



# **Student Handbook 2016-2017**

School of Literature, Media, and Communications  
Ivan Allen College of Liberal Arts  
Georgia Institute of Technology

Next Application Date:  
**January 9, 2017 for Admission Fall 2017**

<http://dm.gatech.edu>

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## Program Description

Georgia Tech's Digital Media (DM) Masters Program is helping to establish the standard for professional education in digital media and to raise the level of professional practice. It is aimed at providing a principle-based education that will guide its graduates over the course of their careers in a rapidly changing technical environment. The program has three research foci: Arts & Entertainment, Creativity & Knowledge, and Civic Media. Students are expected to participate in several of these areas but ultimately focus on one for their final project or thesis.

DM students follow a studio and seminar-based curriculum that places digital design within technical, cultural, aesthetic, and historical contexts. The program rests on the assumption that digital media belong to an historical, aesthetic, and conceptual continuum, whose legacy and future must be addressed in order to understand the digital artifact in its own right.

Because of its technical and disciplinary diversity, the DM program can offer students both the practical skills and the theoretical foundations they need to assume leadership roles as designers, producers, and critical analysts of digital media. Graduates of the program pursue careers in commerce, entertainment, art, and education, with a variety of national and international organizations. Some go on to Ph.D. work in computer science or the humanities. Some have gone on to start their own businesses.

The DM program usually enrolls 15-20 full-time students each Fall Semester. DM students come from a range of educational backgrounds and have diverse intellectual and creative objectives. Many have significant work experience in a professional field. Students come with academic backgrounds from such fields as acting, anthropology, architecture, communications, computer science, engineering, English studies, graphic design, history, journalism, law, library science, management, marketing, philosophy, social work, software development, technical writing, and television production. The program welcomes a socially diverse and international student body.

Among the recent corporate partners of the program who have provided internships or participated as research partners are: CityLife, The Coca-Cola Company, International Hotel Group, State Farm, Cox Communications, Moxie, Philips HealthCare, Porsche, Esri, Adobe, Turner, Cartoon Network, Ebay, GoPro. Non-profit partners include GPTV, WABE, the High Museum, the Museum of Modern Art (NYC), National Academy of Television Arts and Sciences, Bremen Jewish Heritage Museum, Center for Civil and Human Rights, Georgia Tech.

**For More Information**

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# Admission, Tuition and Financial Aid

## ***Admission Schedule***

**The final deadline for completed applications for 2017 enrollment is January 8th, 2017.** Students are only admitted to begin courses for the Fall semester. Decisions are announced by April 1<sup>st</sup>. Applications are accepted online at:

<http://grad.gatech.edu/apply-now>

and must include a work sample, which should be provided online. The sample must be consistently available from January 8th – May 31 of the year of application.

## ***Application Components***

Students must provide the following information for admission. Documents must be provided in English. *Incomplete applications will not be considered.*

- Graduate Record Exam (GRE) test scores
- TOEFL score for non-native English speakers
- Completed on-line Georgia Tech Graduate Application Form
- Georgia Tech Application Fee: \$75.00
- Certified undergraduate transcript (also graduate transcripts, if applicable)
- Three letters of recommendation
- Statement of purpose explaining the role of the DM program in the applicant's creative, intellectual, and professional development
- Work sample submitted through the application
- Statement of adequate funds (international students only)

## ***Admission Process***

After the DM office receives all application materials, the application package is individually considered by a committee of DM faculty. There is no single template for admission. The committee looks for analytical ability, design ability, knowledge of media forms, technical skills, academic preparation, work experience, understanding of the scope of the DM program, and fit with the offerings and research agenda of the program. In some cases, students may be offered conditional acceptance based on the satisfaction of requirements, such as receipt of delayed test scores, demonstration of satisfactory English language skills, or the maintenance of a satisfactory Grade Point Average (GPA) during the first semester of study. Occasionally the admissions committee will establish a waiting list for admission.

Prospective applicants may address questions **before the application deadline** to the Director of Graduate Studies or the Associate Director. Applicants are also encouraged to familiarize themselves with the program and the faculty and attend the Demo Days of the program, which usually include an informational meeting for applicants

The Graduate Program does not provide feedback on unsuccessful applications.

## ***Tuition and Fees***

Annual tuition and fees are listed in the Georgia Tech catalog or the Office of the Bursar website at: <http://www.bursar.gatech.edu/tuiandfee.php>. Please note that though some students receive Assistantships that cover tuition costs, all students are responsible for the fees, which are substantial, and due each semester.

## ***Graduate Assistantships and Other Funding***

The DM program offers a limited number of graduate research, instructional, and laboratory Assistantships for Masters students. As an assistant, each student works 13 hours a week throughout the semester (4.5 months) and earns a stipend of \$1270 per month.

Assistantships are assigned on a semester-by-semester basis. Assistantships include remission of all tuition, but **students are required to pay student fees each semester**. Assistantships involve a set number of hours of work per week throughout the semester. **As stated above**, most MS Assistantships are for 13 hours or 1/3 time.

Students interested in obtaining Assistantships should submit an application after they have officially accepted an offer of admission to the program. The application is available online here: <http://goo.gl/MiOPC>. Please also send a PDF copy of your resume to the Associate Director of Graduate Studies ([ADGS](#)). Students with strong production, programming, and/or design skills are more likely to receive Assistantships. Students should actively visit professors in the program and contact the Director of Graduate Studies (DGS) and the Associate Director to improve their chances of finding appropriate work. Current students should also be assertive in reminding the DGS and other professors in the program of their talents and interest in an Assistantship. In the past most students who have actively sought Assistantships have been able to find one. However, this is more common in the second year than in the first year. Many assistantships require technical skills for use on research projects or to support campus organizations (HTML5, Javascript, Java, C/C++, etc.), although many different types of assistantships are available. Unfortunately, there is no central repository of campus positions.

Students may also participate in the Georgia Tech Graduate Co-Op Program, which allows students to earn pay from a job in the commercial sector while enjoying partial credit toward full-time enrollment status. More information about the program can be found at <http://www.gradcoop.gatech.edu>.

For information on fellowships and loans, visit: <http://www.finaid.gatech.edu/graduate/>.

## ***Special Instructions for International Students***

Before international students may be granted an I-20 visa, they are required to provide evidence of independent financial support to cover the cost of attendance for the first year at Georgia Tech. *Cost of attendance* includes tuition, room/board, and books. The amount

that must be verified is set by the Graduate College at Georgia Tech, and varies slightly on an annual basis to reflect changes in tuition, room/board, and fees. *Please see <http://www.bursar.gatech.edu/tuiandfee.php> for updated costs of attendance.* Upon acceptance into the program, international students of the amount of the financial resources they must document in order to receive the I-20 visa. Students are required to provide a bank statement (in English) documenting that the funds are registered in the student's name, or in the name of a parent or guardian. *No visa can be granted without the official documentation of required funds.*

More information can be found on the Office of International Education website: <http://www.oie.gatech.edu/pre-arrival>.



## **Facilities**

### ***Digital Media Learning and Research Labs***

The DM Program has dedicated learning and research labs on the third floor of the Skiles Classroom Building. The Program also has offices, workspaces, and labs in the Technology Square Research Building (TSRB) on the first, second, and third floor. This is where the core DM faculty offices are located and most Ph.D. students have their desks. The DM computer labs offer an extensive range of equipment for digital media production in hard- and software as well as for analysis and evaluation. Different research groups work under DM faculty guidance and usually provide specialized approaches and equipment ranging from hardware prototyping equipment to interactive television technologies to visualization and games. Although each DM student is allocated personal storage space on the common LMC server, DM students are encouraged to keep personal back ups.

