



## MEDIA ARTS & TECHNOLOGY

# creativity, culture, service.

NMHU's MFA in Cultural Technology (MFACT) is a unique program that cultivates a multitalented, skilled, forward-thinking, ethical workforce in all areas of interpretive media.

**THE DEPARTMENT OF MEDIA ARTS & TECHNOLOGY OFFERS** a 3-year MFA degree that allows graduates to work in the constantly evolving field at the intersection of culture and technology. Our long-term partnership with the New Mexico Department of Cultural Affairs has created a unique program where students can develop proficiency in emerging media and cultural interpretation. Some areas of emphasis include: design/semiotics, installation design, exhibition development, video & audio production, web/mobile development. The MFA is the standard for a terminal degree in this field and qualifies graduates to pursue academic careers and work as high-level practitioners.

“ My graduate degree transformed my life... from the first physical computing class...I knew I wanted to work with this exciting technology. I'm very grateful for my entire media arts education at Highlands.”

- DRE' GALLEGOS, 2017

## MASTER OF FINE ARTS

### IN CULTURAL TECHNOLOGY

*Develop skills in these emerging technologies:*

- Installation & exhibition design
- Responsive exhibits
- Accessibility standards & ethics
- Media conservation & community archiving
- Graphic design for integrated media
- Writing for media, culture & technology
- Video & Film Production
- Website & mobile application development
- Interaction design
- Teaching practice for higher education



# our place

**THE McCAFFREY HISTORIC TROLLEY BUILDING** opened for classes in 2016. The same year, the New Mexico Department of Cultural Affairs Historic Preservation Division bestowed it with an Architectural Heritage Award for its sleek and contemporary renovation of the classic Romanesque style building. It was originally constructed in 1905 for maintenance and repair of Las Vegas' modern trolley system. The renovated building has been acclaimed for its functional "green" sustainable design, including water saving capabilities, utilization of recycled and organic building materials, and energy saving electrical features.

**NEW MEXICO HIGHLANDS UNIVERSITY** WAS ESTABLISHED IN 1893 and has since served a highly diverse, global student body. Currently students at Highlands come from 42 states, 19 tribes, and 35 foreign countries and enjoy the opportunity of studying amongst a multiplicity of ideas, life experiences, and perspectives.

Our main campus is located in Las Vegas, a city steeped in history. It was one of the largest and most prosperous cities in the American Southwest during the railroad era, and much of its historic architecture still remains. Las Vegas is a welcoming environment with a friendly, small-town feel. Situated at the foothills of the Sangre de Cristo Mountains, the location provides endless possibilities for outdoor recreational opportunities. The main campus is approximately an hour away from the world-renowned art markets of Santa Fe and Taos, and close to a number of cultural treasures highlighting the area's unique history. The main campus is two hours away from New Mexico's largest city Albuquerque, and its airport.



## HU Life Highlights

- Donnelly Library
- Hiking, fishing, skiing and camping excursions with free recreational equipment and buses for students
- Local and on-campus coffee shops
- National Parks & historic sites
- On-campus, nearby, and regional cultural activities
- Parks on and near campus
- Pool & fitness center
- Popular visiting entertainers
- Variety of student clubs
- Walking distance from historic plaza
- Weekly free on-campus film screenings



