MA in Architectural Studies with Emphasis in Design with Digital Media

The Design with Digital Media program attracts a diverse group of talented, intellectually engaged graduate students for interdisciplinary and trans-disciplinary exploration in the digital arts. The curriculum enables students to investigate innovative approaches to contemporary theory and practice, and fosters both individual inquiry and high-level collaboration. The primary objective of the program is to prepare creative critical thinkers to become leaders in their fields.

Structured to promote thought and work that crosses traditional lines between disciplines, the digital media curriculum challenges students to consider non-standard approaches to the computer as a creative and expressive medium. Study of technology, art and design is balanced with inquiry grounded in conceptual, critical, social, cultural and historical considerations.

Design with Digital Media, as an integral part of the design process, focuses on graphic ideation and the application of computer technology for architecture, interior and related disciplines. This program of study has an emphasis on design with digital media leading to the MA degree. Applicants are strongly encouraged to review the research interests of program faculty (https://arch.missouri.edu/people/) prior to applying.

Current study areas in the digital media program include:

- Design computing and cognition
- Design process using digital media and creativity research
- Virtual reality (VR) and augmented reality (AR) technologies for design visualization
- Advanced visualization technologies for environment-behavior simulation
- Building Information Modeling (BIM)
- Building Performance Simulation
- Human-computer interaction aspects of digital tools for design

See resources in our Immersive Visualization Lab (iLab web site (https://arch.missouri.edu/facilities/ilab/)).

The culmination of the degree is a written and/or visual project employing computer applications for design methods. Applicants interested in the Design with Digital Media option should contact the Director of Graduate Studies, for course content and research proposals. Also see the Department's website (https://arch.missouri.edu/).

Degree Requirements

Successful completion requires a minimum of 30 credit hours beyond the baccalaureate degree. Required courses include:

ARCHST 8050	Research Methods in Environmental Design	3
ARCHST 8850	Seminar in Environmental Design	1
ARCHST 8633	Theoretical Perspectives of Design Computing	3
ARCHST 8820	Graduate Digital Design Studio	3

Remaining credits to meet degree requirements can be chosen from graduate courses (7000 level or above) listed on the Architectural Studies Graduate Course website (https://arch.missouri.edu/graduate/graduate-courses/). A minimum of 15 credit hours should be at the 8000 or 9000 level and no more than 40% of the 30-hour credit requirement can be satisfied by independent study style courses such as Readings, and Problems coursework.

Admissions

Applicants are required to meet the minimum requirements of the Graduate School (https://gradschool.missouri.edu/admissions/eligibility-process/). Because requirements vary, you *must* refer to a degree program's graduate admission page to learn about specific admission criteria, application deadlines, eligibility and application process. Before official admissions to the University of Missouri, your application materials will be reviewed by both the Graduate School and the degree program to which you've applied.

Program Contact

archst@missouri.edu
137 Stanley Hall
Columbia, MO 65211
573-882-7224
https://arch.missouri.edu/