DM provides a limited number of video cameras for use in class, but students interested in doing extensive original video work are encouraged to purchase their own cameras.

### ***Digital Media Masters Program Suite***

The Masters program has a dedicated suite on the third floor of Skiles Classroom Building including a lab of roughly 18 shared workstations, both Mac and PC with a complete suite of digital media software; a student lounge with lockers, mailboxes, and microwave, and an adjacent seminar room.

### ***The Graphics, Visualization, and Usability Center (GVU)***

LMC participates in Georgia Tech's Center for Graphics, Visualization, and Usability (GVU). The GVU offers DM students further access to high-end graphics and computational environments. GVU research interests include projects in three-dimensional computer graphics, data and program visualization, Human Computer Interaction, medical informatics, augmented reality, virtual reality, ubiquitous computing, digital video effects, and animation. DM faculty regularly collaborates with faculty from other Georgia Tech colleges within the GVU center, as well as beyond.

All DM students are invited to participate in GVU events and to attend the weekly "Brown Bag" Thursday lunches, in which GVU members report on their research. Brown Bag Lunch can be taken as a one-credit course. (Past GVU Brown Bag events and detailed GVU information can be seen online at <http://gvu.gatech.edu>). Given the necessary funding, the GVU also provides limited travel funds for graduate students.

As additional lab space, the GVU provides its own prototyping lab equipped with 3D printer, 3D scanner, laser cutter, and other tools and equipment available for research projects.

### ***The Georgia Tech Library***

The Georgia Tech Online Library (GTEL) provides access to the holdings in Georgia Tech's library, other library catalogs, and selected commercial databases. Students can access GTEL from one of the dedicated terminals in the library or from a remote location. The library catalog can also be accessed through the library's website at <http://www.library.gatech.edu>. The DM program has a library liaison, who is available to assist students with program-related research.

## **Program Requirements**

### **MS in Digital Media Curriculum and Course of Study**

To graduate with the Master of Science in Digital Media, students must take a minimum of 36 credit hours while meeting the following requirements:

#### ***Required Coursework***

##### **5 required courses, totaling 15 hours:**

###### **Fall semester of first year**

LMC 6310 The Computer as an Expressive Medium (3 credits)

LMC 6399 Discovery and Invention in Digital Media (3 credits)

###### **Spring semester of first year**

LMC 6313 Principles of Interaction Design (3 credits)

###### **Fall and/or Spring**

LMC 6650 Project Studio (3 credits; may be taken multiple times)

Students are invited to repeat the same Project studio for all four semesters of the program and to do their Masters Project/Thesis in a related area. Please note that all MS students are required to take two (2) sections of 6650, each for 3 units.

##### **5 additional courses, totaling 15 hours**

Students may choose from elective courses in DM or related disciplines, such as Architecture, Industrial Design, Cognitive Science, Computing, Management, or Policy Studies. If a student chooses to take more than three elective courses outside DM, the student must obtain approval from the Director of Graduate Studies.

##### **6 hours of Master's Project or Master's Thesis**

All students will take 6 credits of either Project (LMC 6800) or Thesis (LMC 7000) work. Three of these credit hours are assigned to the third term and three to the fourth.

##### **Summer Internship**

8-10 week full-time non-credit internship between the first and second year.

##### **Course Load Requirements**

Although the Institute sets the minimum course load for part-time students at 3 hours per term, **the DM program does not enroll part-time students.** Students with GRAs, fellowships, tuition waivers, or student visas, and students assigned to the Institute by the

armed forces for the purpose of pursuing a degree, are required to be enrolled for a minimum of **12 credit hours** (9 of which must be a letter grade or Pass/Fail) per term. Graduate Research Assistants (GRAs) typically enroll in LMC 8998 for 3 hours of audit credit as a means to remain full-time. **LMC 8998 and LMC 8997 do not count toward the 36 credits required for the degree.**

### **Waivers of Core Courses**

Students may have had courses they feel are quite similar to the core courses. A waiver from a required LMC course may be granted when the student can provide evidence of comparable course content (syllabi) and performance (transcripts) that satisfies the Director of Graduate Studies. Students may also request substitution of another Georgia Tech graduate course in the case of specialty interests. **The waiver of core courses does not change the requirement of 36 credits of DM graduate work. Credits taken elsewhere do not count toward the DM degree**

### **Policy on Transfer Credits**

Work taken at other institutions is not accepted for transfer credit toward the DM Degree.

### ***RCR Requirement***

Starting Fall 2014, Georgia Tech will require all masters' students who enroll in 7000-level thesis hours to complete Responsible Conduct of Research (RCR) training. RCR encourages researchers to reflect on the ethical and legal issues related to their work. RCR covers topic areas such as conflicts of interest, data management, research misconduct, and the ethical obligations that researchers have to society. RCR can also include issues such as whether researchers should publish information about their work if that information could potentially be manipulated to cause harm.

In accordance with the new policy, master's thesis students must successfully complete at least one type of RCR training. The options are either: (1) an online RCR course offered by the Collaborative Institutional Training Initiative (CITI) Program OR (2) a for-credit course that has been approved to satisfy the RCR training requirement. Find more information about both options at <http://www.rcr.gatech.edu/resources>.

### ***Internship Requirement***

All students are required to complete a paid internship of full time work for 8-10 weeks during the summer between Year One and Year Two of the DM program. The Director of Graduate Studies maintains a list of internship sites where students have been placed in previous years. When new internships become available, information is posted to the DM student email list. DM students are legible to participate in the "Interactivity" event organized by the HCI program, which sees numerous company partners visiting the campus and meeting students in a poster session. In addition, DM students are eligible to participate in Georgia Tech's Graduate Co-Op Program, which offers assistance in

identifying possible internship sites. DM students have had internships at companies like DirectTV, Google, Yahoo, IBM, Coca-Cola, CNN, BellSouth, Electronic Arts, Motorola, and Microsoft, as well as many cultural institutions. *The ultimate responsibility for finding and securing an internship rests with the individual student.*

**Internships require pre-approval and certification of completion forms (See Appendix).** To be approved, internships must involve design activities and be performed under the supervision of a designated mentor. Second year MS students report on their internships in short slide presentations at a special meeting held during the first week of the fall semester. First year students are invited to attend this meeting in order to learn how to pursue internships.

## Academic Performance and Academic Standing

### ***Course Grades and Incompletes***

The DM Masters Program will not accept for credit toward the degree any course in which a student receives a grade less than a letter grade of “B.” Students receiving a “C” or below in Core Courses (LMC 6310, LMC 6313, LMC 6399, LMC 6650) must repeat the course or take an acceptable substitute with the guidance of their advisor and approval by the DGS. **Students receiving more than one grade of C or below may be asked to withdraw from the program.**

### ***Credit for Georgia Tech Courses Outside the DM Program***

In general, students are encouraged to take courses in closely related and overlapping subjects in the College of Computing, the Industrial Design Program of the College of Design, and the Center for Music Technology at Georgia Tech. It is best to check with your advisor or the DGS before taking a course outside LMC to be sure that it will be accepted for degree credit. Taking courses that are not considered to be closely related to DM studies may have a negative impact on a student’s academic standing and result in loss of GRA support.

