











2024 - 2025 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 (QTRS OR CS)	3	C	<ul style="list-style-type: none"> 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.
Complete 2 courses:			
 AME 112: Computational Thinking for Media Arts (CS) OR AME 130: Prototyping Dreams (L) OR AME 230: Programming for the Media Arts (QTRS OR CS)	6	C	
AME 101: ASU Media Arts and Sciences Experience	1	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 (MATH OR 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 Media Arts (CS) OR  AME 130: Prototyping Dreams (L) OR AME 230: Programming for the Media Arts (QTRS OR CS)	3	C	<ul style="list-style-type: none"> 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 (HUAD OR HU) OR IAP 202: Perspectives on Interdisciplinary Arts and Performance (HUAD OR HU)	3	C	
Media Arts and Sciences Flexible Elective	3	C	
Social and Behavioral Sciences (SOBE)	3		
 Complete ENG 101 OR ENG 105 OR ENG 107 course(s).			
 Milestone: GPA First-Year Review			
Maintain 3.00 GPA in Digital Culture coursework.			
Minimum 2.50 GPA ASU Cumulative.			
Term hours subtotal:	15		
Term 3 31 - 47 Credit Hours Critical course signified by 	Hours	Minimum Grade	Notes
Digital Media Course OR Media Arts and Sciences Studies Course	3	C	<ul style="list-style-type: none"> 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	
Global Communities, Societies and Individuals (GCSI)	3		
Scientific Thinking in Natural Sciences (SCIT)	4		

Sustainability (SUST) 3

❖ Complete Mathematics (MATH) requirement.

Complete First-Year Composition requirement.

Maintain 3.00 GPA in Digital Culture coursework.

Minimum 2.50 GPA ASU Cumulative.

Term hours subtotal: 16

Term 4 47 - 59 Credit Hours	Hours	Minimum Grade	Notes
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Digital Media Course OR Media Arts and Sciences Studies Course 3 C

Complete 2 courses:

Interdisciplinary Arts and Performance Concentration 6 C

Humanities, Arts and Design (HUAD) 3

Maintain 3.00 GPA in Digital Culture coursework.

Minimum 2.50 GPA ASU Cumulative.

Term hours subtotal: 12

Term 5 59 - 75 Credit Hours Necessary course signified by ★	Hours	Minimum Grade	Notes
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★ Upper Division Media Arts and Sciences Studies Course 3 C

IAP 304: Traditions of the Avant-Garde and Experimental Art (L or HU) OR IAP 305: 20th and 21st Century Art, Performance, and Media (HUAD OR L or HU) 3 C

Upper Division Digital Media Course OR Upper Division Media Arts and Sciences Studies Course 3 C

Upper Division Interdisciplinary Arts and Performance Concentration 3 C

Scientific Thinking in Natural Sciences (SCIT) 4

Maintain 3.00 GPA in Digital Culture coursework.

Minimum 2.50 GPA ASU Cumulative.

Term hours subtotal: 16

Term 6 75 - 90 Credit Hours Necessary course signified by ★	Hours	Minimum Grade	Notes
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★ Upper Division Media Arts and Sciences Studies Course 3 C

Upper Division Digital Media Course OR Upper Division Media Arts and Sciences Studies Course 3 C

Complete 2 courses:

Upper Division Interdisciplinary Arts and Performance Concentration 6 C

Governance and Civic Engagement (CIVI) 3

Maintain 3.00 GPA in Digital Culture coursework.

Minimum 2.50 GPA ASU Cumulative.

Term hours subtotal: 15

Term 7 90 - 105 Credit Hours Necessary course signified by ★	Hours	Minimum Grade	Notes
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★ AME 485: Media Arts and Sciences Capstone I 3 C

Upper Division Digital Media Course OR Upper Division Media Arts and Sciences Studies Course 3 C

Upper Division Media Arts and Sciences Studies Course OR Media Engineering Course 3 C

Upper Division Interdisciplinary Arts and Performance Concentration 3 C

Elective OR AME 484: Internship 3

• Build a digital portfolio.

• Explore an internship.

• 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.
• Gather professional references.

Maintain 3.00 GPA in Digital Culture coursework.

Minimum 2.50 GPA ASU Cumulative.

Term hours subtotal: 15

Term 8 105 - 120 Credit Hours Necessary course signified by ★	Hours	Minimum Grade	Notes
★ AME 486: Media Arts and Sciences Capstone II	3	C	
Upper Division Digital Media Course OR Upper Division Media Arts and Sciences Studies Course	3	C	
Upper Division Interdisciplinary Arts and Performance Concentration	3	C	
American Institutions (AMIT)	3		
Upper Division Elective	3		
Maintain 3.00 GPA in Digital Culture coursework.			
Minimum 2.50 GPA ASU Cumulative.			
Term hours subtotal:	15		

