

# INTERACTIVE MEDIA

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**Faculty:** Associate Professor Cavanah; Assistant Professors Dines, Ford (Chair), Wiley, Lynn; Instructors in Residence Abbott, Abzug, Fernandes, Gore, Hazlip, Marlow.

## Mission

Bradley University's Interactive Media Program prepares its learners to be critical thinkers in a continually evolving field that requires interdisciplinary, theoretical, and application knowledge in the design, development, and production of interactive media.

The Department of Interactive Media at Bradley University maintains a strong focus on creative and conceptual problem solving in the authoring of material for aspiring new-media professionals within a sound theoretical framework. Students will learn the importance of content research and project planning while becoming familiar with aesthetic conventions and the production environment within each of the component media types.

The Department offers a Master of Science in Game Development (<https://catalog.bradley.edu/graduate/programs/master-science-game-development/>) with an optional concentration in Game Programming (<https://catalog.bradley.edu/graduate/programs/master-science-game-development-game-programming-concentration/>).