Digital Culture (Arts and Design Studies), B

HIDCADSBA

ASU is no longer accepting new students to this program. Please explore Degree Search for other similar program options.

Program Description

The BA program in digital culture equips students with the technical skills to create computational media and the cultural skills to know when or why to apply them. Students learn to create computational media, which is computation combined with objects, sound, video, time, space, culture and bodies; breathe behavior into media, objects or systems by programming; and think critically about how computation impacts lives and how culture makes a difference in how people experience computational media, a critical skill in this dynamic age.

Armed with skills and sound judgment, graduates work in cultural communication, marketing, design, social media, health, education, entertainment and creative arts, and all areas in which culture is shaped by technology and computational media. All graduates know techniques to change the world and communicate using contemporary computational media, a vital power in the 21st century. Some go on to invent fresh techniques.

Digital Culture -- Arts and Design Studies concentration

The digital culture program with a concentration in arts and design studies is for students wishing to integrate transdisciplinary studies in design and the arts into new media applications.

Students complement their knowledge of new media with broad-based transdisciplinary studies in design and the arts.

At a Glance

- College/School: Herberger Institute for Design and the Arts
- Location: Tempe campus
• Additional Program Fee: Yes
• Second Language Requirement: No
• **First Required Math Course:** MAT 117 - College Algebra
• **Math Intensity:** Moderate

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**Required Courses (Major Map)**

[2020 - 2021 Major Map](#)

[Major Map (Archives)](#)

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**Concurrent Program Options**

Students pursuing concurrent degrees (also known as a âdouble majorâ) 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.

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**Admission Requirements**

**General University Admission Requirements:**
All students are required to meet general university admission requirements.

[Freshman | Transfer | International | Readmission](#)

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**Change of Major Requirements**

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

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**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™](https://mypath2asu.asu.edu) 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](https://admission.asu.edu/transfer/MyPath2ASU).

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**Global Opportunities**

**Global Experience**
Exploring programs around the globe furthers students' ability to apply their studies to a global spectrum. With over 250 programs in more than 65 countries (programs vary in length, from one week to one year), study abroad is possible for all ASU students who wish to acquire global skills and knowledge in preparation for a 21st century career. Students earn ASU credit for completed courses, while staying on track for graduation, and may apply financial aid and scholarships toward program costs.

https://goglobal.asu.edu/

Career Opportunities

Graduates of the digital culture program have a wide array of career opportunities in new media involving the fields of:

- communications (CISCO, Google, Facebook)
- computing (Apple, Microsoft)
- gaming and entertainment (Industrial Light and Magic, Electronic Arts, Pixar)
- media arts (engineering multimedia shows, video and sound production)

The digital culture curriculum also prepares students for roles in the development of modern media systems that address complex sociotechnical problems such as:

- diagnostic, monitoring and assistive cyber-physical tools and systems that can be used by health care providers
- new systems for collaborative, participatory content creation and sharing
- social networking and reflection tools for promoting sustainability
- systems for interactive, adaptive learning and computational assessment in educational organizations

Graduates of the digital culture program who are interested in continuing their higher education are well prepared to apply for admission to the top interdisciplinary new media programs in the nation, including the graduate programs through the School of Arts, Media and Engineering at ASU.

Digital culture alumni have received job opportunities in:

- 3D modeling and fabrication
- audio and video
- engineering
- graphic design
- illustration
- iOS development
- journalism
- programming
- software engineering
- special effects
• visual media

Contact Information

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