

# Media Arts and Sciences (Media Processing), BS

HIDGCMPBS

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'll learn not just 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 BS 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 -- Media Processing concentration

This concentration program is offered in partnership with the Ira A. Fulton Schools of Engineering. Students complement their knowledge of media arts and sciences with computer science coursework, which offers them a more advanced understanding of programming, data structures, signal processing and system architecture.

## At a glance

- **College/School:** [Herberger Institute for Design and the Arts](#)
- **Location:** [Tempe](#)
- **Second language requirement:** No
- **First required math course:** MAT 210 - Brief Calculus
- **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

Students must have a GPA of 3.00 to transfer into the media arts and sciences program.

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

[Global Education programs](#) allow digital culture students to think critically about how computation impacts lives and how culture makes a difference in how people experience computational media --- critical skills in this dynamic age. With over 300 options available, Global Education programs enable students to tailor their experience to their unique interests and skill sets. Whether it's in a foreign country, in the U.S. or online, students in media arts and sciences can be exposed to diverse cultural environments and differences worldwide and take in the broad uses of technology and its uses on a global scale.

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

## Career opportunities

Career opportunities include positions in the following fields: graphic design, design, audio, visual media, computer science, technology, technical writing, creative writing and comparative literature.

Media arts and sciences alumni have obtained careers as graphic designers, 3D modelers, special effects artists, visual media artists, programmers, engineers and software specialists with Apple, Microsoft, Cisco, Industrial Light & Sound, Pixar and other techno-centric companies.

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
<a href="#">Animator</a> 🌟	8.2%	\$98,950
<a href="#">Audio-Visual Technician</a> 🌟	4.7%	\$50,660
<a href="#">Computer Programmer</a>		\$97,800
<a href="#">Computer Scientist</a> 🌟	22.7%	\$136,620
<a href="#">IT Project Manager</a> 🌟	9.7%	\$98,740
<a href="#">Performance Artist</a>	3.4%	\$69,760
<a href="#">Production Assistant</a>	4.3%	\$65,000
<a href="#">Software Developer</a> 🌟	25.7%	\$127,260
<a href="#">Video Game Designer</a> 🌟	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).



## Contact information

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