### **DegreeWorks**

Students can check their graduation status in DegreeWorks, under the section entitled Student View. For more information on DegreeWorks, please see [www.degreeworks.gatech.edu](http://www.degreeworks.gatech.edu).

### **Undergraduate Courses Taken with Modification for Graduate Credit**

In general, students interested in taking upper level undergraduate courses in highly relevant subjects not offered within the graduate curriculum should see the instructor and the DGS to arrange to take a concurrent (jointly meeting) graduate level version of the course with different assignments and a graduate course number. When enrolling for a jointly meeting course that is listed in the catalog under both UG and G numbers, students should be sure to sign up for the Graduate version. Graduate courses have numbers of 6000 or above.

Students who have taken concurrent graduate/undergraduate courses while undergraduates at Georgia Tech must get permission of the DGS before enrolling for same course at the graduate level. In cases where the course varies widely in content from year to year or from instructor to instructor (such as courses in Experimental Media and Digital Art) it may be appropriate to repeat a course for credit.

### **Undergraduate Courses and Basic Skills Courses Not Credited toward the Degree**

Students lacking in preparation may be required to take an undergraduate course for undergraduate credit, or a not-for-credit English as a Second Language course or other basic skills course in addition to their graduate course requirement. Such remedial

courses will not count toward the degree and may or may not count toward full time status (check with DGS and Registrar to be sure).

### ***Policy on Academic Performance and Incompletes***

Students must maintain a minimum overall GPA of 3.0. Students who fall below that minimum GPA for two consecutive semesters are no longer in Good Standing and will be subject to dismissal from the program.

Under Georgia Tech rules, the faculty of the School of LMC may assign a grade of “Incomplete” (I) only when a student has been unable to complete the requirements of a course by reason of illness, extensive travel, commitments to employers, and other unexpected and unavoidable situations over which the student had no control. Grades of Incomplete can only be assigned to courses designated as letter grade. Pass/Fail courses must be completed by the end of the semester, or a failed grade will be issued. The student may work out an arrangement with the professor involved to complete the work in the following semester and have the grade changed. If the student has an Incomplete lasting more than one semester, the Registrar will automatically convert that Incomplete into a grade of “F” (without sending a warning). The student must successfully complete at least 75% of the credits the student registers for, or the Registrar will automatically place the student on academic probation, and the student will not be eligible for financial aid.

Students who do not complete Incompletes and receive a letter grade of F will have that grade counted toward their GPA, and will therefore be at risk for dismissal from the program.

### ***Expectations of Paid Graduate Assistants***

Research and Teaching Assistantships are contracts for a specific numbers of hours of work under the supervision of a faculty member. Students are expected to meet weekly with the supervising faculty and to fulfill all assigned tasks in a timely manner. Most MS Assistantships are for 1/3 time or 13 hours a week for the duration of the semester (including finals week). Students may be asked by supervising faculty to account for the time with timesheets. It is acceptable to work extra hours one week and fewer hours the next, but the total should conform to 13 hours per week.

The scope of duties will be determined by the supervisor for the particular Assistantship. Students should never be asked to perform personal services of any kind for a faculty member or to apply Assistantship hours for any purpose other than their explicit research or teaching responsibilities, and any associated writing, technical support, or demonstration requirements.

Students who find they do not have the skills or are otherwise unable to perform their assigned tasks must make the situation known to their supervisor immediately. Students who receive Assistantships but do not perform assigned tasks in a conscientious and timely manner may be asked to repay the funds and will not receive further funding.

Students who have questions on the conduct of the GRA or are otherwise unhappy with the requirements of their Assistantship should feel free to talk to the DGS or LMC Chair if they are unable to reach an understanding with their supervisor.

### ***Readmission Policy***

Any student in *Good Standing* who is not enrolled for a single term will be allowed to re-enroll without applying for readmission to the Institute. There is no distinction between the terms of the regular academic year and the summer term.

Students who are not enrolled (and not on “co-op at work” status) for TWO or more semesters, excluding the summer term, must apply for readmission.

A student who is on *Academic Warning* or *Probation* who is not enrolled for a single term will have an automatic hold placed on his/her registration which must be cleared by the student’s major school.

Any student, except a part-time graduate student, who withdraws and wishes to return the following term, must complete a readmission application and a Faculty Petition. Part-time graduate students are required to complete only a readmission application. The deadline for these documents is set by the Registrar’s Office.

The **Application for Readmission form** is available in the Registrar’s Office and must be submitted along with the required documentation by specific deadlines.

### ***Academic Standing in the Digital Media Program***

Note that the DM Program’s standards are in addition to the standards for *Good Academic Standing* at the Institute.

To be in Good Academic Standing within the Digital Media MS Program students must

- Take at least 3 academic (non-audit, graduate level, approved) courses per semester
- Complete the internship requirement by the beginning of the Fall semester of the 2<sup>nd</sup> year
- Complete the work of paid Research Assistantships to the satisfaction of the supervisor
- Complete all course work with a grade of B or higher
- Complete all core courses by the end of the first year of study
- Complete a successful Project or Thesis Proposal before entering the 2<sup>nd</sup> year of study
- Not be in violation of the *Honor Code* or *Program Standards of Professional Conduct*
- Demonstrate acceptable written and oral skills in English
- Make clear and timely Progress to the Degree according to the guidelines on the Progress to the Degree Form (see Appendix)



Students who are not in *Good Academic Standing* within the DM Program will not be eligible for Assistantships and may be given a warning, put on probation, or dismissed from the program based on the decision of the DGS in consultation with the Graduate Faculty. Students placed on probation will be given one semester in which to remedy deficits in performance. Students may be dismissed without prior warning or probation. Students may appeal decisions to the DGS and the School Chair.

### ***Honor Code and Professional Conduct***

The *Honor Code* at Georgia Tech aims to cultivate a community based on trust, academic integrity, and honor. Students are expected to act according to the highest ethical standards and to uphold the *Institute Honor Code*.

<http://www.catalog.gatech.edu/rules/18b.php> as a condition of participation in the Georgia Tech DM Program. Students who are found to be in violation of the *Honor Code* may be given a warning, placed on probation, or dismissed from the program. Examples of violation of the *Honor Code* include (but are not limited to) violations of copyright using Institute machines (e.g. illegal downloads), presenting the work of others as one's own, falsifying credits or recommendations, falsifying CV information or skill qualifications.

In addition, students who behave in ways that are inconsistent with professional responsibility or that impede the work of others will not be considered in good standing in the program and will be subject to warning, probation, or dismissal. Examples of unprofessional behavior include (but are not limited to) failure to perform assigned work for Assistantships, failure to keep research or advising appointments, carelessness or mishandling of program equipment, violation of security procedures that puts equipment or people at risk, disruptive behavior that impedes the work of others.

Students who witness violations of the *Honor Code* or of *Professional Conduct* are asked to report them to the faculty and the Director of Graduate Studies.

### ***Graduation Procedures***

During the semester preceding the semester of anticipated graduation, the student must submit an online petition to graduate:

#### **Instructions are as follows**

1. Login to OSCAR
2. Select Student Services & Financial Aid
3. Select Student Records
4. Select Apply to Graduate
5. The first screen will prompt you to select a term. Select the current term, NOT the term in which you'd like to graduate. Later in the process you will be able to select the term you are planning to graduate.

