

# Curriculum - Media Arts and Sciences, BA

Catalog Year: 2026 - 2027 **General Studies Gold**

Degree: Bachelor of Arts, BA

College/School: [Herberger Institute for Design and the Arts](#)

Plan Code: HIDGCBA

Minimum credit hours: 120

Upper division minimum credit hours: 45

Requirement	Minimum Grade	Credit Hours
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## Core Courses

AME 111 Introduction to Digital Culture (HUAD)	C	3
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AME 130 Prototyping Dreams (HUAD)	C	3
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AME 230 Programming for the Media Arts	C	3
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## Media Arts and Sciences Foundational Media Course

AME 112 Computational Thinking for Media Arts

AME 161 Game Engine Fundamentals

AME 210 Media Editing

AME 220 Programming for the Web	C	12
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AME 240 Introduction to Physical Computing

AME 244 Introduction to Interactive Environments

AME 294 Topic: Intro to Blender and 3D Concepts

## Track Focus/Digital Media

Track Focus Areas: Students may choose courses from any combination of focus areas and are encouraged to choose courses that align with their career goals. Contact your advisor for guidance or suggestions.

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**Upper Division Track Focus Area Course**

C

15

Creative Code and Development Track

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**AME 360 Designing Mixed-Reality Experiences**

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**AME 394 Topic: Computational Photography**

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**AME 394 Topic: Introduction to Python for Interactive Media**

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**AME 400 Minds and Machines**

---

**AME 430 Mac Development for Media Arts**

---

**AME 434 Machine Learning for Media Arts**

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**AME 435 Mobile Development**

---

**AME 436 Animating Virtual Worlds**

---

**AME 470 Programming for Social and Interactive Media**

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**AME 494 Topic: Artificial Intelligence for Social Good**

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**AME 494 Topic: Programming for the Internet of Things**

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Emerging Media Arts Track

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**AME 320 Motion Capture for Integrative Systems**

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**AME 394 Topic: Computational Photography**

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**AME 394 Topic: User Experience in Media Arts**

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**AME 444 Media Installations**

---

**AME 494 Topic: Spatial Design**

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**AME 494 Topic: Systems and Content Design for Digital Experiences**

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Online: Emerging Media Arts Track

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**AME 394 Topic: Computational Photography**

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**AME 494 Topic: Digital Marketing and Consumers in Esports**

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**AME 494 Topic: The Forthcoming Metaverse**

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Games and Immersive Worlds Track

---

**AME 320 Motion Capture for Integrative Systems**

---

**AME 360 Designing Mixed-Reality Experiences**

---

**AME 365 People at Play (HUAD)**

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**AME 367 Identity, Industry and Games**

---

**AME 394 Topic: Endless Games Studio Project**

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**AME 394 Topic: Intro to Esports Management**

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**AME 465 Designing Play**

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**AME 494 Topic: Cinema and Game Worlds**

---

**AME 494 Topic: Spatial Audio for XR**

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**AME 494 Topic: Worldbuilding**

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Tangible and Physical Computing Track

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**AME 320 Motion Capture for Integrative Systems**

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**AME 330 Digital-Physical Systems**

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**AME 410 Interactive Materials**

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**AME 444 Media Installations**

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**AME 494 Topic: Advanced Modeling and Fabrication**

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**AME 494 Topic: Expressive Robotics**

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**AME 494 Topic: Musical Microcontrollers**

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**AME 494 Topic: Wearable Music**

Tech and Society Track

**AME 310 Media Literacies and Composition****AME 325 Technical Lives****AME 365 People at Play (HUAD)****AME 369 Gender, Technology and Design (SOBE)****AME 394 Topic: Imagining Futures in Science Fiction****AME 404 Reading the Algorithm****AME 494 Topic: Alternate Ecologies and Economies****AME 494 Topic: Media Archaeology****AME 494 Topic: Sensable Heatscapes****AME 494 Topic: Sense-making Complexity****AME 494 Topic: Socio-Technical Futures****AME 494 Topic: Worldbuilding**

Online: Tech and Society Track

**AME 325 Technical Lives****AME 394 Topic: Imagining Futures in Science Fiction****AME 394 Topic: Intro to Esports Management****AME 404 Reading the Algorithm****AME 445 The Art of Teaching Media Arts****AME 494 Topic: Socio-Technical Futures**

