The MA in Computational Media in the Department of Art, Art History & Visual Studies at Duke University explores the theories and practices of digital storytelling, information science, historical visualization, virtual reality, interaction design, and new forms of interpreting quantitative and qualitative cultural data. Students affiliate with an interdisciplinary humanities research lab and learn by doing. The 18-month MA culminates in a hybrid theory-practice thesis that demonstrates their expertise in action. Our goal is to produce graduates who not only have hands-on know-how and technical skills but who have developed a sophisticated understanding of informational globalization in our rapidly changing world.