

MICHIGAN STATE  
UNIVERSITY

Media and Information  
Master of Arts

College of Communication  
Arts and Sciences

## Planning your Plan of Study

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Dr. Ruth Shillair, Ph.D.

**Director of Media and Information Master's Program**



# “Empowering Excellence, Advancing Equity and Expanding Impact”<sup>1</sup>

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We have designed our program to encompass strategic goals that contribute to the overall excellence of student experience. This is a dynamic field where technological innovation is changing industry standards and expectations for professional.

We want to train future leaders to continue the Spartan goals of service and impact.

<sup>1</sup> MSU Strategic Plan <https://strategicplan.msu.edu/>



## Our overall class offerings

These are the planned classes as part of our overall program.

Classes will vary by semester. Some classes are offered on alternative years. Our goal is to provide high quality educational experiences that will help prepare you for your next phase of life.

Some of the tracks are designed to be terminal training- these are the highest level for professional work in various industries. Other tracks are designed to be research based and prepare students apply for Ph.D. programs or go on to work in research labs.

There is a lot of flexibility in the overall design of the program to allow the Working with your advisor and the director, you can develop a plan that gives you the best training possible.

# Media and Information Master's Program

## Core Classes

### Seminar Class (pick 1)

**MI 860** (new SS25)  
Media & Information  
Technologies Seminar

### Theory Class (pick at least 1)

**MI 820**  
Theories of Media &  
Information

**MI 831**  
Theories of Games &  
Interactive Design

### Methods Class (pick at least 1)

**MI 803 (COM 803)**  
Intro to Quantitative  
Research Methods

**MI 841**  
Methods of  
Understanding Users

### Plan A thesis: 4-6 credits

**MI 899**  
Thesis Credits

### Plan B project: 4-6 credits

**MI 898**  
Project Credits

### Plan B poster: Optional (cannot take MI 898)

**MI 893**  
Internship Credits

### Specialization Classes (pick at least 3)

**MI 830**  
Foundations of  
Serious Games

**MI 839**  
Game & Project  
Design Studio I

**MI 845**  
Interactive Usability &  
Accessibility: Design &  
Evaluation

**MI 846**  
Game & Project  
Design Studio II

**MI 844**  
Interaction Design

**MI 851**  
Analytical Research  
Methods for User  
Generated Content

**MI 847**  
Special Topics in  
Games

**MI 861**  
M+I Technologies in  
Organizations

**MI 850**  
Media & Information  
Policy

**MI 862**  
Media & Information  
Project Management

**MI 875**  
ICT for Development

**MI 891**  
Health, Technology,  
and Society

**MI 891**  
Social Network  
Analysis

**MI 891**  
Game Audio Studies

**MI 891**  
Health Comm. and  
Society

## Recommended classes for different focus areas

These are **recommended** classes for various focus areas. This framework is designed to give the best scope of skills and training for typical roles in these different areas.

Our experienced faculty, the director, and staff are resources to help you select the best classes for YOUR studies.

Some classes are offered only spring and others are offered only fall. Some classes are only offered every other year. See the Student Information System (SIS) for the latest postings. Talk to the Academic Program Coordinator (APC) Jessica Fischer for details.

In the following slides, the **black** classes are the ones we recommend you enroll in for the different focus areas.

You can also take the MI 400 level classes as electives to gain specialized training. You will have to apply for the CAS override, please contact Jessica Fischer, or the director Dr. Ruth Shillair for the link.