**AME 360 Designing Mixed-Reality Experiences**

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**AME 394 Topic: Computational Photography**

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**AME 394 Topic: Introduction to Python for Interactive Media**

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**AME 400 Minds and Machines**

---

**AME 430 Mac Development for Media Arts**

---

**AME 434 Machine Learning for Media Arts**

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**AME 435 Mobile Development**

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**AME 436 Animating Virtual Worlds**

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**AME 470 Programming for Social and Interactive Media**

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**AME 494 Topic: Artificial Intelligence for Social Good**

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**AME 494 Topic: Programming for the Internet of Things**

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Emerging Media Arts Track

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**AME 320 Motion Capture for Integrative Systems**

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**AME 394 Topic: Computational Photography**

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**AME 394 Topic: User Experience in Media Arts**

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**AME 444 Media Installations**

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**AME 494 Topic: Spatial Design**

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**AME 494 Topic: Systems and Content Design for Digital Experiences**

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Online: Emerging Media Arts Track

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**AME 394 Topic: Computational Photography**

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**AME 494 Topic: Digital Marketing and Consumers in Esports**

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**AME 494 Topic: The Forthcoming Metaverse**

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Games and Immersive Worlds Track

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**AME 320 Motion Capture for Integrative Systems**

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**AME 360 Designing Mixed-Reality Experiences**

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**AME 365 People at Play (HUAD)**

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**AME 367 Identity, Industry and Games**

---

**AME 394 Topic: Endless Games Studio Project**

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**AME 394 Topic: Intro to Esports Management**

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**AME 465 Designing Play**

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**AME 494 Topic: Cinema and Game Worlds**

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**AME 494 Topic: Spatial Audio for XR**

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**AME 494 Topic: Worldbuilding**

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Tangible and Physical Computing Track

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**AME 320 Motion Capture for Integrative Systems**

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**AME 330 Digital-Physical Systems**

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**AME 410 Interactive Materials**

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**AME 444 Media Installations**

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**AME 494 Topic: Advanced Modeling and Fabrication**

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**AME 494 Topic: Expressive Robotics**

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**AME 494 Topic: Musical Microcontrollers**

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**AME 494 Topic: Wearable Music**

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Tech and Society Track

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**AME 310 Media Literacies and Composition**

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**AME 325 Technical Lives**

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**AME 365 People at Play (HUAD)**

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**AME 369 Gender, Technology and Design (SOBE)**

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**AME 394 Topic: Imagining Futures in Science Fiction**

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**AME 404 Reading the Algorithm**

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**AME 494 Topic: Alternate Ecologies and Economies**

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**AME 494 Topic: Media Archaeology**

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**AME 494 Topic: Sensable Heatscapes**

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**AME 494 Topic: Sense-making Complexity**

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**AME 494 Topic: Socio-Technical Futures**

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**AME 494 Topic: Worldbuilding**

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Online: Tech and Society Track

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**AME 325 Technical Lives**

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**AME 394 Topic: Imagining Futures in Science Fiction**

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**AME 394 Topic: Intro to Esports Management**

---

**AME 404 Reading the Algorithm**

---

**AME 445 The Art of Teaching Media Arts**

---

**AME 494 Topic: Socio-Technical Futures**

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**OR**

Upper Division Digital Media

**ART 417 Storyboarding and Narrative Sequencing**

---

**ART 424 Stop Motion Animation**

---

**ART 440 Experimental Video Art**

---

**ART 444 Short Subject: Documentary Video**

---

**ART 494 Topic: Visual Prototyping**

---

**CIS 300 Web Design and Development**

---

**CPI 321 Fundamentals of Game Art**

---

**EDT 440 Creating and Marketing Mobile Apps**

---

**FMP 315 Sound Post-Production for Film and Media I**

---

**FMS 351 Emerging Digital Media (HUAD)**

---

**FMS 365 Video Games and Narrative**

---

**FSH 344 Fashion Design and Wearable Technology**

---

**GIT 303 Digital Publishing**

---

**GIT 312 Computer Animation and Motion Graphics**

---

**GIT 314 Multimedia Design, Planning and Storyboards**

---

**GIT 333 Printing Technology**

---

**GIT 384 Commercial Photography**

---

**GIT 402 New Media Internet Technologies**

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**HSE 325 Human-Computer Interaction**

