Art (Intermedia), BFA

Are you fascinated by the intersection of diverse media and diverse people? Join our internationally renowned faculty and come explore new avenues for self-expression, collaboration and community action.

Program Description

The BFA program in art with a concentration in intermedia studies educates students in traditional and emerging forms and orientations, including performance, installation, 3D fabrication, digital sculpture, public and place-based art, digital animation, and experimental and documentary video.

Faculty also teach special topics, including the recent studio seminars on walking as art practice and the engagement of women in the field of art and technology. Intermedia faculty nurture students' talents and provide them with the skills they need to capture creative and professional opportunities, exhibitions, grants, commissions, residencies and employment as educators, curators and media and arts professionals across an array of established and emerging fields.

Students declare their Bachelor of Fine Arts concentration at the time of their ASU admission. Following admission, if students wish to change their concentration, they may meet with their School of Art academic advisor.

At a Glance

- **College/School:** [Herberger Institute for Design and the Arts](https://www.asu.edu/)
- **Location:** Tempe

- **Additional Program Fee:** Yes
- **Second Language Requirement:** No
- **First Required Math Course:** Any math course that meets the MA designation.
- **Math Intensity:** General
Required Courses (Major Map)

2022 - 2023 Major Map
Major Map (Archives)

Concurrent Program Options

Students pursuing concurrent degrees (also known as a "double major") earn two distinct degrees and receive two diplomas. Working with their academic advisors, students can create their own concurrent degree combination. Some combinations are not possible due to high levels of overlap in curriculum.

Admission Requirements

General University Admission Requirements:
All students are required to meet general university admission requirements.
First-year | Transfer | International | Readmission

Additional Requirements:

Students are admitted directly to the intermedia concentration upon admittance to the BFA program in art.

Transfer Admission Requirements:

Transfer students who have completed the foundational core and pre-art requirements are admitted directly to the intermedia concentration upon admittance to the BFA program in art. To complete an undergraduate degree in four years, it is recommended that community college transfer students who are completing a two-year degree and have completed the foundational core and pre-art requirements apply and submit a declaration form in the semester they are completing their community college degree or the semester before they plan to enter Arizona State University.

Direct transfer of courses from other accredited institutions to the Herberger Institute for Design and the Arts are subject to the existence of parallel and equal courses in the college's curriculum and subject to departmental or school evaluation of studio courses with respect to performance standards.

Every candidate for the bachelor's degree must earn a minimum of 30 credit hours in resident credit at ASU. Transfer students enrolled in the college must complete a minimum of 15 credit hours of resident credit in the major as approved by the faculty.

Change of Major Requirements
An ASU student who would like to change majors to one offered by the Herberger Institute for Design and the Arts must have a minimum cumulative GPA of 2.50 (scale is 4.00 = "A").

Students should refer to https://changemajor.apps.asu.edu for information about how to change a major to this program.

**Transfer Options**

ASU is committed to helping students thrive by offering tools that allow personalization of the transfer path to ASU. Students may use MyPath2ASU™ to outline a list of recommended courses to take prior to transfer.

ASU has transfer partnerships in Arizona and across the country to create a simplified transfer experience for students. These pathway programs include exclusive benefits, tools and resources, and they help students save time and money in their college journey. Students may learn more about these programs by visiting the admission site: https://admission.asu.edu/transfer/MyPath2ASU.

**Global Opportunities**

**Global Experience**

Students can enhance their understanding of intermedia art while engaging with an intercultural setting in a study abroad program. Locations such as Italy, France and Spain provide a deep glance into the world of intermedia art, allowing students to apply a global scope to their practices, furthering the depth of their portfolios. https://goglobal.asu.edu/

**Career Opportunities**

Career opportunities depend on the emphasis selected. Possibilities include:

- computer graphics and animation
- community-based art (in schools, health care settings, nonprofit agencies)
- event production and cultural production
- positions in the music or entertainment industry
- video production and post-production
- web-based entertainment, education and communication

Professions may include:

- animator
- art director and set designer
- audio and video equipment technician
- commercial and industrial designer
• elementary or secondary school teacher
• independent artist
• marketing and public relations director
• media consultant
• museum and gallery curator, staff, director or art dealer
• performer
• professor
• video and media producer or designer
• video game designer

Career examples include but are not limited to those shown in the following list. Advanced degrees or certifications may be required for academic or clinical positions.

<table>
<thead>
<tr>
<th>Career</th>
<th>*Growth</th>
<th>*Median Salary</th>
</tr>
</thead>
<tbody>
<tr>
<td>Animator</td>
<td>4.1%</td>
<td>$77,700</td>
</tr>
<tr>
<td>Art Director</td>
<td></td>
<td>$97,270</td>
</tr>
<tr>
<td>Audio-Visual Technician</td>
<td>12.3%</td>
<td>$47,920</td>
</tr>
<tr>
<td>Camera Operator</td>
<td>14.0%</td>
<td>$57,200</td>
</tr>
<tr>
<td>Film Editor</td>
<td>21.6%</td>
<td>$67,250</td>
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<tr>
<td>Fine Artist</td>
<td>1.0%</td>
<td>$52,340</td>
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<tr>
<td>High School Teacher</td>
<td>3.8%</td>
<td>$62,870</td>
</tr>
<tr>
<td>Performance Artist</td>
<td></td>
<td>$65,800</td>
</tr>
<tr>
<td>Sound Recording Engineer</td>
<td>6.0%</td>
<td>$53,520</td>
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<tr>
<td>Video Game Designer</td>
<td></td>
<td>not available</td>
</tr>
</tbody>
</table>

* Data obtained from the Occupational Information Network (O*NET) under sponsorship of the U.S. Department of Labor/Employment and Training Administration (USDOL/ETA).

☀ Bright Outlook ☀ Green Occupation

Contact Information

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