# Media and Information Master's Program

## Media Policy/ Information Science

### Seminar Class (pick 1)

**MI 860** (new SS25)  
Media & Information  
Technologies Seminar

### Theory Class (pick at least 1)

**MI 820**  
Theories of Media &  
Information

**MI 831**  
Theories of Games &  
Interactive Design

### Methods Class (pick at least 1)

**MI 803 (COM 803)**  
Intro to Quantitative  
Research Methods

**MI 841**  
Methods of  
Understanding Users

### Plan A thesis: 5 credits

**MI 899**  
Thesis Credits

### Plan B project: 4-6 credits

**MI 898**  
Project Credits

### Plan B poster: Optional (cannot take MI 898)

**MI 893**  
Internship Credits

### Specialization Classes (pick at least 3)

**MI 830**  
Foundations of  
Serious Games

**MI 839**  
Game & Project  
Design Studio I

**MI 845**  
Interactive Usability &  
Accessibility: Design &  
Evaluation

**MI 846**  
Game & Project  
Design Studio II

**MI 844**  
Interaction Design

**MI 851**  
Analytical Research  
Methods for User  
Generated Content

**MI 847**  
Special Topics in  
Games

**MI 861**  
M+I Technologies in  
Organizations

**MI 850**  
Media & Information  
Policy

**MI 862**  
Media & Information  
Project Management

**MI 875**  
ICT for Development

**MI 891**  
Health, Technology,  
and Society

**MI 891**  
Social Network  
Analysis

**MI 891**  
Game Audio Studies

**MI 891**  
Health Comm. and  
Society

# Media and Information Master's Program

## HCI/UX Qualitative Methods focus

### Seminar Class (pick 1)

**MI 860** (new SS25)  
Media & Information  
Technologies Seminar

### Theory Class (pick at least 1)

**MI 820**  
Theories of Media &  
Information

**MI 831**  
Theories of Games &  
Interactive Design

### Methods Class (pick at least 1)

**MI 803 (COM 803)**  
Intro to Quantitative  
Research Methods

**MI 841**  
Methods of  
Understanding Users

### Plan A thesis: 4-6 credits

**MI 899**  
Thesis Credits

### Plan B project: 4-6 credits

**MI 898**  
Project Credits

Plan B poster:  
Optional (cannot take MI 898)

