2022 - 2023 Major Map

Media Arts and Sciences (Interdisciplinary Arts and Performance), BA

School/College: Herberger Institute for Design and the Arts
HIDCIAPBA

Term 1 0 - 16 Credit Hours Critical course signified by ❗	Hours	Minimum Grade	Notes
❗ AME 111: Introduction to Digital Culture (CS)	3	C	• ASU 101 or college-specific equivalent First-Year Seminar required of all first-year students. Digital Culture students complete AME 101 to fulfill this requirement. • Only students with posted credit for ENG 101 may enroll in AME 130 in Term 1.
AME 101: ASU Digital Culture Experience	1	C	
Complete 2 courses: AME 112: Computational Thinking for Digital Culture OR AME 130: Prototyping Dreams (L) OR AME 230: Programming for the Media Arts (CS)	6	C	
ENG 101 or ENG 102: First-Year Composition OR ENG 105: Advanced First-Year Composition OR ENG 107 or ENG 108: First-Year Composition	3	C	
MAT 117: College Algebra (MA)	3	C	
❗ Maintain 3.00 GPA in Digital Culture coursework.			
❗ Minimum 2.50 GPA ASU Cumulative.			
Term hours subtotal:	16		

Term 2 16 - 31 Credit Hours Critical course signified by ❗	Hours	Minimum Grade	Notes
AME 112: Computational Thinking for Digital Culture OR AME 130: Prototyping Dreams (L) OR AME 230: Programming for the Media Arts (CS)	3	C	• All Digital Culture majors must have a minimum 3.00 Digital Culture GPA at the end of Term 2 to continue in the program. If a student's Digital Culture GPA is below a 3.00, the student will be placed on a probationary status for one term. If the student is not successful in raising their Digital Culture GPA to a 3.00 after the probationary term, the student will not be able to continue in the Digital Culture program. • Join a student club or professional organization.
ENG 101 or ENG 102: First-Year Composition OR ENG 105: Advanced First-Year Composition OR ENG 107 or ENG 108: First-Year Composition	3	C	
IAP 201: Introduction to Interdisciplinary Arts (HU) OR IAP 202: Perspectives on Interdisciplinary Arts and Performance (HU)	3	C	
Digital Culture Flexible Elective	3	C	
Social-Behavioral Sciences (SB) AND Cultural Diversity in the U.S. (C)	3		
❗ Complete ENG 101 OR ENG 105 OR ENG 107 course(s).			
❗ Milestone: GPA First-Year Review			
Term hours subtotal:	15		

Term 3 31 - 47 Credit Hours Critical course signified by ❗	Hours	Minimum Grade	Notes
Digital Media OR Digital Culture Studies	3	C	• Digital Media courses include digital media projects within a trans-disciplinary area of study. See course list or talk to your advisor for specific course options. • Build your skills.
Interdisciplinary Arts and Performance Concentration	3	C	
Natural Science - Quantitative (SQ) (PHY 101 recommended)	4		
Social-Behavioral Sciences (SB) AND Global Awareness (G)	3		
Elective	3		
❗ Complete Mathematics (MA) requirement.			

Complete First-Year Composition requirement.

	Term hours subtotal:	16	

Term 4 47 - 62 Credit Hours Critical course signified by ⚠️	Hours	Minimum Grade	Notes
⚠️ Digital Media OR Digital Culture Studies	3	C	
Complete 2 courses: Interdisciplinary Arts and Performance Concentration	6	C	
Humanities, Arts and Design (HU) AND Historical Awareness (H)	3		
Elective	3		
Term hours subtotal:	15		

Term 5 62 - 78 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes
⭐ Upper Division Digital Culture Studies	3	C	• Build a digital portfolio.
IAP 304: Traditions of the Avant-Garde and Experimental Art (L or HU) OR IAP 305: 20th and 21st Century Art, Performance, and Media (L or HU)	3	C	
Upper Division Digital Media OR Upper Division Digital Culture Studies	3	C	
Upper Division Interdisciplinary Arts and Performance Concentration	3	C	
Natural Science - Quantitative (SQ) OR Natural Science - General (SG)	4		
Term hours subtotal:	16		

