2023 - 2024 Major Map  
Media Arts and Sciences (Art), BA  

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

This program’s name has changed effective Fall 2023. The previous name was Digital Culture (Art).

### Term 1 - 0 - 16 Credit Hours  
Critical course signified by  

<table>
<thead>
<tr>
<th>Hours</th>
<th>Minimum Grade</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>AME 111: Introduction to Digital Culture (CS)</td>
<td>3</td>
<td>C</td>
</tr>
<tr>
<td>AME 101: ASU Digital Culture Experience</td>
<td>1</td>
<td>C</td>
</tr>
<tr>
<td><strong>Complete 2 courses:</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>AME 112: Computational Thinking for Digital Culture OR AME 130: Prototyping Dreams (L) OR AME 230: Programming for the Media Arts (CS)</td>
<td>6</td>
<td>C</td>
</tr>
<tr>
<td>ENG 101 or ENG 102: First-Year Composition OR ENG 105: Advanced First-Year Composition OR ENG 107 or ENG 108: First-Year Composition</td>
<td>3</td>
<td>C</td>
</tr>
<tr>
<td>MAT 117: College Algebra (MA)</td>
<td>3</td>
<td>C</td>
</tr>
</tbody>
</table>

- 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  

<table>
<thead>
<tr>
<th>Hours</th>
<th>Minimum Grade</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>AME 112: Computational Thinking for Digital Culture OR AME 130: Prototyping Dreams (L) OR AME 230: Programming for the Media Arts (CS)</td>
<td>3</td>
<td>C</td>
</tr>
<tr>
<td>ARS 102: Art from Renaissance to Modernism (HU &amp; H) OR ARS 250: History of Photography (HU)</td>
<td>3</td>
<td>C</td>
</tr>
<tr>
<td>ENG 101 or ENG 102: First-Year Composition OR ENG 105: Advanced First-Year Composition OR ENG 107 or ENG 108: First-Year Composition</td>
<td>3</td>
<td>C</td>
</tr>
<tr>
<td>Digital Culture Flexible Elective</td>
<td>3</td>
<td>C</td>
</tr>
<tr>
<td>Social-Behavioral Sciences (SB) AND Cultural Diversity in the U.S. (C)</td>
<td>3</td>
<td></td>
</tr>
</tbody>
</table>

- 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  

<table>
<thead>
<tr>
<th>Hours</th>
<th>Minimum Grade</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Digital Media OR Digital Culture Studies</td>
<td>3</td>
<td>C</td>
</tr>
</tbody>
</table>

- 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.
ART 108: Digital Literacy for the Arts (CS) OR ART 110: Drawing as Seeing and Thinking (HU) OR ART 113: Pictorial Investigations and Color Theory

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.
Maintain 3.00 GPA in Digital Culture coursework.
Minimum 2.50 GPA ASU Cumulative.

| 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

Maintain 3.00 GPA in Digital Culture coursework.
Minimum 2.50 GPA ASU Cumulative.

| 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
- **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

Maintain 3.00 GPA in Digital Culture coursework.
Minimum 2.50 GPA ASU Cumulative.

| 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
- **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).
Maintain 3.00 GPA in Digital Culture coursework.
Minimum 2.50 GPA ASU Cumulative.

| Term hours subtotal: | 15 |

**Term 7 93 - 108 Credit Hours** Necessary course signified by ★ Hours Minimum Grade Notes

- **Explore an internship.**

- 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.
- Build your skills.
Digital Culture Flexible Elective

**AME 485: Digital Culture Capstone I** 3 C
**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

Maintain 3.00 GPA in Digital Culture coursework.

Minimum 2.50 GPA ASU Cumulative.

| Term hours subtotal: | 15 |

Term 8 108 - 120 Credit Hours Necessary course signified by ★

<table>
<thead>
<tr>
<th>Hours</th>
<th>Minimum Grade</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>★ AME 486: Digital Culture Capstone II</td>
<td>3</td>
<td>C</td>
</tr>
<tr>
<td>Upper Division Art Concentration Course</td>
<td>3</td>
<td>C</td>
</tr>
<tr>
<td>Upper Division Digital Culture Studies</td>
<td>3</td>
<td>C</td>
</tr>
<tr>
<td>Upper Division Media Engineering</td>
<td>3</td>
<td>C</td>
</tr>
</tbody>
</table>

Maintain 3.00 GPA in Digital Culture coursework.

Minimum 2.50 GPA ASU Cumulative.

| Term hours subtotal: | 12 |

Digital Culture Studies Course List

**AME 210: Media Editing**
**AME 220: Programming for the Web (CS)**
**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 294: Special Topics**
**AME 310: Media Literacies and Composition**
**AME 320: Motion Capture for Integrative Systems**
**AME 325: Technical Lives**
**AME 330: Digital-Physical Systems**
**AME 333: Improvising Cyborgs**
**AME 360: Designing Mixed-Reality Experiences**
**AME 394: Computational Photography**
**AME 394: Special Topics**
**AME 410: Interactive Materials**
**AME 411: Advanced Interactive Sound**
**AME 430: Mac Development for Media Arts**

