Media Arts and Sciences (Media Processing), BS

HIDGCMPBS

This program's name has changed effective Fall 2023. The previous name was Digital Culture (Media Processing).

Interested in exploring emerging trends in digital culture in an interdisciplinary format? Intrigued to learn the processes and technologies that make these systems work? With the enhanced programming core of this program backing you, you'll have the ability to work in a range of technological or scientific fields.

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 School of Arts, Media and Engineering prepares students to be socially aware, critically thinking global citizens who strive to bring about positive change in a society that will be increasingly shaped by new technologies.

The BS program in media arts and sciences with a concentration in media processing is for students wishing to specialize in media processing aspects of new media.

This program teaches students to understand the transformative role of digital technology in cultural practice, society and day-to-day life, emphasizing the strongest emerging trends in cultural media: systems and processes that integrate digital technology with the everyday physical human experience. Students in the Bachelor of Science program complement the knowledge acquired through media arts and sciences coursework with a more advanced understanding of the programming, data structures, signals processing and system architecture aspects of new media.

At a Glance
Required Courses (Major Map)

2023 - 2024 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 college, everyoneâs 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 allow 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 are able to 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 and Sound, PIXAR and other techno-centric companies.

Career example titles and salaries listed below are not necessarily entry level, and students should take into consideration how years of experience, geographical location, and required advanced degrees or certifications may affect pay scales.

<table>
<thead>
<tr>
<th>Career</th>
<th>*Growth</th>
<th>*Median Salary</th>
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<tbody>
<tr>
<td>Animator</td>
<td>8.2%</td>
<td>$98,950</td>
</tr>
<tr>
<td>Audio-Visual Technician</td>
<td>4.7%</td>
<td>$50,660</td>
</tr>
<tr>
<td>Computer Programmer</td>
<td></td>
<td>$97,800</td>
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<tr>
<td>Computer Scientist</td>
<td>22.7%</td>
<td>$136,620</td>
</tr>
<tr>
<td>IT Project Manager</td>
<td>9.7%</td>
<td>$98,740</td>
</tr>
<tr>
<td>Performance Artist</td>
<td>3.4%</td>
<td>$69,760</td>
</tr>
<tr>
<td>Production Assistant</td>
<td>4.3%</td>
<td>$65,000</td>
</tr>
<tr>
<td>Software Developer</td>
<td>25.7%</td>
<td>$127,260</td>
</tr>
</tbody>
</table>
Video Game Designer ★ 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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