



University of California, Santa Barbara
Program Learning Outcomes

MS in Media Arts and Technology

Upon graduation with a MS in Media Arts and Technology:

Core Knowledge

- Students will be able to demonstrate a combined general knowledge of the fields that comprise Media Arts and Technology.
- Students will demonstrate specialized knowledge in one or more of these fields, sufficient enough to plan and carry out independent engineering and arts research.

Research Methods and Analysis

- Students will be able to use qualitative and quantitative methodologies typically used in several of the Media Arts and Technology program research areas.
- Students will plan and execute research relating to rigorous visual and spatial arts projects with significant engineering and aesthetic complexity.
- Students will be able to rigorously reflect and analyze their work and processes within the context of the interdisciplinary field of Media Arts and Technology.
- Students will relate their results to previous findings and explain the impact of their results on future research.

Scholarly Communication

- Students will be able to review and cogently synthesize relevant literature and scholarship in the field.
- Students will be able to present a work of art and/or stage a performance of their work or present a conference paper.
- Students will be able to reflect upon their work and research and write appropriately in adherence to academic standards of the field.
- Students will be able to deliver a conference presentation effectively.

Professionalism

- Students will be able to engage in a critical dialogue about the technological and aesthetic structure, merits, and context of their work.
- Students will be able to identify their career options post-graduation, both as independent artists and in the industry and academia.
- Students will demonstrate a commitment to the fundamental principles of ethical academic and professional conduct.