Term 6 78 - 93 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes
⭐ Upper Division Digital Culture Studies	3	C	• Explore an internship.
Upper Division Digital Media OR Upper Division Digital Culture Studies	3	C	
Complete 2 courses: Upper Division Interdisciplinary Arts and Performance Concentration	6	C	
Upper Division Humanities, Arts and Design (HU) OR Upper Division Social-Behavioral Sciences (SB)	3		
⭐ Complete Cultural Diversity in the U.S. (C) AND Global Awareness (G) AND Historical Awareness (H) course(s).			
Term hours subtotal:	15		

Term 7 93 - 108 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes
⭐ AME 485: Digital Culture Capstone I	3	C	• All Digital Culture majors must have a minimum 3.00 Digital Culture GPA to meet graduation requirements. If you are not meeting this GPA requirement, please see your advisor.
Upper Division Digital Culture Studies OR Media Engineering Course	3	C	• Gather professional references.
Upper Division Digital Media OR Upper Division Digital Culture Studies	3	C	
Upper Division Interdisciplinary Arts and Performance Concentration	3	C	
Elective OR AME 484: Internship	3		
Term hours subtotal:	15		

Term 8 108 - 120 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes
⭐ AME 486: Digital Culture Capstone II	3	C	

Upper Division Digital Media OR Upper Division Digital Culture Studies	3	C
Upper Division Interdisciplinary Arts and Performance Concentration	3	C
Elective	3	
Term hours subtotal:	12	

Hide Course List(s)/Track Group(s)

Digital Culture Flexible Elective	Media Engineering Course List	Interdisciplinary Arts and Performance Concentration Course List
AME OR MDC Lower Division Elective	AME 410: Interactive Materials	IAP 102: Foundations I: Performance Techniques and Composition
	AME 430: Mac Development for Media Arts	IAP 103: Foundations I: Interdisciplinary Art Practice
	AME 435: Mobile Development	IAP 104: Foundations I: Fundamentals of Sound Art
	AME 470: Programming for Social and Interactive Media	IAP 105: Foundations I: Fundamentals of Visual Art
	AME 494: Animating Virtual Worlds	IAP 307: Art and War (HU & G)
	AME 494: Musical Microcontrollers	IAP 321: Music Composition I
	AME 494: Programming for the Internet of Things	IAP 322: Multitrack Digital Recording
	EEE 307: Signal Processing for Digital Culture	IAP 324: The Voice and Performance
	GIT 335: Computer Systems Technology	IAP 325: Sound Performance: Exploring Alternative Performance Groups
		IAP 333: Directing for Performance
		IAP 354: Visual Representation
		IAP 361: Digital Editing and Media Literacy (CS)
		IAP 363: Sound, Image, and Media
		IAP 365: Digital Interactivity
		IAP 375: Contemporary Performance: Theories and Practice
		IAP 394: Special Topics
		IAP 431: Perspectives on Performance and Acting
		IAP 441: Movement for Performance
		IAP 464: Media and Diversity (HU & G)
		IAP 466: Digital Interactivity, Advanced
		IAP 468: Digital Graphic Applications
		IAP 469: Advanced Audio Production
		IAP 471: Language, Culture, and Performance (L or HU)
		IAP 494: Special Topics