---

**IAP 322 Multitrack Digital Recording**

---

**IAP 325 Sound Performance: Exploring Alternative  
Performance Groups**

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**IAP 361 Digital Editing and Media Literacy**

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**IAP 362 Games and Narratology**

---

**IAP 364 Documentaries**

---

**IAP 367 Motion Graphics and Animation**

---

**IAP 462 Games and Play (SOBE)**

---

**IAP 480 Art as Praxis: From Conceptualization to Production**

---

**IND 344 Human Factors in Design**

---

**MCO 307 The Digital Audience**

---

**MCO 375 Podcasting**

---

**STS 331 Ethical Issues in Science and Technology**

---

**TWC 411 Principles of Visual Communication**

---

**TWC 451 Copyright and Intellectual Property in the Electronic Age**

---

**TWC 452 Information in the Digital Age**

---

Online: Digital Media

---

**ART 424 Stop Motion Animation**

---

**ART 494 Topic: Visual Prototyping**

---

**CIS 300 Web Design and Development**

---

**FMS 351 Emerging Digital Media (HUAD)**

---

**FMS 365 Video Games and Narrative**

---

**GIT 303 Digital Publishing**

---

**GIT 312 Computer Animation and Motion Graphics**

---

**GIT 314 Multimedia Design, Planning and Storyboards**

---

**GIT 333 Printing Technology**

---

**GIT 384 Commercial Photography**

---

**GIT 402 New Media Internet Technologies**

---

**HSE 325 Human-Computer Interaction**

---

**IAP 325 Sound Performance: Exploring Alternative Performance Groups**

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Requirement	Minimum Grade	Credit Hours
<b>IAP 361 Digital Editing and Media Literacy</b>		
<b>IAP 364 Documentaries</b>		
<b>IAP 480 Art as Praxis: From Conceptualization to Production</b>		
<b>MCO 307 The Digital Audience</b>		
<b>MCO 375 Podcasting</b>		
<b>TWC 411 Principles of Visual Communication</b>		
<b>TWC 451 Copyright and Intellectual Property in the Electronic Age</b>		
<b>TWC 452 Information in the Digital Age</b>		

**Track Focus Area Course**

C

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Creative Code and Development Track

**AME 161 Game Engine Fundamentals**

**AME 220 Programming for the Web**

**AME 240 Introduction to Physical Computing**

**AME 261 Visual Scripting in Game Engines**

**AME 360 Designing Mixed-Reality Experiences**

**AME 394 Topic: Computational Photography**

**AME 394 Topic: Introduction to Python for Interactive Media**

**AME 400 Minds and Machines**

**AME 430 Mac Development for Media Arts**

**AME 434 Machine Learning for Media Arts**

**AME 435 Mobile Development**

**AME 436 Animating Virtual Worlds**

**AME 470 Programming for Social and Interactive Media**

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**AME 494 Topic: Artificial Intelligence for Social Good**

---

**AME 494 Topic: Programming for the Internet of Things**

---

Emerging Media Arts Track

---

**AME 112 Computational Thinking for Media Arts**

---

**AME 210 Media Editing**

---

**AME 244 Introduction to Interactive Environments**

---

**AME 320 Motion Capture for Integrative Systems**

---

**AME 394 Topic: Computational Photography**

---

**AME 394 Topic: User Experience in Media Arts**

---

**AME 444 Media Installations**

---

**AME 494 Topic: Spatial Design**

---

**AME 494 Topic: Systems and Content Design for Digital Experiences**

---

Online: Emerging Media Arts Track

---

**AME 112 Computational Thinking for Media Arts**

---

**AME 210 Media Editing**

---

**AME 244 Introduction to Interactive Environments**

---

**AME 294 Topic: History of Electronic Music**

---

**AME 294 Topic: Introduction to Audiovisual Technology**

---

**AME 394 Topic: Computational Photography**

---

**AME 494 Topic: Digital Marketing and Consumers in Esports**

---

**AME 494 Topic: The Forthcoming Metaverse**

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Games and Immersive Worlds Track

