I am interested in studying social media and how new technologies are used for storytelling. My current research is a study of the recent changes Twitter has made in their decision to expand the maximum character count of a tweet from 140 characters to 280.

I will be surveying Twitter users to capture their reaction and perception to the increase in characters. Through this research I hope to discover the ways users change their story based on this change in social media.

-Matthew Vollmer, Rochester, New York
My capstone topic is Emotional Design in Website Icons. My research will evaluate how the design of web icons effects user experience. My investigation will center around the concepts integral to emotional design and how design decisions influence brand perception.

While emotional design is generally used in industrial design, by studying its application to graphics I hope to help others realize the function of emotional design at the visceral, behavioral, and reflective levels.

-Hanqing Jin, Hongzhou, China
Capstone Topic: Virtual Reality (VR) in Sports Media
MS Media Arts and Technology

The use of virtual reality systems in sports media has had some success over the past few years as adoption and usage of the technology has increased. The goal of my capstone is to understand how virtual reality technology can be used for different purposes in media and communication industries.

This capstone will give insight on how VR can be applied in sports media, with the goal to better understand VR’s overall market potential as a broadcast medium in the future.

– Benjamin Camp, Boston, Massachusetts