Deadlines are posted at <http://registrar.gatech.edu> in the Registrar's Calendar.

In order to participate in commencement, the approved Thesis (for those who select the Thesis option) and all associated forms must be submitted by the date and time specified by Graduate Studies: [grad.gatech.edu](http://grad.gatech.edu). For the academic year 2016-2017 the thesis

submission deadline is currently set to April, 28<sup>th</sup> 2017 but you should make sure to check for possible adjustments. All degree candidates are encouraged to submit their final work electronically. Although the Dissertation or Thesis itself can be submitted electronically, most supporting documents must still be submitted in paper form. See the checklist of DOCUMENTS TO BE TURNED IN AT THE SAME TIME AS ELECTRONIC THESIS/DISSERTATION at <http://gradadmiss.gatech.edu/thesis.php>. Evaluation of the Final Project (for those who select the Project option) must be completed during the defense period designated by the Director of Graduate Studies.

The Graduate Office e-mails graduation ceremony information to students at their Georgia Tech e-mail. This includes information about cap and gown rental, ceremony times, invitations, and receptions.

The Institute requires that students be enrolled during the term of graduation. Students can request a waiver of this requirement by completing an **Enrollment Requirement Waiver Form**. The form is available from the Graduate Office or online at <http://gradadmiss.gatech.edu/>. Waivers will be granted only to students who have completed all requirements for the degree – except for completion of the Master’s Project or Thesis.

The DM program requires that all graduating students **submit their final documentation and presentation material** (their presentation slides from the final presentation, their thesis or final design document as well as other material as seen fit by the advisor) to a T-Square site for the archive for the DM students and faculty. The DGS will ask students to create a web site hosted on Georgia Tech servers that documents their final work and may stay online for later documentation and reference as part of LMC 6800/7000.

### ***Alumni Involvement***

Graduating students should provide lasting email contact information so they may be put on the Alumni mailing list. Alumni are always welcome guests of the program and are strongly encouraged to come back for visits and to keep us posted on their activities. The dm-alumni mailing list established for the exchange of job postings and other professional announcements. Alumni resources are available on the DM website: <http://dm.gatech.edu/people/alumni/> which provides a means of updating employer information and posting website links by emailing the ADGS updated information. Alumni are encouraged to post job listings to the alumni list, and to forward job and internship listings to the DGS or Associate Director to post for current students. Alumni are encouraged to keep the program up to date on their career accomplishments and affiliations. Alumni are particularly welcome at Demo Days, which usually take place near the end of the semester.

Students are given a persistent webpage repository for their Project/Thesis work on the DM server as long as the site is maintained by logging in at least once every six months.

Graduated or un-enrolled students do not have access to program resources (such as computer facilities) by virtue of previous or anticipated student status. Students who are interrupting or terminating their enrollment at Georgia Tech are required to return all keys to the appropriate administrator, and should make their own copies of all server-based computer files, since their accounts may be deleted.

## **DM Course Listings**

### **LMC 6310: The Computer as an Expressive Medium**

**Required course** for all DM majors. Explores the development of the representational power of the computer and the interplay between digital technology and culture. Topics include computer code, structured documents, databases, hypertext, graphical user interface, simulations, online communities, gaming, artificial life, artificial intelligence, and virtual reality.

### **LMC 6311: Visual Culture and Design**

Explores visual media through a mutually instructive and integrated interplay between critical analyses and the creation of digital artifacts.

### **LMC 6312: Design, Technology, and Representation**

Explores historical, cultural, and theoretical issues raised by technologies of representation through critical analyses and the creation of digital artifacts.

### **LMC 6313: Principles of Interactive Design**

**Required course** for all DM majors. Design principles for exploiting the affordances of the digital medium, including large information spaces and procedural environments. Topics include: shaping participation, scripting behaviors, segmentation and navigation of encyclopedic environments, assessing legacy conventions, and defining new genres.

### **LMC 6314: Design of Networked Media**

Issues in hypertextual and multimedia design in networked environments, including the World Wide Web, interactive television, and wireless applications.

### **LMC 6316: Historical Approaches to Digital Media**

Explores the place of digital media in the context of earlier media, including various forms of writing as well as the visual media.

### **LMC 6317: Interactive Fiction**

Students create interactive fictions in a variety of formats, including intersecting story worlds, interactive characters, simulations, and replay worlds. Models include films, print stories, hypertexts, online virtual worlds, and electronic games.

### **LMC 6318: Experimental Media**

Familiarizes students with several areas of emerging technologies by critically examining texts and artifacts within the context of their technical, historical, and cultural antecedents, with a focus on how technologies and culture mutually influence one another. Our underlying mission is to question the assumptions under which one works when designing, and to understand how emerging technologies and critical practices may offer us a way to reshape and rethink the world.

**LMC 6319: Intellectual Property Policy and Law**

Students examine constitutionally informed policy and pragmatic legal issues in intellectual property law, focusing on the effects of power structures and information digitization.

**LMC 6320: Globalization and New Media**

Historical and theoretical overview of the connections between modes of global integration and modes of representing information, and the application of these insights to globally conceived information design projects.

**LMC 6399: Discovery & Invention**

**Required course** for all DM majors. The purpose of this course is to give students a suite of methods they can use in professional settings to discover opportunities for inventive new computational products and services. It complements the design and production skills developed in 6310 and 6313 with applied research skills. For students in the MS DM and MS HCI programs it will also help them in the development of their MS proposals.

**LMC 6213: Educational Applications of New Media**

Investigates the educational theory and pedagogical uses of new media applications.

**LMC 6215: Issues in Media Studies**

Topics may include new media formations, technology and performance, the history of television, audience studies.

**LMC 6650 Project Studio (Multiple Sections)**

**Required courses:** At least two semesters are required of all DM students. Project Studio carries 3 credits and involves 9 hours of lab work per week and 1 hour of group seminar. Students work in small research groups headed by a DM faculty member. Admission by permission of each section instructor.

**LMC 8801 Special Topics – The Digital Media Talks**

The faculty of Digital Media and associated researchers from within as well as outside the program will take turns to give weekly talks that cover one faculty member's research. The course aims to provide an overview of the work conducted at the DM unit. Each presentation will lead up to a discussion of the particular topic and students are expected to engage in these discussions.

**LMC 8803 Special Topics in Digital Media**

Topics vary by semester. May be repeated. May require permission of instructor.

**LMC 8813 Advanced Issues in Interactive Narrative**

Topics vary by semester. May be repeated. May require permission of instructor.

**LMC 8823 Special Topics in Game Design and Analysis**

Topics vary by semester. May be repeated. May require permission of instructor.

**LMC 8831 Special Topics in Technologies of Representation**

Topics vary by semester. May be repeated. May require permission of instructor.

**LMC 6800 Master's Project: Digital Media**

Students enroll for 6 credits in their final semester unless they take LMC 7000 instead.

**LMC 7000 Master's Thesis: Digital Media**

Students enroll for 6 credits in their final semester unless they take LMC 6800 instead.