---

**AME 160 Introduction to Game Design**

---

**AME 161 Game Engine Fundamentals**

---

**AME 165 Introduction to Game Studies**

---

**AME 210 Media Editing**

---

**AME 220 Programming for the Web**

---

**AME 244 Introduction to Interactive Environments**

---

**AME 261 Visual Scripting in Game Engines**

---

**AME 294 Topic: Martial Arts and Motion Capture**

---

**FMS 265 Introduction to Video Games**

---

**AME 320 Motion Capture for Integrative Systems**

---

**AME 360 Designing Mixed-Reality Experiences**

---

**AME 365 People at Play (HUAD)**

---

**AME 367 Identity, Industry and Games**

---

**AME 394 Topic: Endless Games Studio Project**

---

**AME 394 Topic: Intro to Esports Management**

---

**AME 465 Designing Play**

---

**AME 494 Topic: Cinema and Game Worlds**

---

**AME 494 Topic: Spatial Audio for XR**

---

**AME 494 Topic: Worldbuilding**

---

Tangible and Physical Computing Track

---

**AME 112 Computational Thinking for Media Arts**

---

**AME 240 Introduction to Physical Computing**

---

**AME 294 Topic: Circuit Bending**

---

**AME 294 Topic: Introduction to Audiovisual Technology**

---

**AME 294 Topic: Intro to Blender and 3D Concepts**

---

**AME 320 Motion Capture for Integrative Systems**

---

**AME 330 Digital-Physical Systems**

---

**AME 410 Interactive Materials**

---

**AME 444 Media Installations**

---

**AME 494 Topic: Advanced Modeling and Fabrication**

---

**AME 494 Topic: Expressive Robotics**

---

**AME 494 Topic: Musical Microcontrollers**

---

**AME 494 Topic: Wearable Music**

---

Tech and Society Track

---

**AME 294 Topic: Design Politics**

---

**AME 294 Topic: Greatest Hits/22nd Century: computing & media arts**

---

**AME 294 Topic: Media Technology History**

---

**AME 310 Media Literacies and Composition**

---

**AME 325 Technical Lives**

---

**AME 365 People at Play (HUAD)**

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**AME 369 Gender, Technology and Design (SOBE)**

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**AME 394 Topic: Imagining Futures in Science Fiction**

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**AME 404 Reading the Algorithm**

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**AME 494 Topic: Alternate Ecologies and Economies**

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Requirement	Minimum Grade	Credit Hours
<b>AME 494 Topic: Media Archaeology</b>		
<b>AME 494 Topic: Sensable Heatscapes</b>		
<b>AME 494 Topic: Sense-making Complexity</b>		
<b>AME 494 Topic: Socio-Technical Futures</b>		
<b>AME 494 Topic: Worldbuilding</b>		
Online: Tech and Society Track		
<b>AME 294 Topic: Greatest Hits/22nd Century: computing &amp; media arts</b>		
<b>AME 325 Technical Lives</b>		
<b>AME 394 Topic: Imagining Futures in Science Fiction</b>		
<b>AME 394 Topic: Intro to Esports Management</b>		
<b>AME 404 Reading the Algorithm</b>		
<b>AME 445 The Art of Teaching Media Arts</b>		
<b>AME 494 Topic: Socio-Technical Futures</b>		

Track Focus Area Course	C	3
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Creative Code and Development Track		
<b>AME 161 Game Engine Fundamentals</b>		
<b>AME 220 Programming for the Web</b>		
<b>AME 240 Introduction to Physical Computing</b>		
<b>AME 261 Visual Scripting in Game Engines</b>		
<b>AME 360 Designing Mixed-Reality Experiences</b>		
<b>AME 394 Topic: Computational Photography</b>		
<b>AME 394 Topic: Introduction to Python for Interactive Media</b>		

