










2024 - 2025 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 (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. Media Arts & Sciences students complete AME 101 to fulfill this requirement.
AME 101: ASU Media Arts and Sciences Experience	1	C	
AME 230: Programming for the Media Arts (QTRS OR CS)	3	C	
ENG 101 or ENG 102: First-Year Composition OR			
ENG 105: Advanced First-Year Composition OR	3	C	
ENG 107 or ENG 108: First-Year Composition			
MAT 117: College Algebra (MATH OR MA)	3	C	
Social and Behavioral Sciences (SOBE)	3		
 Maintain 3.00 GPA in Major Courses.			
 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 130: Prototyping Dreams (L)	3	C	<ul style="list-style-type: none"> All Media Arts & Sciences majors must have a minimum 3.00 AME/MDC GPA at the end of Term 2 to continue in the program. If a student's AME/MDC 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 AME/MDC GPA to a 3.00 after the probationary term, the student will not be able to continue in the Media Arts & Sciences program. Join a student club or professional organization.
ARS 102: Art from Renaissance to Modernism (HUAD OR HU & H) OR ARS 250: History of Photography (HUAD OR HU)	3	C	
ENG 101 or ENG 102: First-Year Composition OR			
ENG 105: Advanced First-Year Composition OR	3	C	
ENG 107 or ENG 108: First-Year Composition			
Media Arts and Sciences Foundational Media Course	3	C	
Global Communities, Societies and Individuals (GCSI)	3		
 Complete ENG 101 OR ENG 105 OR ENG 107 course(s).			
 Milestone: GPA First-Year Review			
Maintain 3.00 GPA in Major Courses.			
Minimum 2.50 GPA ASU Cumulative.			
Term hours subtotal:	15		
Term 3 31 - 47 Credit Hours Critical course signified by 	Hours	Minimum Grade	Notes
ART 108: Digital Literacy for the Arts (QTRS OR CS) OR ART 110: Drawing as Seeing and Thinking (HUAD OR HU) OR ART 113: Pictorial Investigations and Color Theory	3	C	<ul style="list-style-type: none"> Build your skills.
Complete 2 courses:			
Media Arts and Sciences Foundational Media Course	6	C	
Humanities, Arts and Design (HUAD)	3		
Scientific Thinking in Natural Sciences (SCIT)	4		
 Complete Mathematics (MATH) requirement.			
Complete First-Year Composition requirement.			

Maintain 3.00 GPA in Major Courses.



Minimum 2.50 GPA ASU Cumulative.

Term hours subtotal: 16



Term 4 47 - 63 Credit Hours Critical course signified by 	Hours	Minimum Grade	Notes
 Media Arts and Sciences Foundational Media Course	3	C	
ART 216: Contemporary Art in Practice: Methods, Making, Meaning	3	C	
Digital Media Course	3	C	
American Institutions (AMIT)	3		
Scientific Thinking in Natural Sciences (SCIT)	4		
Maintain 3.00 GPA in Major Courses.			
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 Track Focus Area Course	3	C	
Upper Division Art History Elective	3	C	
Upper Division Digital Media Course	3	C	
Upper Division Studio Art Course	3	C	
Governance and Civic Engagement (CIVI)	3		
Maintain 3.00 GPA in Major Courses.			
Minimum 2.50 GPA ASU Cumulative.			
Term hours subtotal:	15		

- Track courses may come from any of the tracks at the bottom of the major map. See your advisor for the most current Track course lists.
- Build a digital portfolio.

Term 6 78 - 93 Credit Hours Necessary course signified by 	Hours	Minimum Grade	Notes
 Upper Division Track Focus Area Course	3	C	
Upper Division Digital Media Course	3	C	
Upper Division Studio Art Course	3	C	
Sustainability (SUST)	3		
Upper Division Elective	3		
Maintain 3.00 GPA in Major Courses.			
Minimum 2.50 GPA ASU Cumulative.			
Term hours subtotal:	15		

- Explore an **internship**.

Term 7 93 - 108 Credit Hours Necessary course signified by 	Hours	Minimum Grade	Notes
 AME 485: Media Arts and Sciences Capstone I	3	C	
Upper Division Track Focus Area Course	3	C	
Complete 2 courses:			
ARS OR ART Upper Division Elective	6	C	
Elective	3		
Maintain 3.00 GPA in Major Courses.			
Minimum 2.50 GPA ASU Cumulative.			
Term hours subtotal:	15		

- All Media Arts & Sciences majors must have a minimum 3.00 AME/MDC GPA to meet graduation requirements. If you are not meeting this GPA requirement, please see your advisor.
- Gather **professional references**.

