

# Media, Technology, and Ethics, MS (Boston)

Through a combination of empirical analysis and problem solving, the Master of Science in Media, Technology, and Ethics program enables students to wrestle with the ethical and communicative dimensions of new technology. Its interdisciplinary approach highlights the need to continually think about technological developments in the context of democracy, politics, and civic engagement through the situated analysis of new developments in technology, data, and communication practices.

The program examines the ethical, communicative, and political issues raised by data-driven technologies as well as the foundational knowledge, intellectual creativity, and practical skills to address them. Possible career paths include designers, policymakers, and thought leaders in the wide range of professions that involve working closely with digital technologies from healthcare to marketing and education to law. In addition to acquiring professional qualifications, graduates may continue their education in PhD programs in media studies, communication studies, and other related fields, should they choose to do so.

## Program Requirements

Complete all courses and requirements listed below unless otherwise indicated.

### Media, Technology, and Ethics Core

Code	Title	Hours
<b>Required Courses</b>		
COMM 5250	Communication and Technology Research Methods	4
MSCR 5300	Media and Technology Ethics	4
<b>Data and Technology Courses</b>		
Complete three of the following:		12
MSCR 6310	Critical Data Studies	
MSCR 6320	Digital Technologies and Global Society	
MSCR 6330	Democracy, Technology, and Equality	
MSCR 6340	Race and Technology	

### Experiential Concentrations

Complete one of the following options:

- Applied Research (p. 1)
- Civic Engagement and Policy (p. 1)
- Data Visualization (p. 2)
- Game Design (p. 2)
- Information Ethics (p. 2)
- Media Content (p. 2)

### Program Credit/GPA Requirements

32 total semester hours required

Minimum 3.000 GPA required

#### CONCENTRATION IN APPLIED RESEARCH

Code	Title	Hours
<b>Required Courses</b>		
COMM 6995	Research Project	4
INAM 6360	Ethnographic Methods and the Arts	4
<b>Elective</b>		
Any 5000- or 6000-level course approved by advisor		4

#### CONCENTRATION IN CIVIC ENGAGEMENT AND POLICY

Code	Title	Hours
<b>Required Course</b>		
JRNL 5400	Media and Advocacy in Theory and Practice	4
<b>Electives</b>		

Complete two of the following:		8
COMM 6320	Political Communication	
COMM 6500	Environmental Issues, Communication, and Media	
INAM 6200	Topics in Communication Strategies	
JRNL 5480	Research for Media Strategy	

**CONCENTRATION IN DATA VISUALIZATION**

Code	Title	Hours
<b>Required Courses</b>		
ARTG 5150 and ARTG 5151	Information Visualization Principles and Practices and Information Design Critique Seminar	4
ARTG 5330	Visualization Technologies 1: Fundamentals	4
<b>Elective</b>		
Complete one of the following:		4
ARTG 5310	Visual Cognition	
ARTG 6110	Information Design Theory and Critical Thinking	
ARTG 6330	Information Design Mapping Strategies	

**CONCENTRATION IN GAME DESIGN**

Code	Title	Hours
<b>Required Course</b>		
GSND 5110	Game Design and Analysis	4
<b>Electives</b>		
Complete two of the following:		8
GSND 6000	Advanced Topics in Game Design	
GSND 6240	Exploratory Concept Design	
GSND 6250	Spatial and Temporal Design	
GSND 6460	Generative Game Design	

**CONCENTRATION IN INFORMATION ETHICS**

Code	Title	Hours
Complete three of the following:		12
CY 5240	Cyberlaw: Privacy, Ethics, and Digital Rights	
PHIL 5002	Ethics and Public Policy	
PHIL 5005	Information Ethics	
PHIL 5010	AI Ethics	

**CONCENTRATION IN MEDIA CONTENT**

Code	Title	Hours
<b>Required Course</b>		
MSCR 6100	Digital Media: Theory and Practice	4
<b>Electives</b>		
Complete two of the following:		8
COMM 5510	Technology and Strategic Communication	
JRNL 6306	Media Innovation Studio 1	
JRNL 6307	Media Innovation Studio 2	
JRNL 6341	Telling Your Story with Data	