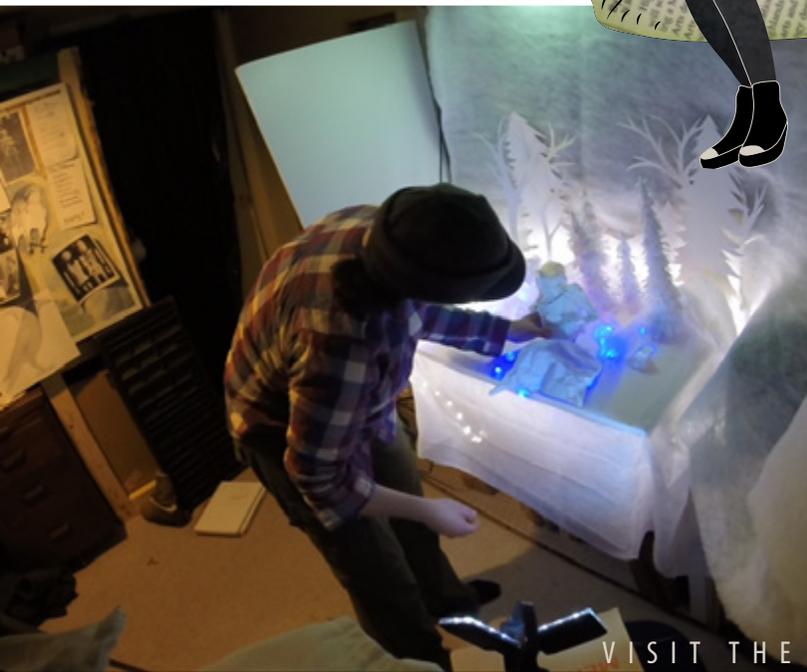
We provide all that is needed to explore, dream, create and innovate. In northern New Mexico we are fortunate to live in distinctive surroundings of deep history, art and culture, with many public institutions. It is a vast, breathtaking place of beauty holding so many assets—all of which inform and inspire our work.

## The McCaffrey Historic Trolley Building offers:

- Dedicated 24 / 7 access graduate studio
- 3 Mac labs equipped with the latest media software applications
- Green screen special effects studio
- 3 Flexible, friendly and spacious multi-use classrooms
- Multiple galleries / critique spaces
- Professional video/photography equipment & lighting studios
- Physical computing lab, construction lab & sewing studio
- Large format print lab
- Audio & video lab

# alumni:

A&E Network • Albuquerque Museum of Art and History • Armand Hammer World College • Blizzard Entertainment • Blue Cross Blue Shield • Bradbury Science Museum • Cisneros Design • City of Las Vegas • Girl Scouts of New Mexico Trails • Google • Hexbug Group @ Innovation First • New Mexico History Museum • Ideum • KRQE TV station • Las Cruces Museum of Nature • Los Alamos National Labs • Meow Wolf • Microsoft • Museum of Indian Arts & Culture • National Hispanic Cultural Center New Mexico Highlands University • New Mexico Museum of Natural History and Science • NM Arts • Oregon Museum of Science and Industry • PBS • Roswell Museum and Art Center • Sandia National Labs The Humane Society • SITE Santa Fe



VISIT THE

CENTER FOR

CULTURAL

TECHNOLOGY

site for more information and the project showcase:  
[cctnewmexico.org](http://cctnewmexico.org)

MORE THAN **300** projects

- Exhibit design
- Graphic design
- Mobile applications
- Web sites
- Interactive multimedia
- Digital preservation
- Video/audio
- Virtual & augmented reality... and more!

## WHY CHOOSE MFACT? ?

- Access to New Mexico's many museums and cultural institutions
- New state-of-the-art, award winning media facilities
- Dedicated faculty and small class size
- Visiting artist program
- Extensive equipment checkout
- Opportunity to be part of a new program
- Reasonable tuition and cost of living
- Paid internship opportunities
- Inspiring, breathtaking skies, views and nearly 300 sunny days per year!



REAL - WORLD

INTERNSHIP EXPERIENCES

Our paid cultural technology internships are designed so that MFA students can enhance research while gaining practical skills. We cultivate multimedia specialists capable of working with cultural content—who are committed to serving their communities.

SINCE 2005,  over 200 interns placed in **50** museums libraries historic sites parks

Recent internship placements include: The Museum of Spanish Colonial Art • The Wheelwright Museum of the American Indian • The City of Las Vegas Museum • The Manhattan Project National Historical Park The Bradbury Science Museum at Los Alamos • Chimney Rock National Monument NM Museum of Natural History & Science • Museum of International Folk Art

**TWO INTERNS SPENT THE SUMMER WORKING WITH THE GEORGIA O'KEEFFE MUSEUM** photographing O'Keeffe's house and studio at Ghost Ranch. The interns used a 360-degree camera to create a VR experience so that visitors to the museum in Santa Fe could visit the house in virtual space.

