Media Arts and Sciences (Games and Interactive Media), BS

Do you want to immerse yourself in innovative technology and interactive 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 as a student in this program.

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.

Students learn to create computational media, which is computation combined with objects, sound, video, time, space, culture and bodies; breathe behavior into media, objects or systems by programming; and 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 -- Games and Interactive Media concentration
This concentration program pairs a maker approach with a rich historical and conceptual understanding of games, augmented and virtual reality, esports, location-based and themed environments and experiences. Working within this interdisciplinary program, students create, envision and critique digital and hybrid spaces impacting work, education, communication, interpersonal relationships, entertainment, physical and mental health care, and lifelong learning.

As an added incentive, students interested in the entirety of game infrastructure may also pursue a certificate in computer gaming, focusing on game development and offered by the Ira A. Fulton Schools of Engineering at the Tempe campus, or a certificate in arts and humanities in games, offered by the New College of Interdisciplinary Arts and Sciences at the West Valley campus.

GI Bill® benefits

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

GI Bill® 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

- **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 change majors into this 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
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

Working within this field of games and interactive media are artists, programmers, designers, storytellers, engineers, policy advocates and countless other positions. Games and interactive media arts industries are growing at a rapid pace; for example, job opportunities for special effects artists and animators are expected to grow by 16% by 2030, double that of the national outlook. The large scale of the video gaming industry, valued at $159.3 billion globally in 2020 according to the U.S. International Trade administration, and which goes beyond video game design, also includes fields of specialized marketing, monetization and other ancillary industries.

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
Audio-Visual Technician ⚙	4.7%	$50,660
Computer Programmer		$97,800

Computer Scientist ☀	22.7%	$136,620
IT Project Manager ☀	9.7%	$98,740
Performance Artist	3.4%	$69,760
Production Assistant	4.3%	$65,000
Software Developer ☀	25.7%	$127,260
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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