**AME 400 Minds and Machines**

---

**AME 430 Mac Development for Media Arts**

---

**AME 434 Machine Learning for Media Arts**

---

**AME 435 Mobile Development**

---

**AME 436 Animating Virtual Worlds**

---

**AME 470 Programming for Social and Interactive Media**

---

**AME 494 Topic: Artificial Intelligence for Social Good**

---

**AME 494 Topic: Programming for the Internet of Things**

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Emerging Media Arts Track

---

**AME 112 Computational Thinking for Media Arts**

---

**AME 210 Media Editing**

---

**AME 244 Introduction to Interactive Environments**

---

**AME 320 Motion Capture for Integrative Systems**

---

**AME 394 Topic: Computational Photography**

---

**AME 394 Topic: User Experience in Media Arts**

---

**AME 444 Media Installations**

---

**AME 494 Topic: Spatial Design**

---

**AME 494 Topic: Systems and Content Design for Digital Experiences**

---

Online: Emerging Media Arts Track

---

**AME 112 Computational Thinking for Media Arts**

---

**AME 210 Media Editing**

---

**AME 244 Introduction to Interactive Environments**

---

**AME 294 Topic: History of Electronic Music**

---

**AME 294 Topic: Introduction to Audiovisual Technology**

---

**AME 394 Topic: Computational Photography**

---

**AME 494 Topic: Digital Marketing and Consumers in Esports**

---

**AME 494 Topic: The Forthcoming Metaverse**

---

Games and Immersive Worlds Track

---

**AME 160 Introduction to Game Design**

---

**AME 161 Game Engine Fundamentals**

---

**AME 165 Introduction to Game Studies**

---

**AME 210 Media Editing**

---

**AME 220 Programming for the Web**

---

**AME 244 Introduction to Interactive Environments**

---

**AME 261 Visual Scripting in Game Engines**

---

**AME 294 Topic: Martial Arts and Motion Capture**

---

**FMS 265 Introduction to Video Games**

---

**AME 320 Motion Capture for Integrative Systems**

---

**AME 360 Designing Mixed-Reality Experiences**

---

**AME 365 People at Play (HUAD)**

---

**AME 367 Identity, Industry and Games**

---

**AME 394 Topic: Endless Games Studio Project**

---

**AME 394 Topic: Intro to Esports Management**

---

**AME 465 Designing Play**

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**AME 494 Topic: Cinema and Game Worlds**

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**AME 494 Topic: Spatial Audio for XR**

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**AME 494 Topic: Worldbuilding**

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Tangible and Physical Computing Track

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**AME 112 Computational Thinking for Media Arts**

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**AME 240 Introduction to Physical Computing**

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**AME 294 Topic: Circuit Bending**

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**AME 294 Topic: Introduction to Audiovisual Technology**

---

**AME 294 Topic: Intro to Blender and 3D Concepts**

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**AME 320 Motion Capture for Integrative Systems**

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**AME 330 Digital-Physical Systems**

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**AME 410 Interactive Materials**

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**AME 444 Media Installations**

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**AME 494 Topic: Advanced Modeling and Fabrication**

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**AME 494 Topic: Expressive Robotics**

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**AME 494 Topic: Musical Microcontrollers**

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**AME 494 Topic: Wearable Music**

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Tech and Society Track

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**AME 294 Topic: Design Politics**

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**AME 294 Topic: Greatest Hits/22nd Century: computing & media arts**

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**AME 294 Topic: Media Technology History**

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**AME 310 Media Literacies and Composition**

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**AME 325 Technical Lives**

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**AME 365 People at Play (HUAD)**

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**AME 369 Gender, Technology and Design (SOBE)**

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**AME 394 Topic: Imagining Futures in Science Fiction**

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**AME 404 Reading the Algorithm**

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**AME 494 Topic: Alternate Ecologies and Economies**

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**AME 494 Topic: Media Archaeology**

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**AME 494 Topic: Sensable Heatscapes**

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**AME 494 Topic: Sense-making Complexity**

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**AME 494 Topic: Worldbuilding**

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Online: Tech and Society Track

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**AME 294 Topic: Greatest Hits/22nd Century: computing & media arts**

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**AME 325 Technical Lives**

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**AME 394 Topic: Imagining Futures in Science Fiction**

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**AME 394 Topic: Intro to Esports Management**

---

**AME 404 Reading the Algorithm**

---

**AME 445 The Art of Teaching Media Arts**

---

**AME 494 Topic: Socio-Technical Futures**

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**OR**

**Digital Media**

**FMP 255 Media Authorship**

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**GIT 215 Introduction to Web Authoring**

