Course Requirements and Descriptions
Program of Study: Integrated Media

Studio Courses (6 Semesters)	Design Studio (2 semesters) (incl. drawing lab) The first year is spent in design studio with all new designers and directors.	Topics covered in Design Studio may include: devising performance, designing new work, collaboration and critical thinking.
	Integrated Media (4 Semesters) The Integrated Media studio focuses on the development and deepening of skills directly related to the area of human centered live visual storytelling with media components.	Topics covered in Integrated Media include: advanced content creation for live performance, advanced projection design techniques, architectural three-dimensional mapping, working with live streams, interactivity, media management, advanced projection system design, pre-visualization, immersion and real-time systems.
Skill-Building Courses (6 Semesters)	The student may select from choices in many areas such as costume, scenery, lighting, audio design, writing, pedagogy, production management, producing and media production. The skill-building courses are chosen by the student with the advice and guidance of the design faculty and the primary mentor.	Specific course examples can include: Projection Design Content Creation for Live Performance Digital Rendering Scenic Painting Entertainment System Design Game Art Pipeline Experimental Storytelling 3D Pre-Visualization Digital Fabrication
Production Laboratory (6 Semesters)	The student conceives, plans and realizes designs for productions. He/she/they will take on a variety of roles within the production process and designs his/her/their own work during the second year (at the latest). Theatre productions at the university cover multiple genres, including plays, dance, musical and opera.	Roles can include: IM Designer / Projection Designer / Media Designer Set Designer IM Assistant IM Programmer IM Engineer Lighting designer XR Designer and more
Critical thinking/ writing (1 Semester)	Courses may include Theater History, Criticism, Theory or Performance as Public Practice, Research Methods or Portfolio	
Elective (3 Semesters)	In addition to courses offered at the Department for Theatre and Dance, students may also select courses from the other departments of the university, such as Fine Arts, Computer Science, Engineering, Electronic Music, Radio-Television-Film, Architecture or Advertising. Should students wish to carry a heavier load, they may take more electives with the consent of the head of the theatrical technology program.	
Thesis (2 Semesters)	The graduate Integrated Media thesis serves as the capstone of the candidate's graduate work at The University of Texas at Austin. It is the final opportunity for the M.F.A. candidate to demonstrate her/his/their aesthetic, artistic, intellectual and technical acumen relative to the standards of the professional model. The thesis is subject to the requirements of the university and the Graduate School. This means that a supervisor, usually the student's primary advisor, and an additional reader will examine the thesis in detail. The thesis will culminate in an oral defense of the work.	The thesis will be reviewed per the standards of: The performing arts industries and the university's standards of research. The thesis will consist of three parts: 1. A demonstration of artistry and skill in Integrated Media. 2. A significant original project demonstrating the candidate's ability to generate new work, presented in a public forum and attended by a full written account of the research for the development of the project. 3. A presentation of the candidate's portfolio.