



ABOVE Commencement Exhibition

Students in the Interactive Arts major prepare for careers in interactive design or as fine artists who use interactive media to create expressive experiences and objects. Our majors integrate art and technology, build robots, make games, work with VR/AR, and create unique experiences in a variety of media and materials. The curriculum focuses on interface and user experience design, interactive exhibit design, and physical computing methodologies; and through creative inquiry based on learning by doing, students become comfortable with new and emerging technologies.

BFA CHAIR

Matteo Uguzzoni

STUDENTS

16 UG students

INTERACTIVE ARTS

SOFTWARE

Arduino, Unity, After Effects, Rhino, Maximus P, Jitter, Java Script, ADAW, Digital Audio Workstation, Ableton, Adobe Audition, Circuit Playground Express, Python, and Raspberry Pi

DESIGN SKILLS

3D modeling, sound design, experience design, exhibition design, robotics, creative coding, open source programming, language processing, prototyping, sensors, micro-controllers, lighting design, and VR/AR

ELECTIVES & KEY CLASSES

Interaction as Art, Network Art, Interactive Spaces, Chatbots, Arduino and Beyond, Raspberry Pi Workshop, Code Clinic, Interactive Fiction, Interactive Arts, Fabrication Lab, Robotic Arts Introduction, Virtual Reality for Artists, The Art of Electric Light, Smart Machines, and Robo Vision

TYPICAL STUDIO MINORS

Sound Art, Filmmaking, Game Design, Photography, and Graphic Design

INDUSTRY COLLABORATION

Majors have recently landed at Discovery Communications; Digital Harbor Foundation; The Smithsonian; the San Francisco Museum of Modern Art, and CODE2040, a nonprofit organization dedicated to helping underrepresented minorities find professional and entrepreneurial success in technology.

TYPICAL & NON TYPICAL CAREER PATHS

Digital fabricator, experience designer, interactive artist, exhibiting artist, VR/AR designer, sound designer, game designer, 3d modeler, and robotics

RECENT ALUMNI

Artists finding expansive opportunities in the medical, educational, entertainment, and design industries for companies such as **LAIKA Animation Studios**, **Weber Shandwick**, **MedStar Health**, **National Museum of History**, and **Apple**. They pursue careers as UX engineers and AR/VR specialists at **Newsela** and **World Bank Group**. MICA alumni have also **founded successful web-based companies**—from full-service web design firms to cloud-based game development platforms.

LEARN MORE

mica.edu/undergraduate-majors-minors/interactive-arts-major/