**MI 893**  
Internship Credits

### Specialization Classes (pick at least 3)

**MI 830**  
Foundations of  
Serious Games

**MI 839**  
Game & Project  
Design Studio I

**MI 845**  
Interactive Usability &  
Accessibility: Design &  
Evaluation

**MI 846**  
Game & Project  
Design Studio II

**MI 844**  
Interaction Design

**MI 851**  
Analytical Research  
Methods for User  
Generated Content

**MI 847**  
Special Topics in  
Games

**MI 861**  
M+I Technologies in  
Organizations

**MI 850**  
Media & Information  
Policy

**MI 862**  
Media & Information  
Project Management

**MI 875**  
ICT for Development

**MI 891**  
Health, Technology,  
and Society

**MI 891**  
Social Network  
Analysis

**MI 891**  
Game Audio Studies

**MI 891**  
Health Comm. and  
Society

# Media and Information Master's Program

## HCI/UX Multi-Methods

### Seminar Class (pick 1)

**MI 860** (new SS25)  
Media & Information  
Technologies Seminar

### Theory Class (pick at least 1)

**MI 820**  
Theories of Media &  
Information

**MI 831**  
Theories of Games &  
Interactive Design

### Methods Class (pick at least 1)

**MI 803 (COM 803)**  
Intro to Quantitative  
Research Methods

**MI 841**  
Methods of  
Understanding Users

### Plan A thesis: 4-6 credits

**MI 899**  
Thesis Credits

### Plan B project: 4-6 credits

**MI 898**  
Project Credits

### Plan B poster: Optional (cannot take MI 898)

**MI 893**  
Internship Credits

### Specialization Classes (pick at least 3)

**MI 830**  
Foundations of  
Serious Games

**MI 839**  
Game & Project  
Design Studio I

**MI 845**  
Interactive Usability &  
Accessibility: Design &  
Evaluation

**MI 846**  
Game & Project  
Design Studio II

**MI 844**  
Interaction Design

**MI 851**  
Analytical Research  
Methods for User  
Generated Content

**MI 847**  
Special Topics in  
Games

**MI 861**  
M+I Technologies in  
Organizations

**MI 850**  
Media & Information  
Policy

**MI 862**  
Media & Information  
Project Management

**MI 875**  
ICT for Development

**MI 891**  
Health, Technology,  
and Society

**MI 891**  
Social Network  
Analysis

**MI 891**  
Game Audio Studies

**MI 891**  
Health Comm. and  
Society



# Media and Information Master's Program HCI/UX Medical or Educational Focus

## Seminar Class (pick 1)

**MI 860** (new SS25)  
Media & Information  
Technologies Seminar

## Theory Class (pick at least 1)

**MI 820**  
Theories of Media &  
Information

**MI 831**  
Theories of Games &  
Interactive Design

## Methods Class (pick at least 1)

**MI 803 (COM 803)**  
Intro to Quantitative  
Research Methods

**MI 841**  
Methods of  
Understanding Users

## Plan A thesis: 4-6 credits

**MI 899**  
Thesis Credits

## Plan B project: 4-6 credits

**MI 898**  
Project Credits

## Plan B poster: Optional (cannot take MI 898)

**MI 893**  
Internship Credits

## Specialization Classes (pick at least 3)

**MI 830**  
Foundations of  
Serious Games

**MI 839**  
Game & Project  
Design Studio I

**MI 845**  
Interactive Usability &  
Accessibility: Design &  
Evaluation

**MI 846**  
Game & Project  
Design Studio II

**MI 844**  
Interaction Design

**MI 851**  
Analytical Research  
Methods for User  
Generated Content

**MI 847**  
Special Topics in  
Games

**MI 861**  
M+I Technologies in  
Organizations

**MI 850**  
Media & Information  
Policy

**MI 862**  
Media & Information  
Project Management

**MI 875**  
ICT for Development

**MI 891**  
Social Network  
Analysis

**MI 891**  
Health, Technology,  
and Society

**MI 891**  
Game Audio Studies

**MI 891**  
Health Comm. and  
Society

# Media and Information Master's Program

## Game Design Focus

### Seminar Class (pick 1)

**MI 860** (new SS25)  
Media & Information  
Technologies Seminar

### Theory Class (pick at least 1)

**MI 820**  
Theories of Media &  
Information

**MI 831**  
Theories of Games &  
Interactive Design

### Methods Class (pick at least 1)

**MI 803 (COM 803)**  
Intro to Quantitative  
Research Methods

**MI 841**  
Methods of  
Understanding Users

### Plan A thesis: 4-6 credits

**MI 899**  
Thesis Credits

### Plan B project: 4-6 credits

**MI 898**  
Project Credits

### Plan B poster: Optional (cannot take MI 898)

**MI 893**  
Internship Credits

**MI 400s**  
Various Game  
Classes for Skill

### Specialization Classes (pick at least 3)

**MI 830**  
Foundations of  
Serious Games

**MI 839**  
Game & Project  
Design Studio I

**MI 845**  
Interactive Usability &  
Accessibility: Design &  
Evaluation

**MI 846**  
Game & Project  
Design Studio II

**MI 844**  
Interaction Design

**MI 851**  
Analytical Research  
Methods for User  
Generated Content

**MI 847**  
Special Topics in  
Games

**MI 861**  
M+I Technologies in  
Organizations

**MI 850**  
Media & Information  
Policy

**MI 862**  
Media & Information  
Project Management

**MI 875**  
ICT for Development

**MI 891**  
Health, Technology,  
and Society

**MI 891**  
Social Network  
Analysis

**MI 891**  
Game Audio Studies

**MI 891**  
Health Comm. and  
Society

# Media and Information Master's Program

## Game Design Mixed Methods

### Seminar Class (pick 1)

**MI 860** (new SS25)  
Media & Information  
Technologies Seminar

### Theory Class (pick at least 1)

**MI 820**  
Theories of Media &  
Information

**MI 831**  
Theories of Games &  
Interactive Design

### Methods Class (pick at least 1)

**MI 803 (COM 803)**  
Intro to Quantitative  
Research Methods

**MI 841**  
Methods of  
Understanding Users

### Plan A thesis: 4-6 credits

**MI 899**  
Thesis Credits

### Plan B project: 4-6 credits

**MI 898**  
Project Credits

### Plan B poster: Optional (cannot take MI 898)

**MI 893**  
Internship Credits

### Specialization Classes (pick at least 3)

**MI 830**  
Foundations of  
Serious Games

**MI 839**  
Game & Project  
Design Studio I

**MI 845**  
Interactive Usability &  
Accessibility: Design &  
Evaluation

**MI 846**  
Game & Project  
Design Studio II

**MI 844**  
Interaction Design

**MI 851**  
Analytical Research  
Methods for User  
Generated Content

**MI 847**  
Special Topics in  
Games

**MI 861**  
M+I Technologies in  
Organizations

**MI 850**  
Media & Information  
Policy

**MI 862**  
Media & Information  
Project Management

**MI 875**  
ICT for Development

**MI 891**  
Health, Technology,  
and Society

**MI 891**  
Social Network  
Analysis

**MI 891**  
Game Audio Studies

**MI 891**  
Health Comm. and  
Society

## Need more options?

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Often students will take MI 400 level classes to help gain specific skills. Sometimes students will do independent studies to gain individualized training. Other students might take a class in a different department to get specific training. Some of our MSU undergraduates use up to 3 MI 400 level classes (with a grade of 3.0 or above) to complete their master's degree.

Talk to us to learn more- [migrad@msu.edu](mailto:migrad@msu.edu)

 <https://gradstudies.mi.msu.edu/>