EMERGING MEDIA AND
TECHNOLOGY - M.S.

College of Communication and Information
School of Emerging Media and Technology
www.kent.edu/emat

About This Program
Tech up your skills, unleash your creativity, and shape the future of digital media with the M.S. in Emerging Media and Technology. With a curriculum that combines theory and practice, our program prepares graduates for careers in cutting-edge fields such as virtual and augmented reality, web design & development, computational social science, training technology, technical project management and data visualization. Join a dynamic community of innovators and apply today.

Contact Information
• Michael Beam | emat@kent.edu | 330-672-9105
• Speak with an Advisor
• Connect with an Admissions Counselor: U.S. Student | International Student

Program Delivery
• Delivery
  • In Person
• Location
  • Kent Campus

Examples of Possible Careers and Salaries*
Software developers and software quality assurance analysts and testers
• 21.5% much faster than the average
• 1,469,200 number of jobs
• $110,140 potential earnings

Special effects artists and animators
• 4.1% about as fast as the average
• 67,500 number of jobs
• $77,700 potential earnings

Web developers and digital interface designers
• 8.0% much faster than the average
• 174,300 number of jobs
• $77,200 potential earnings

Computer and information systems managers
• 10.4% much faster than the average
• 461,000 number of jobs
• $151,150 potential earnings

Computer and information research scientists
• 15.4% much faster than the average
• 32,700 number of jobs
• $126,830 potential earnings

Computer systems analysts
• 7.4% faster than the average
• 632,400 number of jobs
• $93,730 potential earnings

Computer programmers
• -9.4% decline
• 213,900 number of jobs
• $89,190 potential earnings

Sociologists
• 3.6% about as fast as the average
• 3,200 number of jobs
• $86,110 potential earnings

* Source of occupation titles and labor data comes from the U.S. Bureau of Labor Statistics’ Occupational Outlook Handbook. Data comprises projected percent change in employment over the next 10 years; nation-wide employment numbers; and the yearly median wage at which half of the workers in the occupation earned more than that amount and half earned less.

For more information about graduate admissions, visit the graduate admission website. For more information on international admissions, visit the international admission website.

Admission Requirements
• Bachelor’s degree from an accredited college or university
• Minimum 2.750 undergraduate GPA on a 4.000-point scale
• Official transcript(s)
• Goal statement
• Two letters of recommendation from professional or academic evaluators
• English language proficiency - all international students must provide proof of English language proficiency (unless they meet specific exceptions to waive) by earning one of the following:1
  • Minimum 79 TOEFL iBT score
  • Minimum 6.5 IELTS score
  • Minimum 58 PTE score
  • Minimum 110 DET score

Admission decisions will be made by the graduate program coordinator with consultation from the members of the graduate faculty.

Application Deadlines
• Fall Semester
  • Application deadline: April 15 (international student) and July 1 (domestic student)
• Spring Semester

1 International applicants who do not meet the above test scores will not be considered for admission.
• Application deadline: October 1 (international student) and
  December 1 (domestic student)

• Summer Term
  • Application deadline: April 1

Applications submitted after these deadlines will be considered on a space-
 available basis.

Program Requirements

Major Requirements

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<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credit Hours</th>
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<tbody>
<tr>
<td>EMAT 51510</td>
<td>PROJECT MANAGEMENT AND TEAM DYNAMICS</td>
<td>3</td>
</tr>
<tr>
<td>EMAT 60010</td>
<td>FOUNDATIONS OF EMERGING MEDIA AND TECHNOLOGY</td>
<td>3</td>
</tr>
<tr>
<td>EMAT 60310</td>
<td>CREATIVE CODING FUNDAMENTALS</td>
<td>3</td>
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<tr>
<td>or EMAT 52210</td>
<td>WEB APPLICATION DEVELOPMENT</td>
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<tr>
<td>EMAT 62110</td>
<td>INTERACTIVE DATA</td>
<td>3</td>
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Interdisciplinary Specialization, chose from the following: 1 12

- Applied Communication, Information and Strategy
- Applied Creative Technology
- Data Analytics/Coding
- Social Scientific Research
- Training and Development Technology

Culminating Requirement

Choose from the following: 6

- EMAT 60999 | PROJECTS IN EMERGING MEDIA AND TECHNOLOGY |              |
  & Interdisciplinary Specialization Course

- EMAT 60999 | PROJECTS IN EMERGING MEDIA AND TECHNOLOGY |              |
  & EMAT 69992 | INTERNSHIP IN EMERGING MEDIA AND TECHNOLOGY |              |

- EMAT 69199 | THESIS I                                  |              |

Minimum Total Credit Hours: 30

1 For the interdisciplinary specialization, students develop a course plan
 with approval of their faculty advisor by the end of their first semester
 in the program. The makeup of this coursework is flexible, but each
 course should be designated under one of the five areas.

Graduation Requirements

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<th>Minimum Major GPA</th>
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• No more than one-half of a graduate student's coursework may be
taken in 50000-level courses.
• Grades below C are not counted toward completion of requirements
for the degree.

Program Learning Outcomes

Graduates of this program will be able to:

1. Demonstrate competency in skills related to emerging media and
technology, including technical problem-solving through

Full Description

The Master of Science degree in Emerging Media and Technology
is designed to augment a student’s skill set, affording new career
opportunities for students from diverse undergraduate and
professional backgrounds. Due to the program's STEM foundation and
interdisciplinary nature, students learn quantitative and coding skills
for emerging media platforms, including interactive websites and apps;
data-based analysis, communication and visualization; theoretical
understanding of the relationship between the technology industry and
society; and the tools for working in and managing interdisciplinary
teams on interactive technology projects.

Students in this program develop individual plans of study and engage
in experiential learning through interdisciplinary elective graduate
coursework in one of the following specialization areas: data analytics
and coding; social scientific research; applied communication, info-
rmatio and strategy; applied creative technology; or training and
development technology.