Interactive Media & Games Program Application Procedures

Graduate Applicants

Fall Deadline: November 15th

All applicants wishing to be considered for the Interactive Media M.F.A program must follow the instructions below. All steps, where applicable, must be completed in order to be considered for admission. Please note that the application submission to the Interactive Media M.F.A program is a two-part process—you must submit the general USC Graduate Online Application for Admission and the corresponding supplemental materials for the Interactive Media M.F.A. program via the SlideRoom application. Supplemental materials sent by mail will not be accepted.

All applicants wishing to be considered for admission must follow the step-by-step instructions:

Step 1: Submit the General USC Graduate Application for Admission

To begin the application process, you must submit the general USC Graduate Application for Admission:

- [http://www.usc.edu/admission/graduate/apply/index.html](http://www.usc.edu/admission/graduate/apply/index.html)
- Please complete all sections of the application except for the “Supporting Documents” and “Recommendations” sections. Any materials or recommendation letters submitted via the general USC Graduate Application will not be considered.

Step 2: Submit Supplemental Materials via the SlideRoom Application

By indicating that you are interested in submitting an application for the Interactive Media M.F.A. on the general graduate application, you will be provided with information on how to access the SlideRoom application. This information can be found under the “Supplemental Forms” section of USC’s Graduate Application.

The following supplemental materials for the Interactive Media M.F.A. program must be submitted via the SlideRoom application:

☐ **Cinematic Arts Personal Statement:** Please upload under the “Forms” section in PDF format

The Cinematic Arts personal statement is an opportunity to express your ideas about and interest in Interactive Media, help us to understand your background and creative potential, and explain why you would like to study interactive media production at the School of Cinematic Arts. This statement will be read by the Interactive Media Admission Committee as a measure of creativity, self-awareness and vision. Your statement should give the committee a sense of your long-term goals and artistic ambitions. It should answer the questions: "Who are you as a person? What are you trying to say, using interactive media? Why do you want to attend the Interactive Media Program? What are your career/professional/artistic goals?"

☐ **Writing Sample I or II:** Please upload under the “Forms” section in PDF format

You may choose either Category I or Category II for your first writing submission.

- **Category I (Character Profile):** Write a one-page story about a character or person you find interesting or unique. For example, tell us a story about a person who was not what they first seemed to be, a person who had to make a difficult decision, or a person who made a difference in the world at great cost to themselves. This can be a character you devise or a real world person; it can be someone you know, or someone you don't. Communicate through your story why this person is so interesting to you.

- **Category II (Emotional Moment Essay):** Describe an emotionally charged experience you have had. For example, a moment in which you came to understand the value of something differently than you had in the past, or a moment that changed your way of thinking or seeing your family, community or the world. This experience should be told as a story, with a beginning, middle and end, but please limit your description to two double-spaced, typed pages.
**Writing Sample III (Interactive Media Experience): Please upload under the “Forms” section in PDF format**

Describe an experience that has inspired you to enter the field of interactive media. This might be the experience of playing a particular game, visiting a museum installation, seeing an interactive artwork, etc. Or, it might be a story about how you created an interactive experience for others to participate in or play with. Tell us the story of how and why this experience affected you, how it changed your way of thinking about interactive media, and what it means for your plans for the future.

**Creative Portfolio List: Please upload under the “Forms” section in PDF format**

The creative portfolio list is a written record of the applicant's creative material. It should include a concise description of each project, the month and year the project was completed, the applicant's creative role and the purpose of the project. The material, which does not need to be cinematic arts related, should give an idea of the range and depth of the applicant's creative ability. Formal recognition - such as awards, publications, jobs and exhibitions - should be noted. The name of the institution or publication should be included when listing creative materials prepared for a class or publication.

**Creative Work Sample: Please upload under the “Media” section**

The creative work sample represents your best or most relevant work. Choose a major piece of work that you are extremely proud of for your creative sample. If you have completed a game or animation project, you should strongly consider including this. Otherwise this work might be digital or analog, it or may be a film, photo essay, script or story. For visual art, you may submit a small selection of pieces. Make sure your piece is easily viewable by the admissions committee. If you are uncertain that your software will run, include screenshots and a video play-through just in case. Please send a creative sample that can be viewed, played or read in less than 10 minutes. Please limit the length of a written creative sample, e.g. movie scripts, should be no more than 20 pages. We are looking for individuals who show both talent and personal initiative. Use the creative sample to show us your best work and the portfolio to show us the breadth of your creative endeavors. An online link will allow you to showcase several of your works, giving the committee a better sense of your skills and talent.

**Letters of Recommendation (One letter from an academic reference)**

Three letters of recommendation are required. All letters of recommendation must be submitted via the SlideRoom references system. Applicants are responsible for requesting letters of recommendation as well as confirming that they have been received.

**Step 3: Academic Transcripts**

Official transcripts from all Colleges or Universities attended must be submitted. Request original copies of your official transcripts and have them sent directly from your institution to USC Graduate Admissions. Additionally, all applicants are asked to upload unofficial copies of their transcripts in PDF format under the “Attachments” section in the SlideRoom application.

**Step 4: TOEFL, IELTS, or PTE Test Scores (International Applicants Only)**

In order to be considered for admission, applicants must meet the minimum required score of 100 on the TOEFL iBT (internet based test), 7.0 on the IELTS, or a 68 on the PTE test.

- **TOEFL/IELTS/PTE Test Scores**
  - **TOEFL**: Submit scores via ETS to USC: ETS code = 4852
    - Minimum required score: 100 on the iBT test
  - **IELTS**: To submit your IELTS results to USC, please select the “University of Southern California”
    - Minimum required score: 7.0 overall band score
  - **PTE**: Please submit your scores electronically to USC via the PTE website
    - Minimum required score: 68 on the PTE test

- **Proof of Financial Support**
  - Visit the following link for more information:
    - [http://www.usc.edu/admission/graduate/international/financialsupport.html](http://www.usc.edu/admission/graduate/international/financialsupport.html)