Digital Media Course List	Digital Culture Studies Course List
ART 116: Introduction to Digital Media	AME 210: Media Editing
ART 206: Digital Photography I	AME 220: Programming for the Web
ART 217: Introduction to Computer Animation	AME 240: Introduction to Physical Computing
ART 218: 3D Tools	AME 244: Introduction to Interactive Environments
ART 308: 2D Digital Animation	AME 294: Circuit Bending
ART 312: Illustration	AME 294: Design Politics
ART 346: 3-D Computer Imaging and Animation (CS)	AME 294: Soundscape Ecology
ART 348: Animation Motion Studies	AME 294: Special Topics
ART 394: Digital Photography for Non-Majors	AME 310: Media Literacies and Composition
ART 424: Stop Motion Animation	AME 320: Motion Capture for Integrative Systems
ART 438: Moving and Interactive Systems in Sculpture	AME 325: Technical Lives
ART 440: Experimental Video Art	AME 330: Digital-Physical Systems
ART 444: Documentary Video Art	AME 333: Improvising Cyborgs
ART 494: Visual Prototyping	AME 360: Designing Mixed-Reality Experiences
CIS 300: Web Design and Development	AME 394: Computational Photography
CPI 111: Game Development I (CS)	AME 394: Special Topics
DCE 294: HybridAction:PhysicalIntelligenceinDigitalCulture	AME 410: Interactive Materials
EDT 440: Creating and Marketing Mobile Apps	AME 411: Advanced Interactive Sound
FMP 215: Beginning Post-Production for Film & Television: Adobe Premier Pro	AME 430: Mac Development for Media Arts
FMP 225: Introduction to Visual Effects	AME 435: Mobile Development
FMP 240: Introduction to Animation for Film	AME 444: Media Installations
FMP 255: Media Authorship (CS)	AME 470: Programming for Social and Interactive Media
FMP 315: Sound Design for Film and Media I	AME 494: Animating Virtual Worlds
GIT 135: Graphic Communications	AME 494: Special Topics
GIT 215: Introduction to Web Authoring	ART 116: Introduction to Digital Media
GIT 230: Digital Illustration in Publishing	ART 218: 3D Tools
GRA 294: Illustrator	ART 378: Digital Textiles
GRA 294: InDesign	DCE 294: HybridAction:PhysicalIntelligenceinDigitalCulture
GRA 294: Photoshop	FSH 394: Fashion Design & Wearable Technology
IAP 103: Foundations I: Interdisciplinary Art Practice	MDC 211: Introduction to Digital Sound
IAP 104: Foundations I: Fundamentals of Sound Art	MDC 311: Composing and Performing for Hybrid Ensembles
IAP 322: Multitrack Digital Recording	MDC 411: Advanced Interactive Sound
IAP 361: Digital Editing and Media Literacy (CS)	

IAP 364: Documentaries

IAP 367: Motion Graphics and Animation

IAP 462: Games and Play

MDC 311: Composing and Performing for Hybrid Ensembles

Notes:

- First-Year Composition: All students are placed in ENG 101 unless submission of SAT, ACT, Accuplacer, IELTS, or TOEFL score, or college-level transfer credit or test credit equivalent to ASU's first-year composition course(s), determine otherwise. Students on Polytechnic, Downtown Phoenix and West Campuses are encouraged to complete the Directed Self-Placement survey to choose the first-year composition option they believe best suits their needs. Visit: https://cisa.asu.edu/DSP
- Mathematics Placement Assessment score determines placement in first mathematics course.

Total Hours: 120
Upper Division Hours: 45 minimum
Major GPA: 3.00 minimum
Cumulative GPA: 2.00 minimum
Total hrs at ASU: 30 minimum
Hrs Resident Credit for
Academic Recognition: 56 minimum
Total Community College Hrs: 64 maximum

General University Requirements Legend

General Studies Core Requirements:

- Literacy and Critical Inquiry (L)
- Mathematical Studies (MA)
- Computer/Statistics/Quantitative Applications (CS)
- Humanities, Arts and Design (HU)
- Social-Behavioral Sciences (SB)
- Natural Science - Quantitative (SQ)
- Natural Science - General (SG)

General Studies Awareness Requirements:

- Cultural Diversity in the U.S. (C)
- Global Awareness (G)
- Historical Awareness (H)

First-Year Composition

General Studies designations listed next to courses on the major map were valid for the 2022 - 2023 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.