**LMC 8997** Graduate Teaching Assistantship (3 hours of audit credit: counts toward full-time semester enrollment but not toward the degree)

**LMC 8998** Graduate Research Assistantship (3 hours of audit credit: counts toward full-time semester enrollment but not toward the degree)

**Project Studio**

LMC 6650 Project Studio carries 3 credits and involves 9 hours of lab work per week and 1 hour of group seminar. Students work in studio courses headed by a DM faculty member. Faculty members teach different formats of Project Studios, depending on their particular field. Project Studios differ in their design. They can focus on an ongoing, long-term project, topic, or question, which students join at different stages of development or they might be more explorative. Classes can include critical review sessions, discussions of assigned readings, and regular presentations as well as practical implementations.

Students can join a Project Studio group at varying levels of expertise. Individual learning goals are established to ensure that students extend their knowledge in the Project Studio, rather than merely working out of existing skills. Each student's individual work should provide a substantial practicum in digital project development, and the work of the group as a whole is expected to result in regular presentations and prototypes delivered to sponsors, end-users, or professional society audiences.

Project Studio work is graded with letter grades.

Students can enroll in more than one Project Studio simultaneously. Project Studio is a repeatable course.

***Project Studios vary from year to year. Each faculty member overseeing a Project Studio will post a description and the Project Studio Section Number prior to registration.***

## ***DM Masters Projects and Theses***

### ***Establishing DM Masters Project/Thesis Topic and Committee***

Students should consult with professors as soon as possible during the first year of study to identify a Chair and an appropriate topic and to decide on whether to present a Thesis or a Project. Often the Chair will be the leader of a Project Studio for which the students will enroll in the first term and the Project or Thesis topic will be related to the focus of the Project Studio. The student should consult the Chair about the choice of other Committee Members. The DGS is also available for advice on choosing a Topic, Chair, and Committee.

**By the end of the first semester of study:** Students should identify and select a committee chair, committee members (if possible), whether they will do a Project or Thesis, and what the general topic of the Project or the Thesis will be. These factors may change during the following term, but students are expected to enter the program with some beginning sense of their area of study, and to find some focus by the end of the first term.

By the end of the first semester, students should send an email to the Director of Graduate Studies (DGS) and the Associate Director, stating the *preliminary* topic, chair, committee (if known), and a short description of the Project or Thesis.

The Committee Chair (also called the Thesis or Project Advisor) must be a member of the DM faculty, and so must at least one other member of the Committee. Thesis committees have 4 members, and Project committees have 3 members.

### ***Masters Project / Masters Thesis Proposals***

**Due: March 31<sup>st</sup> 2017**

**Length: approximately 5 pages** (including a timeline for the proposed project)

#### **Timeline:**

**Feb 24: preliminary draft of proposal to chair**

**Mar 17: near final draft to chair and committee**

**Mar 31: final draft for program review**

Proposals are prepared near the end of the Spring semester. Students should consult at least bi-weekly with the Committee Chair starting with the first week of the Spring semester, and submit a draft proposal to their Chair, ideally two to three weeks before Spring Break. The final Proposal should be submitted in full to all members of the Committee and Director of Graduate Studies, and the Associate Director, accompanied by a **Topic Approval Form** (available from the Associate Director).

A faculty committee will review all the proposals. If the faculty approves the Proposal then the Topic Approval Form will be returned to the student with the appropriate

signatures. A copy of the Approval Form is kept in the student's file. If revisions are required, the student will be expected to complete them before the end of the term to the satisfaction of the committee chair and the DGS.

**Theses** (unlike **Projects**) require an additional Georgia Tech Topic Approval forms to be submitted to the Institute Graduate Office. These forms are available at <http://gradadmiss.gatech.edu>.

Students will only be allowed to register for the required 6 credits of LMC 6800 Masters Project or LMC 7000 Masters Thesis in their Spring Semester if their Proposal has been approved the previous semester.

### **Elements and Format of a DM Masters Project Proposal**

The following sections and material should be included in the proposal. A standard proposal template appears as an appendix to this handbook; please use this format when creating your proposal.

- Student name, Title, Type of Proposal (Project)
- Committee Chair and Committee members (if known)
- Abstract: a short summary of the problem, approach, solution, and implementation.
- Statement of problem: what is missing from the world that needs to be invented? Who needs this thing and why?
- Proposed solution: why is this the way to make it? Why is this a compelling thing to make? What design problems or method will you use?
- Review of Existing Material: What are the antecedents to your Project? Description of knowledge base and domain of investigation: What else has been done in this area? What is the context of thinking and making things in which your work is situated?
- Deliverable: A description of the artifact you will create, with as detailed a description of its proposed operation, platform, technical details, and context of use as possible.
- Timetable: with significant milestones going from Summer or Fall semester through the Project presentation week in Spring semester
- Resources: Description of any resources you will need and how you will obtain them
- As necessary: Permissions for copyright works, testing of human subjects, or evidence that a specific user community (e.g., a school system) is likely to adopt the outcome of your work
- References, bibliography, including digital artifacts
- (Throughout or in an Appendix:) Charts, screenshots, storyboards, etc., as needed

### **Elements and Format of a DM Masters Thesis Proposal**

The following sections and material should be included in the proposal. A standard proposal template appears as an appendix to this handbook; please use this format when



creating your proposal.

- Student name, Title, Type of Proposal (Thesis)
- Committee Chair and Committee members (if known)
- Abstract: a short summary of the problem, approach, solution, and implementation.
- Statement of research problem: What do we need to understand better, and why do we not understand it already?
- Proposed solution: What approach are you taking and why is it the right one? Make clear the methodology you are pursuing: Is it an empirical approach? Is it a cultural studies approach? How do we judge its rigor and success? What methods will you use, and why? What is the outcome you expect?
- Review of Existing Work: Establish the specific theoretical and practical domains in which this research is being conducted – naming the works in the field(s) that are most similar to what you are doing, or most important to your thinking. Make clear the boundaries of your investigation. How will you go about surveying the domain and evaluating the most productive approaches?
- Annotated Table of Contents: Provide an annotated TOC with a short description of each chapter's contents. What in particular are you going to look at in close detail? What are your chapter titles? What are the key works you will analyze? What specific issues will you be addressing within the problem domain you have identified in each? How do the components fit together?
- Resources: Description of any resources you will need and how you will obtain them
- Timetable for research and writing, and for Project creation if there is also an artifact, going from Fall semester through Thesis Defense Week in Spring semester
- As necessary: Permissions for copyright works, testing of human subjects, or evidence that a specific user community (e.g., a school system) is likely to adopt the outcome of your work
- References, bibliography, including digital artifacts
- (Throughout or in an Appendix:) Charts, screenshots, storyboards, etc., as needed

### ***Deliverable for a Masters Thesis (archived in DM and in GT Library)***

- The **written document** (about 100 pages) is the Thesis, and must cover the literature of the field and contribute to that literature at the level of scholarly completeness
- Can have an artifact associated with it or not
- Must conform to Graduate Office presentation requirements (3 copies) and be submitted by the Institute Deadline: see <http://gradadmiss.gatech.edu> for full Institute requirements
- Must be submitted to the DM Archive in electronic form. The DM program requires that all graduating students **submit their final documentation and presentation material** (their presentation slides from the final presentation, their thesis or final design document as well as other material as seen fit by the advisor)

to a T-Square site for the archive for the DM students and faculty. The DGS will ask students to create a web site hosted on Georgia Tech servers that documents their final work and may stay online for later documentation and reference as a deliverable for LMC 6800/7000.

