2022 - 2023 Major Map
Media Arts and Sciences (Art), BA

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

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.
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	• Only students with posted credit for ENG 101 may enroll in AME 130 in Term 1.
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.
ARS 102: Art from Renaissance to Modernism (HU & H) OR ARS 250: History of Photography (HU)	3	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	
Digital Culture Flexible Elective	3	C	
Social-Behavioral Sciences (SB) AND Cultural Diversity in the U.S. (C)	3		• Join a student club or professional organization.
⬥ 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 the course list below or talk to your advisor for specific course options.
ART 108: Digital Literacy for the Arts OR ART 110: Drawing as Seeing and Thinking (HU) OR ART 113: Pictorial Investigations and Color Theory	3	C	
Natural Science - Quantitative (SQ) (PHY 101 recommended)	4		• Build your skills.
Social-Behavioral Sciences (SB) AND Global Awareness (G)	3		
Elective	3		

	Hours	Minimum Grade	Notes
❗ Complete Mathematics (MA) requirement.			
Complete First-Year Composition requirement.			
Term hours subtotal:	16		

Term 4 47 - 63 Credit Hours Critical course signified by ❗	Hours	Minimum Grade	Notes
❗ Digital Media OR Digital Culture Studies	3	C	
ART 216: Contemporary Art in Practice: Methods, Making, Meaning	3	C	
Humanities, Arts and Design (HU) AND Historical Awareness (H)	3		
Natural Science - Quantitative (SQ) OR Natural Science - General (SG)	4		
Elective	3		
Term hours subtotal:	16		

Term 5 63 - 78 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes
⭐ Upper Division Digital Culture Studies	3	C	• Related Digital Culture courses are selective electives that allow students to take courses in an area of interest that connects to their study of digital culture and personal career interests. • Build a digital portfolio.
Upper Division Digital Culture Studies OR Related Digital Culture Course	3	C	
Upper Division Digital Media OR Upper Division Digital Culture Studies	3	C	
History/Theory Course	3	C	
Elective OR AME 484: Internship	3		
Term hours subtotal:	15		

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	
Upper Division History/Theory Course	3	C	
Upper Division Studio Art	3	C	
Upper Division Literacy and Critical Inquiry (L)	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. • Gather professional references.
Upper Division Art History	3	C	
Upper Division Digital Culture Studies	3	C	
Upper Division Related Digital Culture Course OR Upper Division Digital Media	3	C	
Upper Division Humanities, Arts and Design (HU) OR Upper Division Social-Behavioral Sciences (SB)	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 Art Concentration Course	3	C	
Upper Division Digital Culture Studies	3	C	
Upper Division Media Engineering	3	C	

Term hours subtotal: 12

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

Digital Culture Flexible Elective

AME OR MDC Lower Division Elective

Media Engineering Course List

AME 410: Interactive Materials

AME 430: Mac Development for Media Arts

AME 435: Mobile Development

AME 470: Programming for Social and Interactive Media

AME 494: Animating Virtual Worlds

AME 494: Musical Microcontrollers

AME 494: Programming for the Internet of Things

EEE 307: Signal Processing for Digital Culture

GIT 335: Computer Systems Technology

Related Digital Culture Course List

ALA OR AME OR ART OR CPI OR CSE OR EDS OR ENG OR ENT OR FIS OR FMP OR FMS OR FSH OR GIT OR GRA OR HDA OR HSE OR IAP OR IND OR INT OR MCO OR MDC OR MTC OR MUP OR MUS OR STS OR TEM OR THE OR THF OR THP OR TWC Elective

Upper Division Studio Art Course List

ART 308: 2D Digital Animation

ART 312: Illustration

ART 346: 3-D Computer Imaging and Animation (CS)

ART 348: Animation Motion Studies

ART 394: Digital Photography for Non-Majors

ART 424: Stop Motion Animation

ART 439: Studio Inquiry: Practice and Cultural Context

ART 440: Experimental Video Art

ART 442: Art and Community

ART 445: Digital Processes for Printmaking

ART 444: Documentary Video Art

ART 494: Visual Prototyping

ART 494: Women/Art/Technology

Upper Division Art History Course List

ARS 345: Art and Television

ARS 394: Anime

ARS 438: Art of the 20th Century I (HU & H)

ARS 439: Art of the 20th Century II (HU & H)

ARS 456: Introduction to Museums

Upper Division Art Concentration Course List

ARS 345: Art and Television

ARS 394: Anime

ARS 438: Art of the 20th Century I (HU & H)

ARS 439: Art of the 20th Century II (HU & H)

ARS 456: Introduction to Museums

ART 308: 2D Digital Animation

ART 312: Illustration

ART 346: 3-D Computer Imaging and Animation (CS)