---

**GIT 230 Digital Illustration in Publishing**

---

**ART 417 Storyboarding and Narrative Sequencing**

---

**ART 424 Stop Motion Animation**

---

**ART 440 Experimental Video Art**

---

**ART 444 Short Subject: Documentary Video**

---

**ART 494 Topic: Visual Prototyping**

---

**CIS 300 Web Design and Development**

---

**CPI 321 Fundamentals of Game Art**

---

**EDT 440 Creating and Marketing Mobile Apps**

---

**FMP 315 Sound Post-Production for Film and Media I**

---

**FMS 351 Emerging Digital Media (HUAD)**

---

**FMS 365 Video Games and Narrative**

---

**FSH 344 Fashion Design and Wearable Technology**

---

**GIT 303 Digital Publishing**

---

**GIT 312 Computer Animation and Motion Graphics**

---

**GIT 314 Multimedia Design, Planning and Storyboards**

---

**GIT 333 Printing Technology**

---

**GIT 384 Commercial Photography**

---

**GIT 402 New Media Internet Technologies**

---

**HSE 325 Human-Computer Interaction**

---

**IAP 322 Multitrack Digital Recording**

---

**IAP 325 Sound Performance: Exploring Alternative  
Performance Groups**

---

**IAP 361 Digital Editing and Media Literacy**

---

**IAP 362 Games and Narratology**

---

**IAP 364 Documentaries**

---

**IAP 367 Motion Graphics and Animation**

---

**IAP 462 Games and Play (SOBE)**

---

**IAP 480 Art as Praxis: From Conceptualization to Production**

---

**IND 344 Human Factors in Design**

---

**MCO 307 The Digital Audience**

---

**MCO 375 Podcasting**

---

**STS 331 Ethical Issues in Science and Technology**

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**TWC 411 Principles of Visual Communication**

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**TWC 451 Copyright and Intellectual Property in the Electronic Age**

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**TWC 452 Information in the Digital Age**

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Online: Digital Media

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**FMP 255 Media Authorship**

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**GIT 215 Introduction to Web Authoring**

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**GIT 230 Digital Illustration in Publishing**

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**ART 424 Stop Motion Animation**

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**ART 494 Topic: Visual Prototyping**

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**CIS 300 Web Design and Development**

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**FMS 351 Emerging Digital Media (HUAD)**

---

**FMS 365 Video Games and Narrative**

---

**GIT 303 Digital Publishing**

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Requirement	Minimum Grade	Credit Hours
<b>GIT 312 Computer Animation and Motion Graphics</b>		
<b>GIT 314 Multimedia Design, Planning and Storyboards</b>		
<b>GIT 333 Printing Technology</b>		
<b>GIT 384 Commercial Photography</b>		
<b>GIT 402 New Media Internet Technologies</b>		
<b>HSE 325 Human-Computer Interaction</b>		
<b>IAP 325 Sound Performance: Exploring Alternative Performance Groups</b>		
<b>IAP 361 Digital Editing and Media Literacy</b>		
<b>IAP 364 Documentaries</b>		
<b>IAP 480 Art as Praxis: From Conceptualization to Production</b>		
<b>MCO 307 The Digital Audience</b>		
<b>MCO 375 Podcasting</b>		
<b>TWC 411 Principles of Visual Communication</b>		
<b>TWC 451 Copyright and Intellectual Property in the Electronic Age</b>		
<b>TWC 452 Information in the Digital Age</b>		

### **Culminating Experience**

<b>AME 485 Media Arts and Sciences Capstone I</b>	C	3
<b>AME 486 Media Arts and Sciences Capstone II</b>	C	3

### **School Requirement**

<b>MAT 117 College Algebra (MATH)</b>	C	3
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## ASU 101 or College-Specific First-Year Seminar

ASU 101 or college-specific equivalent First-Year Seminar required of all first-year students.

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**AME 101 ASU Media Arts and Sciences Experience**

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## First-Year Composition

**ENG 101 First-Year Composition AND ENG 102 First-Year**

**Composition**

**OR ENG 105 Advanced First-Year Composition**

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**OR ENG 107 First-Year Composition AND ENG 108 First-Year  
Composition**

## Notes

All baccalaureate degree students must fulfill [university graduation requirements](#), including a minimum of 120 credit hours, with at least 45 credit hours in upper-division courses.

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All undergraduate students must complete [General Studies requirements](#).

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[Mathematics Placement Assessment](#) score determines placement in first mathematics course.

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Students should work with their academic advisor, and consider course prerequisites, in order to complete all degree requirements in four years.

General Studies designations listed next to courses were valid for the 2026 - 2027 academic year. Please refer to the course catalog for current General Studies designations at time of class registration. General Studies credit is applied according to the designation the course carries at the time the class is taken.