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

Media Arts and Sciences Flexible Elective	Media Engineering Course List	Interdisciplinary Arts and Performance Concentration Course List
AME OR MDC Lower Division Elective	AME 394: Synthesis and Expression	IAP 102: Foundations I: Performance Techniques and Composition
	AME 410: Interactive Materials	IAP 103: Foundations I: Interdisciplinary Art Practice
	AME 430: Mac Development for Media Arts	IAP 104: Foundations I: Fundamentals of Sound Art
	AME 435: Mobile Development	IAP 105: Foundations I: Fundamentals of Visual Art
	AME 470: Programming for Social and Interactive Media	IAP 307: Art and War (HU & G)
	AME 494: Animating Virtual Worlds	IAP 321: Music Composition I
	AME 494: Musical Microcontrollers	IAP 322: Multitrack Digital Recording
	AME 494: Programming for the Internet of Things	IAP 324: The Voice and Performance
	EEE 307: Signal Processing for Digital Culture	IAP 325: Sound Performance: Exploring Alternative Performance Groups
	GIT 335: Computer Systems Technology	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 (HUAD OR 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	Media Arts and Sciences Studies Course List
ART 116: Introduction to Digital Media	AME 210: Media Editing
ART 206: Digital Photography I	AME 220: Programming for the Web (QTRS OR CS)
ART 217: Introduction to Computer Animation	AME 240: Introduction to Physical Computing
ART 308: 2D Digital Animation I	AME 244: Introduction to Interactive Environments
ART 312: Illustration	AME 294: Circuit Bending
ART 346: 3D Computer Imaging and Animation (QTRS OR CS)	AME 294: Design Politics
ART 348: Animation Motion Studies	AME 294: Soundscape Ecology
ART 394: Digital Photography for Non-Majors	AME 294: Special Topics
ART 424: Stop Motion Animation	AME 310: Media Literacies and Composition
ART 438: Art with Arduino	AME 320: Motion Capture for Integrative Systems
ART 440: Experimental Video Art	AME 325: Technical Lives
ART 444: Short Subject: Documentary Video	AME 330: Digital-Physical Systems
ART 494: Visual Prototyping	AME 333: Improvising Cyborgs
CIS 300: Web Design and Development	AME 360: Designing Mixed-Reality Experiences
CPI 111: Game Development I (QTRS OR CS)	AME 394: Computational Photography
DCE 294: HybridAction:PhysicalIntelligenceinDigitalCulture	AME 394: Special Topics
EDT 440: Creating and Marketing Mobile Apps	AME 410: Interactive Materials
FMP 215: Beginning Post-Production for Film and Television: Adobe Premiere Pro	AME 411: Advanced Interactive Sound
FMP 225: Principles of Visual Effects Compositing	AME 430: Mac Development for Media Arts
FMP 240: Introduction to Animation for Film	AME 435: Mobile Development
FMP 255: Media Authorship (QTRS OR CS)	AME 444: Media Installations
FMP 315: Sound Design for Film and Media I	AME 470: Programming for Social and Interactive Media
FMS 200: Film and Media History (HU & H)	AME 494: Animating Virtual Worlds
FMS 394: Introduction to Videogames	AME 494: Special Topics
FMS 351: Emerging Digital Media	ART 116: Introduction to Digital Media
FMS 365: Video Games and Narrative	ART 378: Digital Textiles

GIT 135: Graphic Communications	DCE 294:
GIT 211: 3D Media Production	HybridAction:PhysicalIntelligenceinDigitalCulture
GIT 215: Introduction to Web Authoring	FSH 344: Fashion Design and Wearable Technology
GIT 230: Digital Illustration in Publishing	MDC 211: Introduction to Digital Sound
GIT 314: Multimedia Design, Planning and Storyboards	MDC 311: Composing and Performing for Hybrid Ensembles
GIT 402: New Media Internet Technologies	MDC 411: Advanced Interactive Sound
GRA 294: Illustrator	
GRA 294: InDesign	
GRA 294: Photoshop	
IAP 103: Foundations I: Interdisciplinary Art Practice	
IAP 104: Foundations I: Fundamentals of Sound Art	
IAP 322: Multitrack Digital Recording	
IAP 361: Digital Editing and Media Literacy (CS)	
IAP 364: Documentaries	
IAP 367: Motion Graphics and Animation	
IAP 375: Contemporary Performance: Theories and Practice	
IAP 462: Games and Play	
IAP 480: Art as Praxis: From Conceptualization to Production	
MCO 433: Social Media Campaigns, Engagement and Research	
MDC 311: Composing and Performing for Hybrid Ensembles	
MHL 201: Media Literacy for Musicians (QTRS OR CS)	
TWC 411: Principles of Visual Communication (L)	
TWC 451: Copyright and Intellectual Property in the Electronic Age	
TWC 452: Information in the Digital Age	

- **Total Hours:** 120
- **Upper Division Hours:** 45 minimum
- University Undergraduate Graduation Requirements

Notes:

Mathematics Placement Assessment score determines placement in first mathematics course.

General Studies designations listed next to courses on the major map were valid for the 2024 - 2025 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.