ART 348: Animation Motion Studies

ART 394: Digital Photography for Non-Majors

ART 424: Stop Motion Animation

ART 439: Studio Inquiry: Practice and Cultural Context

ART 440: Experimental Video Art

ART 442: Art and Community

ART 445: Digital Processes for Printmaking

ART 444: Documentary Video Art

ART 494: Visual Prototyping

ART 494: Women/Art/Technology

Digital Media Course List

ART 116: Introduction to Digital Media

ART 206: Digital Photography I

ART 217: Introduction to Computer Animation

ART 218: 3D Tools

ART 308: 2D Digital Animation

ART 312: Illustration

ART 346: 3-D Computer Imaging and Animation (CS)

ART 348: Animation Motion Studies

ART 394: Digital Photography for Non-Majors

ART 424: Stop Motion Animation

ART 438: Moving and Interactive Systems in Sculpture

ART 440: Experimental Video Art

ART 444: Documentary Video Art

ART 494: Visual Prototyping

CIS 300: Web Design and Development

CPI 111: Game Development I (CS)

DCE 294: HybridAction:PhysicalIntelligenceinDigitalCulture

EDT 440: Creating and Marketing Mobile Apps

FMP 215: Beginning Post-Production for Film & Television: Adobe Premier Pro

FMP 225: Introduction to Visual Effects

FMP 240: Introduction to Animation for Film

FMP 255: Media Authorship (CS)

FMP 315: Sound Design for Film and Media I

GIT 135: Graphic Communications

GIT 215: Introduction to Web Authoring

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

Digital Culture Studies Course List

AME 210: Media Editing

AME 220: Programming for the Web

AME 240: Introduction to Physical Computing

AME 244: Introduction to Interactive Environments

AME 294: Circuit Bending

AME 294: Design Politics

AME 294: Soundscape Ecology

AME 310: Media Literacies and Composition

AME 320: Motion Capture for Integrative Systems

AME 330: Digital-Physical Systems

AME 333: Improvising Cyborgs

AME 394: Special Topics

AME 411: Advanced Interactive Sound

AME 430: Mac Development for Media Arts

AME 435: Mobile Development

AME 444: Media Installations

AME 470: Programming for Social and Interactive Media

AME 494: Special Topics

ART 116: Introduction to Digital Media

ART 218: 3D Tools

ART 378: Digital Textiles

DCE 294: HybridAction:PhysicalIntelligenceinDigitalCulture

FSH 394: Fashion Design & Wearable Technology

MDC 211: Introduction to Digital Sound

MDC 311: Composing and Performing for Hybrid Ensembles

MDC 411: Advanced Interactive Sound

History/Theory Course List

ALA 100: Introduction to Environmental Design (HU & H & G)

ALA 102: Landscapes and Sustainability (HU & G)

APH 300: World Architecture I/Western Cultures (HU & H & G)

APH 313: History of Architecture I ((L or HU) & G & H)

APH 314: History of Architecture II ((L or HU) & G & H)

ARA 202: Understanding Photographs

ARS 102: Art from Renaissance to Modernism (HU & H)

ARS 345: Art and Television

ARS 394: Anime

ARS 438: Art of the 20th Century I (HU & H)

ARS 439: Art of the 20th Century II (HU & H)

DCE 300: Dancing Histories (HU)

DSC 101: Design Awareness (HU & G)

FMP 294: History of Film & Television Production

FMP 403: Independent Film (HU)

FMP 405: Film and Television: Pioneers, Practices and Innovations

GRA 111: Graphic Design History I (HU)

GRA 112: Graphic Design History II

IAP 304: Traditions of the Avant-Garde and Experimental Art (L or HU)

IAP 305: 20th and 21st Century Art, Performance, and Media (L or HU)

IND 316: 20th-Century Design I (HU & H)

IND 317: 20th-Century Design II (HU & H)

IAP 367: Motion Graphics and Animation

IAP 462: Games and Play

MDC 311: Composing and Performing for Hybrid Ensembles

INT 111: Interior Design Issues and Theories (HU)

INT 310: History of Interior Design I (HU & H)

INT 311: History of Interior Design II (HU & H)

LAP 311: History of Landscape Architecture (HU & H)

LAP 312: 20th-Century Landscape Architecture (HU)

MUS 347: Jazz in America (HU & C)

MUS 354: Special Topics

MUS 356: Broadway and the American Musical (HU)

MUS 362: Rap Music and Hip Hop Culture (HU & C)

STS 303: History of Science and Technology (H)

THE 320: History of the Theatre I (HU & H)

THE 322: Theatre History and Culture (HU & H)

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.