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