COMPARATIVE MEDIA STUDIES/WRITING

Graduate Study

Master of Science in Comparative Media Studies
The graduate program is a two-year course of study leading to a Master of Science in Comparative Media Studies. Comparative Media Studies investigates and engages in the world's complex media environment; researches multiple media forms and technologies, from books, pamphlets, and silent films to social media, virtual reality, and globally-networked games; and studies the emerging media practices of states, corporations, social movements, fan communities, and everyday people. Embracing MIT's motto of mens et manus, CMS students design and create media through practice-based research labs. They also examine media within the contexts of varied cultures, societies and social structures, and critique and design media to empower communities. Above all, Comparative Media Studies is committed to an ethically and critically engaged approach to the study and production of media.

The graduate degree program in Comparative Media Studies places extensive emphasis on student participation in collaborative sponsored research of one or more of its research groups, including the Center for Civic Media; the Open Documentary Lab; the Education Arcade; the MIT Game Lab; the Imagination, Computation, and Expression Laboratory; the Trope Tank; the Teaching Systems Laboratory; and the Design Lab. Typically graduate students spend 20 hours per week on funded group-project work during their two-year program, for which they receive funding that supports their graduate study at MIT. For further information on research, visit the CMS/W website (http://cmsw.mit.edu/research-groups).

CMS graduate students usually take three 12-unit subjects per term, plus a 3-unit colloquium. All students take three introductory seminars (Media Theories and Methods I and II, and Major Media Texts) during their first year, as well as Workshop, and another subject that offers hands-on experience in media. In their final year, they are required to take Media in Transition and a 24-unit subject devoted to completing the master's thesis, plus the 3-unit Colloquium in Comparative Media.

Students may enter the program with a degree from a wide range of undergraduate majors, including the liberal arts, the social sciences, journalism, computer science, and management.

Required Subjects

<table>
<thead>
<tr>
<th>Subject</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>CMS.790</td>
<td>Media Theories and Methods I</td>
<td>12</td>
</tr>
<tr>
<td>CMS.791</td>
<td>Media Theories and Methods II</td>
<td>12</td>
</tr>
<tr>
<td>CMS.796</td>
<td>Major Media Texts</td>
<td>12</td>
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<tr>
<td>CMS.801</td>
<td>Media in Transition</td>
<td>12</td>
</tr>
<tr>
<td>CMS.950</td>
<td>Workshop I</td>
<td>12</td>
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<tr>
<td>CMS.990</td>
<td>Colloquium in Comparative Media</td>
<td>3</td>
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</table>

CMS.THG Master's Thesis (One subject from the following list:)

Select one of the following:

<table>
<thead>
<tr>
<th>Subject</th>
<th>Title</th>
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<tbody>
<tr>
<td>CMS.935</td>
<td>Documentary Photography and Photojournalism: Still Images of a World in Motion</td>
</tr>
<tr>
<td>CMS.864</td>
<td>Game Design</td>
</tr>
<tr>
<td>CMS.863[J]</td>
<td>Design and Development of Games for Learning</td>
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<tr>
<td>CMS.862</td>
<td>Civic Media Collaborative Design Studio</td>
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<tr>
<td>CMS.834[J]</td>
<td>Designing Interactions</td>
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<tr>
<td>CMS.828</td>
<td>Advanced Identity Representation</td>
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<tr>
<td>21W.890</td>
<td>Short Attention Span Documentary</td>
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<tr>
<td>21W.824</td>
<td>Making Documentary: Audio, Video, and More</td>
</tr>
<tr>
<td>MAS.532</td>
<td>Mathematical Methods in Imaging</td>
</tr>
<tr>
<td>MAS.863[J]</td>
<td>How to Make (Almost) Anything</td>
</tr>
<tr>
<td>4.369</td>
<td>Studio Seminar in Art and the Public Sphere</td>
</tr>
<tr>
<td>4.353</td>
<td>Advanced Video and Related Media</td>
</tr>
</tbody>
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Master of Science in Science Writing
The one-year graduate program in Science Writing leads to a Master of Science in Science Writing, and it is aimed at students who wish to write about science and technology for general readers, in ordinary newsstand magazines and newspapers, in popular and semi-popular books, on the walls of museums, or on television or radio programs. Students may be graduates of undergraduate science, engineering, journalism, or writing programs; experienced journalists and freelance writers; working scientists or engineers; historians of science and technology; or other scholars, including those already holding advanced degrees.

The program is built around an intensive year-long advanced science writing seminar. In addition, students choose one elective each semester, write a substantial thesis, observe in a lab, and complete an internship. Complete information is available on the program’s website (http://sciwrite.mit.edu). The graduate program maintains links to MIT’s Program in Science, Technology, and Society; and to the Knight Science Journalism Program. For more information, see the descriptions of the Science, Technology, and Society Program (http://catalog.mit.edu/schools/humanities-arts-social-sciences/science-technology-society) and Research and Study (http://catalog.mit.edu/mit/research) for more information about the Knight Science Journalism Program.

Inquiries
Further information on subjects and programs may be obtained from the Comparative Media Studies/Writing office (cmsw@mit.edu), Room 14N-338, 617-253-3599.