Digital Media Course List

**ART 116: Introduction to Digital Media**
**ART 206: Digital Photography I**
**ART 217: Introduction to Computer Animation**
**ART 308: 2D Digital Animation I**
**ART 312: Illustration**
**ART 346: 3D 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: Short Subject: Documentary Video**
**ART 494: Visual Prototyping**
**CIS 300: Web Design and Development**
**CPI 111: Game Development I (CS)**
**DCE 294: HybridAction:PhysicalIntelligencenDigitalCulture**
**EDT 440: Creating and Marketing Mobile Apps**
<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
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</thead>
<tbody>
<tr>
<td>AME 435</td>
<td>Mobile Development</td>
</tr>
<tr>
<td>AME 444</td>
<td>Media Installations</td>
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<tr>
<td>AME 470</td>
<td>Programming for Social and Interactive Media</td>
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<tr>
<td>AME 494</td>
<td>Animating Virtual Worlds</td>
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<tr>
<td>AME 494</td>
<td>Special Topics</td>
</tr>
<tr>
<td>ART 116</td>
<td>Introduction to Digital Media</td>
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<tr>
<td>ART 378</td>
<td>Digital Textiles</td>
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<tr>
<td>DCE 294</td>
<td>HybridAction: Physical Intelligence in Digital Culture</td>
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<tr>
<td>FSH 394</td>
<td>Fashion Design &amp; Wearable Technology</td>
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<tr>
<td>MDC 211</td>
<td>Introduction to Digital Sound</td>
</tr>
<tr>
<td>MDC 311</td>
<td>Composing and Performing for Hybrid Ensembles</td>
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<tr>
<td>MDC 411</td>
<td>Advanced Interactive Sound</td>
</tr>
<tr>
<td>FMP 215</td>
<td>Beginning Post-Production for Film &amp; Television: Adobe Premier Pro</td>
</tr>
<tr>
<td>FMP 225</td>
<td>Principles of Visual Effects</td>
</tr>
<tr>
<td>FMP 240</td>
<td>Introduction to Animation for Film</td>
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<tr>
<td>FMP 255</td>
<td>Media Authorship (CS)</td>
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<tr>
<td>FMP 315</td>
<td>Sound Design for Film and Media I</td>
</tr>
<tr>
<td>FMS 200</td>
<td>Film and Media History (L or HU) &amp; H</td>
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<tr>
<td>FMS 294</td>
<td>Introduction to Videogames</td>
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<tr>
<td>FMS 351</td>
<td>Emerging Digital Media</td>
</tr>
<tr>
<td>FMS 365</td>
<td>Video Games and Narrative</td>
</tr>
<tr>
<td>GIT 135</td>
<td>Graphic Communications</td>
</tr>
<tr>
<td>GIT 211</td>
<td>3D Media Production</td>
</tr>
<tr>
<td>GIT 215</td>
<td>Introduction to Web Authoring</td>
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<tr>
<td>GIT 230</td>
<td>Digital Illustration in Publishing</td>
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<tr>
<td>GIT 314</td>
<td>Multimedia Design, Planning and Storyboards</td>
</tr>
<tr>
<td>GIT 402</td>
<td>New Media Internet Technologies</td>
</tr>
<tr>
<td>GRA 294</td>
<td>Illustrator</td>
</tr>
<tr>
<td>GRA 294</td>
<td>InDesign</td>
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<tr>
<td>GRA 294</td>
<td>Photoshop</td>
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<tr>
<td>IAP 103</td>
<td>Foundations I: Interdisciplinary Art Practice</td>
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<tr>
<td>IAP 104</td>
<td>Foundations I: Fundamentals of Sound Art</td>
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<tr>
<td>IAP 322</td>
<td>Multitrack Digital Recording</td>
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<tr>
<td>IAP 361</td>
<td>Digital Editing and Media Literacy (CS)</td>
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<tr>
<td>IAP 364</td>
<td>Documentaries</td>
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<tr>
<td>IAP 367</td>
<td>Motion Graphics and Animation</td>
</tr>
<tr>
<td>IAP 375</td>
<td>Contemporary Performance: Theories and Practice</td>
</tr>
<tr>
<td>IAP 462</td>
<td>Games and Play</td>
</tr>
<tr>
<td>IAP 480</td>
<td>Art as Praxis: From Conceptualization to Production</td>
</tr>
<tr>
<td>MCO 433</td>
<td>Social Media Campaigns, Engagement and Research</td>
</tr>
<tr>
<td>MDC 311</td>
<td>Composing and Performing for Hybrid Ensembles</td>
</tr>
<tr>
<td>MHL 201</td>
<td>Media Literacy for Musicians (CS)</td>
</tr>
<tr>
<td>TWC 411</td>
<td>Principles of Visual Communication (L)</td>
</tr>
</tbody>
</table>
### 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 I
- ART 312: Illustration
- ART 346: 3D 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 444: Short Subject: Documentary Video
- ART 445: Visual Prototyping
- ART 494: Women/Art/Technology

### Upper Division Art History Course List
- ARS 345: Art and Television
- ARS 370: The Art of the Comic
- 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 Studio Art Course List
- ART 308: 2D Digital Animation I
- ART 312: Illustration
- ART 346: 3D 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 444: Short Subject: Documentary Video
- ART 445: Digital Processes for Printmaking
- ART 494: Visual Prototyping
- ART 494: Women/Art/Technology

### 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
- ART 102: Art from Renaissance to Modernism (HU & H)

### Media Engineering Course List
- AME 394: Synthesis and Expression
- 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

### 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 THP OR THP OR TWC Elective
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)

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 2023 - 2024 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.