



COLLEGE OF LIBERAL ARTS AND SCIENCES

New Media

WHY STUDY NEW MEDIA AT UMAINE?

New Media students learn to use emerging digital technologies to solve problems at the horizon of human experience. If you're interested in wielding expressive technologies and networked communication to alter how we relate to each other and to the world around us, this curriculum's melding of critical perspective with hands-on practice will help you become an articulate and original thinker, proficient in a range of technologies.

WHAT CAN I DO WITH A NEW MEDIA DEGREE?

New media graduates work as designers, artists, photographers, audio and video producers, animators, programmers and professional writers. Their services are in demand throughout society, including print, broadcast and online media; education; government; business; entertainment; and the fine arts. Graduates of the New Media Department have taken leadership roles in companies such as Adobe and Apple, and have taught in prestigious research posts at schools such as the University of California.

OUR UNDERGRADUATE PROGRAM

All first-year majors and transfer students share a common experience in the first year and a half. Five required courses cover such topics as the history and definition of new media, computer programming for interactive environments, and design techniques, such as digital image manipulation. Students who pass the portfolio review in the second year become new media majors, and are eligible to participate in project-based courses. To encourage both breadth and depth, majors are required to concentrate their studies in two of the following five sequences: digital reporting and documentary production; information and interaction design; digital narrative and hypertext; time-based art and design; and creative networks. Majors add to their portfolio every year until graduation. This

process culminates senior year in a two-semester capstone course, in which students conceive, design and build an ambitious new media project of their choosing.

OUR GRADUATE M.F.A. PROGRAM

The three-year degree in intermedia draws faculty from art, new media, theatre, dance, philosophy, art history, engineering, communications, media studies, music, psychology, natural sciences and other departments. Students come from many disciplinary backgrounds, but are united by their interest in exploring the potentials of creative work in the 21st century.

OUR GRADUATE CERTIFICATE IN DIGITAL CURATION

The Digital Curation program is a two-year graduate certificate, taught online, intended for professionals looking to work in museums, archives, artist studios, government offices, and anywhere that people need to manage digital files. The program walks students through the phases of managing digitized or born-digital artifacts, including acquisition, representation, access, and preservation.

OUR FACULTY

New media faculty actively pursue research in community interfaces, experimental film, game design, sustainable media, interactive education, Internet art, network studies, open software, photojournalism and physical computing. Faculty have received grants from the Tiffany, Lannan, and American Foundations, as well as the National Endowment for the Humanities and other government agencies.

OPPORTUNITIES TO EXCEL

Many new media majors and students from throughout campus find employment in the New Media and Internet Technology

UMaine's ADVANTAGE

- New \$9 million high-tech facility
- Undergraduate research lab
- Interdisciplinary faculty
- Microgrants for student projects

Department of New Media
5785 Stewart Commons, Room 101
University of Maine
Orono, ME 04469-5785
207.581.4358

newmedia.umaine.edu
To apply: umaine.edu



Connect with us:
umaine.edu/socialnetwork

ABOUT UMAINE

The University of Maine, founded in Orono in 1865, is the state's premier public university. It is among the most comprehensive higher education institutions in the Northeast and attracts students from across the U.S. and more than 73 countries. It currently enrolls 11,286 total undergraduate and graduate students who can directly participate in groundbreaking research working with world-class scholars. The University of Maine offers doctoral degrees in 35 fields, representing the humanities, sciences, engineering and education; master's degrees in roughly 70 disciplines; 90 undergraduate majors and academic programs; and one of the oldest and most prestigious honors programs in the U.S. The university promotes environmental stewardship on its campus, with substantial efforts aimed at conserving energy, recycling and adhering to green building standards in new construction. For more information about UMaine, visit umaine.edu.

explore

*Bachelor of Arts in
New Media*

*Sequencing in
Digital Reporting and
Documentary Production*

Information and Interaction Design

Digital Narrative and Hypertext

Time-based Art and Design

Creative Networks

*Master of Fine Arts in
Intermedia*

*Graduate Certificate in
Digital Curation*



Laboratory (ASAP), an experimental learning environment that employs collaborative, multidisciplinary problem-solving in the application of new media to various communication and instructional endeavors. The department's Still Water lab researches and builds social networks in support of creativity, sustainability and cultural preservation, while the New Media Society hosts hands-on technical workshops and presents student projects at such venues as the prestigious Ars Electronica Festival in Austria. In 2013, the \$9 million Innovative Media

Research and Commercialization Center (IMRC) opened on campus, supported by the Maine Technology Institute. This new media building includes state-of-the-art video production equipment, a sound production and audio recording studio, a sound stage and black box production space, prototyping labs and other facilities.

HOW DO I APPLY?

Visit umaine.edu for an application, as well as information about academics and life at UMaine.



Leaving high school, I was determined to find a program that would challenge me and expose me to the world beyond classroom education ("the real world"). The new media program at the University of Maine offered me that and more, providing me with a collaborative, project-driven environment that I had never experienced before. Through new media I have learned to apply cutting-edge technical and creative skills to solve real problems and, more importantly, been exposed to a variety of ideas and experiences that apply directly to companies and organizations around the world."

— Samuel Foster '13, new media major, Concept Developer, Programmer, and Manager at ASAP Media Lab

