# Media Arts and Sciences (Education), BA

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 to not only craft innovative digital media but also to think critically about how technology and society are co-productive. The program's overarching goal is to develop socially conscious global citizens, ready to navigate and shape a more connected and creative digital world.

**Media Arts and Sciences -- Educational Studies concentration**
Learning happens everywhere. Through concentration coursework in educational studies, provided by Mary Lou Fulton Teachers College, students learn the role of education in society and how humans learn. They also develop effective communication skills and learn to facilitate learning experiences across a variety of spaces. Students learn to effectively share their passion for media arts and technology and inspire a new generation of technofluent creators: kids, teens, adults and learners of all ages, empowering them to craft their own stories.

**GI BillÂ® benefits**

This new program is not yet approved for use with GI BillÂ® benefits.

GI BillÂ® is a registered trademark of the U.S. Department of Veterans Affairs. More information about education benefits offered by VA is available at the official U.S. government website at https://www.benefits.va.gov/gibill/.

# At a glance

- **College/School:** Herberger Institute for Design and the Arts
- **Location:** Tempe or Online, ASU Local

- **Second language requirement:** No
- **First required math course:** MAT 117 - College Algebra
- **Math intensity:** Moderate

# Required courses (Major Map)

2024 - 2025 Major Map (on-campus)
2024 - 2025 Major Map (online)
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 or one of its programs must have a minimum cumulative GPA of 2.50.

Students should visit the Change of Major form for information about how to change a major to this program.

# Attend online

**ASU Online**

ASU offers this program in an online format with multiple enrollment sessions throughout the year. Applicants may view the program's ASU Online page for program descriptions and to request more information.

**ASU Local**

It is now possible to earn an ASU degree with ASU Local, an integrated college experience in which students take advantage of in-person success coaching and programming experiences on site while completing one of 130+ undergraduate online degree programs, all of which come with online faculty interaction and tutoring support.

# 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**

Study abroad programs allow 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 more than 300 Global Education program opportunities available, 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.

# Career opportunities

Graduates of this program are prepared to thrive in an increasingly digital world, whether teaching STEAM workshops, creating new technology-infused learning experiences, or embedded in the local community at art hackerspaces, science centers and digital fabrication labs. They can develop and facilitate learning experiences and become advocates for technology, media arts and education.

Graduates work in a variety of settings related to media arts and education, including schools and classrooms, libraries, museums and science centers, nonprofit organizations, and technology and educational 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 |
|---|---|---|
| **Animator** ☀ | 8.2% | $98,950 |
| **Art Director** ☀ | 6.1% | $105,180 |
| **Art Professor** | 3.2% | $77,280 |
| **Information Technology Manager (IT Manager)** ☀ | 15.4% | $164,070 |
| **Instructional Specialist** | 2.5% | $66,490 |
| **Museum Educator** ☀ | 8.1% | $34,440 |
| **Production Assistant** | 4.3% | $65,000 |
| **Technical Writer** ☀ | 6.9% | $79,960 |
| **Technology Education Teacher, High School** | | $62,500 |
| **Technology Education Teacher, Middle School** | | $62,630 |

\* 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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