		Technical Foundations of Digital			Core: Technical	
	DMST 4100	Media	4			
		Critical Approaches to Digital			Core: Critical	
W 2010	DMST 4200	Media	4			
		Technical Foundations of Digital			Core: Technical	
	DMST 4150	Media II	4			
		Digital Cinema Theory and				Core: Seminar
SP 2010	DMST 3900	Practice		4		
	DMST 4993	Game Design Practicum	4		Core: Adv Design	
F 2010	DMST 3550	Digital Audio Production	4		Elective: Technical	
	DMST 4850	DMST Research Methods	4		Core: Methods	
W 2011	DMST 3560	Advanced Digital Audio	4		Elective: Technical	
	DMST 3731	Post Modern Digital Design	4		Elective: Critical	
		Topics: Sustainable Design			Core: Seminar	
SP 2011	DMST 3900	Strategies		4		
	DMST 4993	Paper Game Design		4		Elective: Studio Art
F 2011	DMST 3900	Topics: Digital Sound Cultures		4		Core: Seminar
		Graduate Seminar:				Core: Seminar
	ARTD 4700	Meme/Network/Assemblage		5		
W 2012	ARTD 4375	Graduate EMAD Critique		5		Core: Critique
	ARTD 4700	Graduate Seminar: Micro/Macro		5		Core: Seminar
SP 2012	ARTD 4376	Graduate EMAD Critique II		5		Core: Critique
		Independent Study: Graduate				Elective: Adv eMAD
	ARTD 4991	Level Video Art		5		
	ARTH 3701	Topics: History of Design		5		Core: Art History
F 2012	ARTD 4970	2.5D Poetics		4		Core: Adv eMAD
	ARTD 4382	Open Source Networks		4		Core: Adv eMAD
W 2013	ARTH 4301	Seminar in Art History Methods		4		Core: Art History
	ARTD 4375	Graduate EMAD Critique		4		Core: Critique
	ARTD 3655	Sculpture Workshop		4		Core: Adv eMAD
		Topics in Electronic Media Arts				Elective: Adv eMAD
		Design: Multimedia Authoring				
	ARTD 3700	Tools		4		
SP 2013	ARTD 4375	Graduate EMAD Critique		4		Core: Critique
	ARTD 4995	Independent Research: Thesis		4		Core: Thesis eMAD
		Independent Study: Gaming and				Elective: Adv eMAD
SU 2013	ARTD 4991	Social Media		2		
F 2013	ARTD 4995	Independent Research: Thesis		4		Core: Thesis eMAD
	DMST 4995	Independent Research: Thesis	2			Core: Thesis DMST
	ARTH 3850	Contemporary Art History		4		Core: Art History
Total	Hours		38	88		

MA in Digital Media Studies -- 38 hours out of 48 normally required for the program

MFA in Electronic Media Arts Design -- 88 hours out of 90 normally required for the program

*No core class of either program has been cross counted or waived - only elective hours reduced.*