

Launch Your Career with Grad Studies in Digital Media

Whether you're passionate about immersive experiences, interactive design, or digital storytelling, grad studies can help you go further and lead real-world impact.

MAKE STRATEGIC DECISIONS— NOT JUST TECHNICAL ONES

Lead creative projects that blend technology, art, and user experience across industries.

BUILD A GLOBAL NETWORK

Work with researchers, artists, and developers shaping the future of media and communication.

GAIN INDEPENDENCE AND FLEXIBILITY

Explore your own creative direction through research, production, and mentorship.

SEE A REAL RETURN ON INVESTMENT

Access roles in gaming, film, UX, and digital innovation that demand your unique blend of skills.

MASTER OF SCIENCE (MSc)

- > 5 terms full-time (part-time available).
- > Courses, research and a thesis.
- > **Entry:** Honours Bachelor's degree or equivalent in Digital Media or related Bachelor's program, such as Computer Science. Min **B** avg in the final two years of study.

DOCTOR OF PHILOSOPHY (PhD)

- > 4 years full-time (part time available).
- > Courses, research and dissertation.
- > **Entry:** Master's degree (min **B+** avg) or equivalent in Digital Media or related program such as computer science or an art program that focuses on technology.
- > Applicants must demonstrate experience in both Computer Science and the arts with a strong cross-disciplinary approach.

RESEARCH AREAS

Animation, Anti-Technoableism, Assistive Technology, Commons-Based Peer Production, Computer Graphics, Human-Computer Interaction, Media-rich Dataset Management, Social Technologies.

GRADUATE FUNDING

- > Approximately **\$27,000** annual take-home after tuition.
- > Eligible for awards and scholarships.

Next Steps

- > Apply for **September**
- > **Contact:** grad.studies@lassonde.yorku.ca



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