Media Arts and Sciences (Theatre), BA

HIDGCTBA

Do you wish you could immerse yourself in exciting, innovative technologies and media while using practices of humanities and global thinking? Whether you enjoy crafting technology from scratch or designing new ways to imagine technological futures, you can create, develop and engage the technological world around you.

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 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 BA program in media arts and sciences equips students with the knowledge, abilities and technical skills they need for creating computational media.

Students learn to create computational media and computation combined with objects, sound, video, time, space, culture and bodies, and to breathe behavior into media, objects or systems by programming; they also learn to 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.

Media Arts and Sciences -- Theatre concentration
The concentration in theatre is for students who desire to integrate principles of design and production with digital culture. Students complement their knowledge of media arts and sciences with discipline-specific courses in the School of Music, Dance and Theatre; these courses focus on the fundamentals and principles of theatre design, including scene, lighting, sound, costume and multimedia design, while enabling students to develop art and technical direction and digital design skills.

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

Armed with skills and reasoned 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 gain techniques to change the world and communicate using contemporary computational media, a vital power in today's world. Some go on to invent fresh techniques.

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 socio-technical 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 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 through ASU's School of Arts, Media and Engineering.

Media Arts and Sciences alumni have received job opportunities in the following fields:

- 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
Broadcast Technician		$60,700
Computer Network Technician ☼	7.0%	$68,050
Corporate Web Developer ☼	9.7%	$98,740
Executive Producer ☼	6.7%	$85,320
IT Project Manager ☼	9.7%	$98,740
Production Assistant	4.3%	$65,000
TV Program Director ☼	6.7%	$85,320
TV/Movie Set Designer ☼	7.3%	$59,990
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).

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Contact information

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