MFA COMPUTER ART DEPARTMENT FACT SHEET

The MFA Computer Art Department emphasizes creativity and a multidisciplinary approach to making art with computers and emerging technologies. Dedicated to producing digital artists of the highest caliber, the department guides each student in the development of a personal artistic style in a course of study that is individually tailored to meet his or her needs. Students come from around the world to study in this two-year, 60-credit MFA degree program, which has distinguished itself with six Student Academy Awards.

With over 40 courses offered per semester and supplemental offerings such as the Digital Art Seminar series, software workshops, guest lectures and the visiting artist program, students are exposed to a wide range of perspectives on digital art. First-year courses in art history, computer systems and programming, along with studio electives, build the foundation for the second-year thesis project, which is supported through weekly critiques and related areas of advanced study. Thesis projects have included creative work in narrative and non-narrative animation, motion graphics, digital video, installation art, interactive and networked media, sound art, and performance.

2011 - 2012 student population
114 matriculated students

Department chair
Bruce Wands has been working in digital media for more than 35 years as an artist, musician, writer and curator. He is the author of *Art of the Digital Age* (Thames & Hudson, 2006) and *Digital Creativity* (John Wiley & Sons, 2001)

Some notable faculty members
Kathy Brew, Joshua Davis, Barbara London, Joseph Nechvatal, Kurt Ralske, Trilby Schreiber

Some notable alumni

Student exhibitions
Graduating students present their thesis projects in a group exhibition at the Visual Arts Gallery, located in Manhattan’s Chelsea gallery district, and public presentations at the SVA Theatre.

For further information, please visit our Web site at www.sva.edu and the department site at www.mfaca.sva.edu.