Term 8 108 - 120 Credit Hours Necessary course signified by 	Hours	Minimum Grade	Notes
 AME 486: Media Arts and Sciences Capstone II	3	C	
Upper Division Studio Art Course	3	C	

Upper Division Track Focus Area Course	3	C
Elective OR AME 484: Internship	3	
Maintain 3.00 GPA in Major Courses.		
Minimum 2.50 GPA ASU Cumulative.		
Term hours subtotal:	12	

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

Upper Division Art History	Upper Division Studio Art	Media Arts & Sciences Foundational Media
ARS 345: Art and Television	ART 312: Illustration	AME 112: Computational Thinking for Media Arts (CS)
ARS 370: The Art of the Comic	ART 394: Digital Photography for Non-Majors	AME 210: Media Editing
ARS 394: Anime	ART 424: Stop Motion Animation	AME 220: Programming for the Web (QTRS OR CS)
ARS 438: Art of the 20th Century I (HUAD OR HU & H)	ART 439: Studio Inquiry: Practice and Cultural Context	AME 240: Introduction to Physical Computing
ARS 439: Art of the 20th Century II (HU & H)	ART 440: Experimental Video Art	AME 244: Introduction to Interactive Environments
	ART 442: Art and Community	AME 294: Game Engine Fundamentals
	ART 444: Short Subject: Documentary Video	AME 294: Intro to Blender and 3D Concepts
	ART 494: Visual Prototyping	MDC 211: Introduction to Digital Sound
	ART 494: Women/Art/Technology	
Creative Code and Development Track	Emerging Media Arts Track	Games and Immersive Worlds Track
Courses in this track build off material in AME 220: Programming for The Web, AME 294: Game Engine Fundamentals and/or AME 240: Introduction to Physical Computing.	Courses in this track build off material in AME 112: Computational Thinking for Media Arts, AME 210: Media Editing and/or AME 244: Intro to Interactive Environments	Courses in this track build off material in AME 112: Computational Thinking for Media Arts, AME 294: Game Engine Fundamentals and/or AME 244: Intro to Interactive Environments
AME 360: Designing Mixed-Reality Experiences	AME 320: Motion Capture for Integrative Systems	AME 320: Motion Capture for Integrative Systems
AME 394: Computational Photography	AME 394: Computational Photography	AME 360: Designing Mixed-Reality Experiences
AME 400: Minds and Machines	AME 394: User Experience in Media Arts	AME 365: People at Play
AME 430: Mac Development for Media Arts	AME 444: Media Installations	AME 394: Intro to Esports Management
AME 435: Mobile Development	AME 494: Spatial Design	AME 465: Designing Play
AME 470: Programming for Social and Interactive Media	AME 494: Systems and Content Design for Digital Experiences	AME 494: Cinema and Game Worlds
AME 494: Animating Virtual Worlds		AME 494: Spatial Audio for XR
AME 494: Artificial Intelligence for Social Good		AME 494: Worldbuilding
AME 434: Machine Learning for Media Arts		
AME 494: Programming for the Internet of Things		
Sound and Music Track	Tangible and Physical Computing Track	Tech and Society Track
Courses in this track build off material in AME 112: Computational Thinking for	Courses in this track build off material in AME 112: Computational Thinking for	AME 294: Design Politics

Media Arts, AME 210: Media Editing and/or MDC 211: Intro to Digital Sound	Media Arts, AME 240: Introduction to Physical Computing and/or AME 294: Introduction to Blender and 3D Concepts.	AME 294: Media Technology History
AME 294: Soundscape Ecology		AME 310: Media Literacies and Composition
AME 333: Improvising Cyborgs	AME 294: Circuit Bending	AME 325: Technical Lives
AME 394: Synthesis and Expression	AME 320: Motion Capture for Integrative Systems	AME 365: People at Play
AME 411: Advanced Interactive Sound	AME 330: Digital-Physical Systems	AME 394: Gender, Technology & Design
AME 494: Acousmatic Composition	AME 410: Interactive Materials	AME 394: Imagining Futures in Science Fiction
AME 494: Musical Microcontrollers	AME 444: Media Installations	AME 494: Alternate Ecologies and Economies
AME 494: Spatial Audio for XR	AME 494: Advanced Modeling and Fabrication	AME 494: Media Archaeology
AME 494: Wearable Music	AME 494: Expressive Robotics	AME 494: Sensable Heatscapes
AME 494: Web Audio for Collaborative Situated Media	AME 494: Musical Microcontrollers	AME 494: Sense-making Complexity
	AME 494: Wearable Music	AME 494: Socio-Technical Futures
		AME 494: Worldbuilding
Digital Media		
ART 424: Stop Motion Animation		
ART 440: Experimental Video Art		
ART 444: Short Subject: Documentary Video		
ART 494: Visual Prototyping		
CIS 300: Web Design and Development		
EDT 440: Creating and Marketing Mobile Apps		
FMP 315: Sound Design for Film and Media I		
FMS 351: Emerging Digital Media		
FMS 365: Video Games and Narrative		
GIT 314: Multimedia Design, Planning and Storyboards		
GIT 402: New Media Internet Technologies		
IAP 322: Multitrack Digital Recording		
IAP 361: Digital Editing and Media Literacy (CS)		
IAP 364: Documentaries		
IAP 367: Motion Graphics and Animation		
IAP 480: Art as Praxis: From Conceptualization to Production		
TWC 411: Principles of Visual Communication (L)		
TWC 451: Copyright and Intellectual Property in the Electronic 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.