Direct Your Degree
BS in Computational Media

Shaping the Future of Digital Media

Computational Media (CM) prepares you to participate in shaping the future of digital media for our society. Offered jointly by the College of Computing, the School of Literature, Media, and Communication (LMC), and the School of Music, this degree gives you multiple perspectives on the digital revolution.

The Computing Threads

Media: Understanding and developing the technical and computational capabilities of systems in order to exploit their abilities to provide creative outlets.

People: The theoretical and computational foundations for designing, building and evaluating systems that treat the human as a central component.

Intelligence: Designing and implementing artifacts that exhibit various levels of intelligence as well as understanding and modeling natural cognitive agents such as humans, ants or bees.

The LMC Threads

Interaction Design: Building and critically analyzing interactive systems for commerce, education, entertainment, social media and personal expression.

Film and Media Studies: Studying the history and creating new forms of cinema, electronic media and performance art.

Games: Building and critically analyzing the broad and growing variety of videogame genres—everything from mainstream role-playing games to casual games, independent games, serious games and art games

Music Technology Thread

Music Technology: Use technology to create and perform music; create new algorithms for music generation and analysis; conduct scientific experiments in music perception; and design and develop transformative music products.

Combining the Threads | 12 possible Pairs

Your CM degree is crafted by selecting two course concentrations called threads, one from Computing and one from either Literature, Media, and Communication or Music Technology. There are 12 possible pairs in all (see below), and each will give you a unique focus for particular sets of careers.

Computing Thread	LMC Thread	Outcome Examples
People	Games	Games research and evaluation
People	Interaction Design	User research and social media
People	Film and Media Studies	Future of television
People	Music Technology	Interactive music systems, audio software and hardware design
Media	Games	Game design and development
Media	Interaction Design	Interface design
Media	Film and Media Studies	Digital animation
Media	Music Technology	Game audio, broadcast and recording technologies
Intelligence	Games	Game AI and character intelligence
Intelligence	Interaction Design	Adaptive systems
Intelligence	Film and Media Studies	Adaptive media
Intelligence	Music Technology	Music information retrieval, computational music analysis