

Media Arts and Sciences (Film), BA

HIDGCFBA

Digital media has revolutionized how we live, learn, create and communicate. Learn how to use, misuse and reimagine digital technology, computational systems and interactive media. You won't just learn the how of tech, but also the why, using your artistic vision and a human-centric perspective to shape a vibrant digital future.

Program description

The School of Arts, Media and Engineering educates the next generation of learners and empowers them with technofluency --- its development, application and implications.


The BA program in media arts and sciences offers students technical skills to develop computational media, and cultural skills to apply them meaningfully. Students immerse themselves in hands-on projects, explore the intertwined evolution of culture, society and tech, and create computational media systems with sound, video, objects, space and immersive media. This fusion of arts, humanities and engineering foundations allows students not only to craft innovative digital media but also to think critically about how technology and society are coproductive. The program's overarching goal is to develop socially conscious global citizens who are ready to navigate and shape a more connected and creative digital world.

Media Arts and Sciences -- Film concentration

This concentration program is offered in partnership with The Sidney Poitier New American Film School in the Herberger Institute for Design and the Arts. In the concentration in film, students complement their knowledge of media arts and sciences with discipline-specific courses that focus on foundations of filmmaking practices, knowledge of the film industry and hands-on practice of digital processes in filmmaking.

At a glance

- College/School: [Herberger Institute for Design and the Arts](#)

- **Location:** [Tempe](#)
- **Second language requirement:** No
- **First required math course:** MAT 117 - College Algebra
- **Math intensity:** Moderate 

Required courses (Major Map)

[2024 - 2025 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](#)

Tuition information

When it comes to paying for higher education, everyone's situation is different. Students can learn about [ASU tuition and financial aid](#) options to find out which will work best for them.

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 visit the [Change of Major form](#) 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.

Global opportunities

Global experience

Exploring programs around the globe furthers students' ability to apply their studies to a global spectrum. With more than 300 [Global Education program opportunities](#) available to them, media arts and sciences students are able to tailor their experience to their unique interests and skill sets. Whether in a foreign country, in the U.S. or online, students build communication skills, learn to adapt and persevere, and are exposed to research and internships across the world, increasing their professional network.

The Herberger Institute for Design and the Arts recommends [these programs](#) for students majoring in media arts and sciences.

Career opportunities

Graduates of the media arts and sciences 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 & Magic, Electronic Arts, Pixar)
- media arts (engineering multimedia shows, video and sound production)

The media arts and sciences 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 healthcare 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 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 graduate programs in the ASU School of Arts, Media and Engineering.

Media arts and sciences alumni have received job opportunities in:

- audio and video
- engineering

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

Example job titles and salaries listed below are not necessarily entry level, and students should take into consideration how years of experience and geographical location may affect pay scales. Some jobs also may require advanced degrees, certifications or state-specific licensure.

Career	*Growth	*Median salary
<u>Audio-Visual Technician</u> ☀	4.7%	\$50,660
<u>Computer Network Analyst</u>	3.5%	\$126,900
<u>Computer Scientist</u> ☀	22.7%	\$136,620
<u>Corporate Web Developer</u> ☀	9.7%	\$98,740
<u>Executive Producer</u> ☀	6.7%	\$85,320
<u>IT Project Manager</u> ☀	9.7%	\$98,740
<u>Performance Artist</u>	3.4%	\$69,760
<u>Production Assistant</u>	4.3%	\$65,000
<u>Video Game Designer</u> ☀	15.2%	\$83,240

* 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

Contact information

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