Two interns worked under the supervision of the Lead Tech Fabricator at Santa Fe's immersive art space, Meow Wolf; one of them is now a full time employee at Meow Wolf as a result of his internship.

## PROGRAM OF STUDY

Students are eligible to graduate after completion of 60 graduate credit hours, a public exhibition of the final body of work, and once they have passed a final oral defense in conjunction with their accompanying written thesis document. MFA students must successfully complete at least 6 credits of qualifying cultural technology exhibit design and internship (regular and intermediate) with a cultural institution or other approved organization and 24 credits of required seminar/writing/critical thinking courses. The remaining courses consist of studio and elective credits. Students wishing to become instructors in higher education should actively apply for the available teaching assistantship positions and/or take pedagogy-related classes as electives.

**Year 1 Fall**

618 History of Media Seminar\* (3 Cr)  
621 Studio I\* (3 Cr)  
5xx Elective (3 Cr)  
*First Semester Practice Review*  
Semester One credits: 9

**Year 1 Spring**

631 Media Theory\* (3 Cr)  
622 Studio II\* (3 Cr)  
655 Critical Practice I\* (3 Cr)  
*First Year Review*  
Semester Two credits: 9

**Year 1 Summer**

698 Cultural Technology Internship I\* (3 Cr)

**Year 2 Fall**

694 Thesis Research & Writing\* (3 Cr)  
623 Studio III\* (3 Cr)  
656 Critical Practice II\* (3 Cr)  
5xx Elective (3 Cr) or- Cultural  
Technology Internship I/II\* (3 Cr)  
*Midterm Evaluation/Review*  
Semester Three credits: 12

**Year 2 Spring**

624 Studio IV / Field Project\*  
(3-6 Cr, Var)  
595 & 526 (PICT)\* (6 Cr, Odd)  
*MFA Qualifying Thesis Presentation/  
Review*  
Semester Four credits: 9

**Year 2 Summer**

698 Cultural Technology Internship II\* (3 Cr)

**Year 3 Fall**

694 Thesis Research & Writing\* (3 Cr)  
699 Thesis\*\* (1-6 Cr, Var)  
5xx Elective(s) (3-6 Cr) -Or- 6xx  
Critical Practice II\* -Or- Cultural  
Technology Internship II (3 Cr)  
Semester Five credits: 9

**Year 3 Spring**

699 Thesis\*\* (1-6 Cr, Var)  
694 Thesis Research & Writing\* (3 Cr)  
*MFA Thesis Defense*  
Semester Six credits: 6

**Total MFA credits: 60**

\*Required course

\*\* Summer internships are encouraged, but not required.

Studio: 18 Cr  
Seminar/Theory/Thesis: 27 Cr  
Elective: 9 Cr  
Cultural Technology Internship: 6 Cr

## QUESTIONS

**Q. What experience do I need to have before applying?**

**A.** We expect students will have experience with, or aptitude for, digital media. Applicants will be expected to use industry standard software and know how to use available materials such as online tutorials, peer teaching, or self-instruction methods. While no specific skills are required to apply, we expect that students will possess an area of expertise that demonstrates their ability to learn technical skills as needed.

**Q. Is full time study expected? How long do I have to complete my degree?**

**A.** We encourage full time study in order to support the collaborative, intensive nature of MFACT but recognize that this is not always possible. Students may come up with a customized program of study with their advisor, and have a total of five years to complete the MFA.

**Q. What funding is available to support research, exhibits, and travel?**

**A.** Students may apply for additional funds to support research, exhibits and travel through the McCaffrey Family fund. Applications are open twice during the academic year through a proposal process.