### ***Deliverable for a Masters Project (archived in DM)***

- The complete and functional digital artifact
- A Design Document of a length to be agreed upon by the student and his or her committee chair that surveys the relevant design traditions, problems, solutions; details the design process; and indicates the criteria by which the artifact can be evaluated
- Must be submitted for the DM Archive in electronic form :  
The DM program requires that all graduating students **submit their final documentation and presentation material** (their presentation slides from the final presentation, their thesis or final design document as well as other material as seen fit by the advisor) to a T-Square site for the archive for the DM students and faculty. The DGS will ask students to create a web site hosted on Georgia Tech servers that documents their final work and may stay online for later documentation and reference as a deliverable for LMC 6800/7000.

### ***Thesis or Project Presentations***

Students are expected to present and demonstrate their findings in a public presentation near the end of the Spring term of the second year. Presentations are usually scheduled during one or more afternoons of the second to last week of classes. These presentations represent the culmination of the work of the Thesis or Project and allow students to share their work with their peers, colleagues, faculty, and friends. The presentations will be part of the final grade for the student's LMC 6800/7000 course.

### **General guidelines for thesis and project presentations:**

Digital Media MS students are required to make an oral presentation of their project or thesis work before they graduate. Each candidate will have approx. 12 minutes for their presentation, with 3 minutes for questions (total 15 minutes). All MS students in both their first and second years should attend the presentations of their peers. There is no formalized presentation template. Each student should find the best way to present their project or thesis work in an informed and intelligent way, demonstrating their fluency in their chosen area of digital media research or practice. A presentation might include the following components:

- Introduction or motivation for the work
- Explanation of the problem or question the project or thesis is trying to address
- Brief overview of related work or literature
- Presentation of the designed artifact or argument
- Brief overview of the design process and implementation

- Short video or demo of the work
- Lessons learned and/or evaluation/results

Students should rehearse and time their presentations in advance. During the presentation, students are advised to speak slowly and clearly, and not to read their slides (slides should be used as props, not as a script). It is also advisable to use more graphics than text on the slides.

### ***Submitting the Thesis***

Rules for formatting and submitting the masters Thesis are available at [grad.gatech.edu](http://grad.gatech.edu) the Georgia Tech Graduate Office. Note that all Theses must be submitted electronically according to a strict set of deadlines, and students must also submit a signed paper copy of the Thesis Certification Form. The schedule for submission is available at <http://www.gradadmiss.gatech.edu/thesis/thesisdeadlines.php>

In addition, students should prepare and submit an Archive of the work, as described above, and submit it to the DM Program office.

### ***Submitting the Project***

Submission of the final version of the Project must be made before the last day of finals week to the DM Program office. The Project Chair should also have a copy of the final version, as should any members of the committee requesting one. The final version should include all the running code and the complete, revised design document.

Instead of handing in physical media the student may submit the final version on the web as part of the required DM Web Page Archive.

### ***DM Online Archiving and Conference/Journal submission***

- All Projects and Theses must include a DM Program web page containing screen shots, brief summary, thumbnail image, and pdf copy of the Project proposal and the final Thesis or design document. Where feasible and appropriate the code or a video of the running application should also be included. Slides from the final presentation are also appropriately archived here.
- Students are also strongly encouraged (and may be required by individual advisors) to submit their Project/Thesis work to appropriate conferences and journals.
- The DM program hopes to showcase the Projects for publicity and as models for future students. Students who do not wish for their work to be shared publicly may make a request to exclude it from public access.

### ***Event or Demo Day Presentations***

Masters students are expected to present their Theses and Projects at official program events or Demo Days during the year, but particularly during the final term of study.

## Sample Program of Study

### Year One – Fall

LMC 6310 The Computer as an Expressive Medium (core)	3
LMC 6399 Discovery and Invention in Digital Media (core)	3
LMC 6650 Project Studio	3
LMC 8997 Research Assistantship <b>or</b>	3*
LMC 8998 Teaching Assistantship	
<b>Total Semester Hours</b>	(9 to degree) <b>12</b>

### Year One – Spring

LMC 6313 Principles of Interactive Design (core)	3
LMC 6650 Project Studio	3
Elective (e.g. CS 6750 Intro to Human Computer Interaction)	3
LMC 8997 Research Assistantship <b>or</b>	3*
LMC 8998 Teaching Assistantship	
<b>Total Semester Hours</b>	(9 to degree) <b>12</b>

### Internship during summer

### Year Two – Fall

Elective (e.g. LMC 6311, 6312, ...)	3
Elective (e.g. LMC 6650 Project Studio)	3
LMC 6800/ 7000 Masters Project	3
LMC 8997 Research Assistantship <b>or</b>	3*
LMC 8998 Teaching Assistantship	
<b>Total Semester Hours</b>	(9 to degree) <b>12</b>

### Year Two – Spring

LMC 6800/ 7000 Masters Project	3
Elective (e.g. LMC 6650 Project Studio)	3
Elective (e.g. LMC 6650 Project Studio)	3
LMC 8997 Research Assistantship <b>or</b>	3*
LMC 8998 Teaching Assistantship	
<b>Total Semester Hours</b>	(9 to degree) <b>12</b>

\* 3 Hours of LMC 8997 or LMC 8998 count toward full-time student credit per term but not toward degree credit hours.

### Sample Electives Outside of LMC

CS 6750 Introduction to Human-Computer Interaction  
CS 6460 Foundation of Educational Technologies  
CS 6470 Online Communities  
CS 7450 Information Visualization  
CS 8803 Web Usability

## Faculty in Digital Media

### **Ian Bogost**

Professor/ co-appointed with CS  
Ph.D., UCLA, 2004

Primary Interests include videogame design and criticism, historical and material approaches to computer platforms, and the metaphysics of objects. Co-editor of the Platform Studies series (MIT) and Object Lessons (The Atlantic/Bloomsbury).

### **Jay D. Bolter**

Professor  
Ph.D., University of North Carolina, 1977

Jay David Bolter is the Wesley Chair of New Media at the Georgia Institute of Technology. He is the author of *Turing's Man: Western Culture in the Computer Age* (1984); *Writing Space: The Computer, Hypertext, and the History of Writing* (1991; second edition 2001); *Remediation* (1999), with Richard Grusin; and *Windows and Mirrors* (2003), with Diane Gromala. In addition to writing about new media, Bolter collaborates in the construction of new digital media forms. With Michael Joyce, he created Storyspace, a hypertext authoring system. Bolter is now a member of the Augmented Environments Lab and works closely with Prof. Blair MacIntyre, Prof. Maria Engberg, and others on the use of augmented reality to create new media experiences for informal education and entertainment.

### **Carl DiSalvo**

Associate Professor  
Ph.D., Carnegie Mellon University, 2006

Carl DiSalvo is an Associate Professor in the School of Literature, Media, and Communication at the Georgia Institute of Technology. At Georgia Tech he directs the Public Design Workshop: a design research studio exploring socially-engaged design practices and civic media. His current research is broadly concerned with forms of collectivity and the role of design in shaping and enabling collectivity. He publishes regularly in design, science and technology studies, and human-computer interaction journals and conference proceedings. His first book, *Adversarial Design*, was published MIT Press in 2012. DiSalvo's experimental design work has been exhibited and supported by the ZKM, Grey Area Foundation for the Arts, Times Square Arts Alliance, Science Gallery Dublin, and the Walker Arts Center. DiSalvo holds a Ph.D. in Design from Carnegie Mellon University (2006).