**join us:** APPLICATIONS  
DUE MARCH 1ST

To apply, submit the following via an emailed link to [graduate@nmhu.edu](mailto:graduate@nmhu.edu):

- Application form (email us or NMHU Graduate Studies office) approximately 5 min. reel) which demonstrates proficiency, research or exploration in: photography, videography, digital imaging, writing, exhibition, design, code, games, or hardware projects
- Personal Objective Statement/essay (600-1,000 words) demonstrating writing capabilities, which addresses the following: purpose in seeking an MFA degree at NMHU Media Arts & Technology, research interests, personal and technical strengths; what you bring to our program
- Official Copies of all transcripts (Overall 3.0 average or better required)
- Three (3) letters of reference from individuals familiar with the students' abilities, work experience, and personal characteristics
- Resume/CV

MORE QUESTIONS? CONTACT US!

505-454-3588 OR [mlbasler@nmhu.edu](mailto:mlbasler@nmhu.edu)



**GRADUATE ASSISTANTSHIPS** provide a stipend and tuition remission in exchange for 20 hours of departmental service per week while classes are in session. Assistantship selection and assignment may be subject to the applicant's skill set, personal strengths and prior experiences. Applicants interested in graduate assistantships are encouraged to submit documents early; these opportunities are limited and competitive. Assistantships are awarded to admitted US and international students. To apply, email us for an application.

**SCHOLARSHIPS AND WORKSTUDY** are available through Highlands: [nmhu.edu/financial-aid/graduate-scholarship-opportunities/](http://nmhu.edu/financial-aid/graduate-scholarship-opportunities/)

**STATE AND FEDERAL GRANTS** are free money for US citizens from the government—with no repayment required; these are based on financial need.

**FEDERAL LOANS** are money you can borrow from the US government to pay for your education. The structure of federal loans keeps your needs in mind, often not requiring repayment until after you graduate, and with reasonable interest rates to ease the cost of college.

**TO QUALIFY FOR FEDERAL AID**, file the FAFSA at [studentaid.ed.gov/sa/afsa](http://studentaid.ed.gov/sa/afsa) as soon as possible.

## PROGRAM MISSION

The mission of the New Mexico Highlands Media Arts MFA in Cultural Technology is to educate, inspire, and support the growth of highly-skilled and creative cultural technology professionals. By focusing on academic excellence, the programs prepare graduates to thrive amongst diverse social contexts. In a rapidly changing world, we recognize that the intersection of conceptual thought and media can provide wide-ranging solutions, interpretations and opportunities. This program encourages responsive, maker-leaders who know the value of collaboration, diversity and the possibilities of using technology to transform accessibility, responsibility and sustainability in their communities.

TROLLEY BUILDING IMAGES ©KIRK GITTINGS  
INSIDE TOP: ©ELAINE QUIERRY  
INSIDE BOTTOM: ©JESS EVANS  
ILLUSTRATIONS ©OLIVIA KUYKENDALL



**Miriam Langer's** research focuses on physical interactivity and the use of open source electronics to create a wide-range of responsive exhibits and environments. She teaches classes in multimedia programming, and loves walking to coffee between classes.

**Mariah Fox Hausman** is an illustrator, graphic designer, writer, editor and exhibiting multimedia artist. Her expertise spans art direction, freelance consultation, trade and indie book publishing production and operations management.

**Angela Meron** is a graphic designer and visual artist, specializing in creative direction, assemblage, sound, video and installation and an examination of art from Early Feminist Art History (1970-1990).

**Lauren Addario** directs the Cultural Technology Internship program. She places and manages interns in museums and cultural organizations throughout the state while teaching foundation classes in the department.

**Jonathan Lee's** research is on machine learning and programming for game development. He teaches applied algorithms, programming for mobile, and is always monitoring the latest frameworks.

**Rianne Trujillo** leads our Cultural Technology Development Lab, working on new technologies and designing printed circuit boards for cultural organizations and installation artists. She teaches web programming, physical computing and experimental interfaces.

School of Business, Media & Technology

505-454-3588 | [mlbasler@nmhu.edu](mailto:mlbasler@nmhu.edu)  
McCaffrey Historic Trolley Building  
PO Box 9000, Las Vegas, NM 87701

 @humediaarts  
NMHU Media Arts