**Nassim Jafari Naimi**

Assistant Professor

Ph.D. Carnegie Mellon University, 2011

Nassim JafariNaimi's research interest is in the ethical and political implications of design and its capacity to mediate social and collective interactions. More specifically, she examines the experiential and participatory dimensions of products and their relationship to establishing and supporting democratic forms of social interaction. Her research spans both theoretical inquiry and experimental design, situated at the intersection of Design, the Humanities, and Human Computer Interaction. She directs the Design and Social Interaction Studio, engaging research projects that span the areas of civic and participatory media; locative media; information design and visualization; and interaction design.

**Christopher Le Dantec**

Assistant Professor.

Ph.D., Georgia Institute of Technology, 2011

My research in Human-Computer Interaction (HCI) and Computer-Supported Cooperative Work (CSCW) is focused on integrating theoretical, empirical, and design-based investigations of community technologies. I have a particular interest in digital disparities, examining alternate constraints on mobile computing in urban life, information technology and social institutions, and the use of participatory design for articulating social issues and constructing publics. My research touches a number of different domains, including: interaction and information design, computer-supported cooperative work, social computing, urban computing, human-computer interaction, and values in design.

**Yanni Loukissas**

Assistant Professor

Ph.D., MIT, 2008

Yanni Alexander Loukissas is an Assistant Professor of Digital Media in Georgia Tech's [School of Literature, Media, and Communication](#). As both a designer and an ethnographer, he explores the cultural dimensions of data, visualization, simulation and mapping. Recent projects include: an institutional portrait of the Arnold Arboretum using metadata on 70,000 trees, vines and shrubs; a map of collections in the Digital Public Library of America; and a visualization of human-machine interactions during the first lunar landing. He is a contributor to *Simulation and its Discontents* (MIT Press, 2009) and the author of *Co-Designers: Cultures of Computer Simulation in Architecture* (Routledge, 2012).

**Brian Magerko**

Associate Professor

Ph.D., University of Michigan, 2006

My research explores the intersection of technology with a cognitive understanding of human creativity, particularly within the arts. This elicits projects that study human creativity (e.g. improvisation, playing pretend, creating stories) as a means of informing artificial intelligence-based projects, creating learning environments that use creativity as a main drive in the learning of STEM topics, and creating new expressive digital media experiences that expand on how we express ourselves and play in digital space. My lab's website is at <http://adam.cc.gatech.edu>.

**Alexandra Mazalek**

Associate Professor (affiliated faculty)

Ph.D., MIT, 2005

Ali Mazalek is a part-time faculty member and an Associate Professor of Digital Media. She currently holds a Canada Research Chair at Ryerson University in Toronto. Dr. Mazalek works at the forefront of trends in computing and interaction design that support a tighter integration of the physical and digital worlds. She designs and develops tangible and embodied interaction systems that enable humans to be more creative across both science and art disciplines. Her Synaesthetic Media Lab is a playground where physical materials, analog sensors, and digital media happily co-exist and come together in novel ways to support creativity and expression.

**Janet H. Murray**

Professor

Ph.D., Harvard University, 1974

My primary research interests are interactive design, interactive narrative, and game design. My latest book, *Inventing the Medium*, attempts to unite the myriad traditional disciplines in which interactive designers are now trained into a single, coherent, digitally focused design vocabulary. My earlier book, *Hamlet on the Holodeck: The Future of Narrative in Cyberspace*, asks whether we can expect this new medium to support a new expressive art form, comparable to the Shakespearean theater or the Victorian novel in its ability to move and enlighten us. I am mostly optimistic about this possibility. I am working on several projects that prototype broadband entertainment and information applications, including work with interactive television, story-games, and educational computing.



**Laine Nooney**

Assistant Professor

Ph.D., Stoney Bock University, 2014

Laine Nooney is a cultural historian of video games and computing whose research interests include media archaeology, critical/feminist materialism, and technology and inclusivity. Her most recent work, on Roberta Williams and the problem of gender in video game history, appears in [Game Studies](#). She is presently preparing a book manuscript on the corporate and cultural history of the home-entertainment software company Sierra On-Line, titled “Before We Were Gamers: Sierra On-Line and the Archaeology of Video Game History.” Nooney tweets as @Sierra\_Offline, and more information can be found at [www.lainenooney.com](http://www.lainenooney.com).

**Michael Nitsche**

Associate Professor, Director of Graduate Studies

Ph.D., University of Cambridge, UK, 2004

My research (and a lot of my teaching) deals with interaction as performance and digital materiality. My research origins are in challenges posed by 3D virtual spaces, issues of games and film, and evolved into more work on interaction as expression. I explore this form of expression as practices of performance and crafting. This work is often conducted in practical experiments, which are carried out in the Digital World and Image Group (DWIG) <http://dwig.lmc.gatech.edu/> The group’s design approach is heavily user-centered and the main question is how to widen the expressive range available to a player/user of digital media. Relevant publications include a book on Video Game Spaces the first academic Reader on Machinima, and a special edition of Digital Media and Performance Art.

## Program Contact Information

### **Administration**

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Michael Terrell, M.Ed.  
Associate Director of Graduate Studies (ADGS), LMC  
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404-385-7551

### **Offices and Labs**

TSRB, Room 320B

TSRB, Room 326A

### **DM Email Lists (for internal use only)**

<a href="mailto:dm@lists.gatech.edu">dm@lists.gatech.edu</a>	faculty and students
<a href="mailto:dm-ms@lists.gatech.edu">dm-ms@lists.gatech.edu</a>	DM Masters students
<a href="mailto:dm-phd@lists.gatech.edu">dm-phd@lists.gatech.edu</a>	DM PhD students
<a href="mailto:dm-alumni@lists.gatech.edu">dm-alumni@lists.gatech.edu</a>	DM alumni
<a href="mailto:dm-fac@lists.gatech.edu">dm-fac@lists.gatech.edu</a>	DM faculty
<a href="mailto:dm-students@lists.gatech.edu">dm-students@lists.gatech.edu</a>	DM Student only

# 2016-2017 DM Faculty Contact Information

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Laine Nooney  
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## Appendices

### DIGITAL MEDIA DEPARTMENT REQUIRED FORMS:

*Progress to Digital Media Masters Degree*

*Degree Completion Worksheet*

*Internship Pre-Approval Form*

*Internship Completion Form*

*Thesis/ Project Topic Approval Form*

*Masters Project Proposal Format Template*

*Masters Thesis Proposal Format Template*

*Masters Project – Design Document Format*

*Certificate of Project Approval Form*

### GEORGIA TECH UNIVERSITY REQUIRED FORMS:

*Request for Approval of Masters Thesis Topic (office of Graduate Studies)*

Available at:

<http://www.gradadmiss.gatech.edu>

*Certificate of Thesis Approval for Masters Students (office of Graduate Studies)*

Available at:

<http://www.gradadmiss.gatech.edu/thesis/forms/CertifiMS.pdf>

**The Official Graduate Office forms and information necessary for graduation are  
available online at**  
<http://gradadmiss.gatech.edu/thesis/forms.php>

## DIGITAL MEDIA IMPORTANT DATES

(Dates might change depending on special circumstances – follow the email notifications)

### \*\*\*\*\* For 1st year MS students \*\*\*\*\*

**Aug 13th- Aug 26th:** Phase II registration (ends @ 4:00pm)

**Aug 22:** First Day of Classes

**Aug 31:** Internship Presentations (TSRB Auditorium 12-3)

**Sep 5:** Labor Day

**Oct 10-Oct 11:** Recess

**Oct 24th-Nov 11th:** Phase I Registration (Ends @ 4:00pm)

**Nov 18th:** First Draft of Topic and Preliminary Committee (Thesis and Project)

**Nov 24th-Nov 25th:** Thanksgiving Break

**Dec 6th:** Last day of classes

**Dec 6th:** Your Draft of Topic is due to Michael N. and Michael T. by 5pm (should state your chosen Advisor)

**Dec 8th-Dec 15th:** Finals week

**Dec 26th-Dec 30th:** Winter Break

**Jan 1:** Holiday

**Jan 5th-Jan 13th:** Phase II Registration (ends @ 4:00pm)

**Jan 9th:** First Day of Classes Spring 2017

**Jan 16th:** M.L.K. Jr. National Holiday

**Feb 2nd:** [Interactivity](#) **\*\*Subject to Change**

**Feb 24th:** Preliminary Draft of Proposal to Chair

**Mar 17th:** Near Final Draft to Chair and Committee

**Mar 20th-Mar 24th:** Spring Break

**Mar 31:** Your MS Project/Thesis Proposals in the format specified in your MS handbook is due to Michael N. and Michael T.

**Apr 13:** Demo Day

**Apr 25th:** Last day of Classes

**May 6th:** End of Term

### \*\*\*\*\* For 2nd year MS students \*\*\*\*\*

#### \*\*\* For students doing PROJECT:

**Aug 31:** Internship Presentations (TSRB Auditorium 12-3)

**Feb 2nd:** [Interactivity](#) **\*\*Subject to Change**

**Apr 12:** Demo Day **\*\* Subject to Change**

**Apr 21st:** Final Draft to Chair and Committee

**Apr 26:** Final presentations collect committee signatures

**Apr 26:** Submit deliverables and signed coversheet as indicated in handbook

#### \*\*\* For students doing THESIS:

*Check the graduate studies office for submission instructions and make sure to follow them:*

<http://gradadmiss.gatech.edu/thesis/thesisdeadlines.php>

Please let Michael T. know if you have any questions

**Aug 31:** Internship Presentations (TSRB Auditorium 12-3)

**Feb 2nd:** [Interactivity](#) **\*\*Subject to Change**

**End of Feb /Early March:** Preliminary Draft of Thesis to Chair and committee

**Mar 31st:** Initial Format Check by Graduate Studies Office (see link above) (this dates is optional, but strongly recommended)

**Apr 12:** Demo Day

**Apr 12th:** Final Draft of Thesis to Chair and Committee

**Apr 26:** Final Presentations, Finalize document, Prepare forms, and Collect signatures

**Apr 26:** Submit Deliverables for DM archive as indicated In Handbook

**Apr 28:** Submit Thesis to thesis office <http://grad.gatech.edu/theses-dissertations>

### Progress to Digital Media Masters Degree

Name \_\_\_\_\_

Required Courses	When	Substitute allowable if competent in:	Completed with grade of B or better
LMC 6310	Year 1 Fall	Computer as Expressive Medium	
LMC 6399	Year 1 Fall	Discovery & Invention of Digital Media	
LMC 6399	Year 1 Spring	Principles of Interaction Design	
LMC 6650 Project Studio (min. of 2 semesters)	Fall &/or Spring	NO SUBSTITUTE	
Advisor chosen	End of 1 <sup>st</sup> semester	<b>Deadline Dec. 6</b>	
Thesis/Project Topic	End of 1 <sup>st</sup> semester	<b>Deadline Dec. 6</b>	Submit preliminary topic, chair, committee & short description of Project or Thesis
Thesis/Project Proposal	Year 1 - Spring	<b>Deadline March 31</b>	Submit Project/Thesis proposal
Internship pre-approved	End of 2 <sup>nd</sup> semester	Work experience	
Internship completed	Summer Year 1	Work experience	Post internship Evaluation submitted to DGS cc: committee members
Thesis Topic submitted to Grad. Dept.	ASAP - at least 1 semester prior to graduation	See deadlines & requirements online (Graduate Studies)	Approval of graduate faculty
5 additional GRADUATE LEVEL elective courses	Can include multiple semesters of LMC 6650		
Thesis Topic/Committee Approved	Semester prior to graduation	Grad Studies	



Petition to Graduate	Semester prior to graduation	Registrar's office/check online	Submit online
Thesis Submitted	Prior to graduation	<b>Check Grad Studies for STRICT deadlines</b>	Submit online and to DM

**Note: To graduate you must take 30 credits of graduate course work in DM, PLUS 6 credits of M.S. Thesis or M.S. Project for a total of 36 credits taken in the Georgia Tech DM Program.**

Note: You may count up to 9 graduate credits taken outside LMC, assuming the course is in a closely related area (e.g. CS Intro to HCI, ARCH Maya 3D). If you have any doubt that a course may count toward your degree, get permission in advance from your advisor or the DGS via email with copy sent to Alison Nichols.

Note: In rare circumstances, 3 credits of upper level UG courses (4000 level) may be counted toward the degree, if taken in a subject not otherwise available at the graduate level. However, it is preferable to arrange with the professor to attend the undergraduate course while registering instead for 3 graduate credits of Special Topics, and fulfilling graduate level assignments.

Note: We cannot accept courses taken elsewhere as counting toward the DM degree without prior approval of the DGS.

# MS Digital Media

School of Literature, Communication, and Culture  
Georgia Institute of Technology

**(Note: To graduate, you must file a Master's Degree Petition and the Approved Program of Study forms with the Office of the Registrar in the semester before you graduate.)**

## Degree Completion Worksheet

1. DATE: \_\_\_\_\_
2. Name : \_\_\_\_\_
3. Advisor: \_\_\_\_\_
4. Course Work:

<u>Five Required Courses</u>			<u>Five Elective Courses</u>		
Course Number	Semester Taken	Credit Hrs.	Course Number	Semester Taken	Credit Hrs
6310	_____	3	_____	_____	_____
6313	_____	3	_____	_____	_____
6399	_____	3	_____	_____	_____
6650	_____	3	_____	_____	_____
6650	_____	3	_____	_____	_____

Internship Pre-Approval Form \_\_\_\_\_ Internship Dates: \_\_\_\_\_

Company & Supervisor: \_\_\_\_\_

Internship Completion Form: \_\_\_\_\_

DM Project/Thesis Proposal Submitted Date: \_\_\_\_\_

GT Request for Approval of Masters Thesis Topic Submitted \_\_\_\_\_

DM Proposal Approval Date: \_\_\_\_\_

GT Certificate of Thesis Approval for MS submitted: \_\_\_\_\_

**Project Course:** Semester Taken Committee Chair: \_\_\_\_\_

LCC 6800 (6) \_\_\_\_\_ Committee Member: \_\_\_\_\_

Or Committee Member: \_\_\_\_\_

**Thesis Course:** Committee Chair: \_\_\_\_\_

LCC 7000 (6) \_\_\_\_\_ Committee Member: \_\_\_\_\_

Committee Member: \_\_\_\_\_

Committee Member: \_\_\_\_\_