











2021 - 2022 Major Map



Media Arts and Sciences (Design), BA



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



Term 1 0 - 16 Credit Hours Critical course signified by 	Hours	Minimum Grade	Notes	
 AME 111: Introduction to Digital Culture (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. 	
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 210: Brief Calculus (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		<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.
Lower Division Design Concentration	3	C		
Lower Division Digital Culture Flexible Elective	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		
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	<ul style="list-style-type: none"> Digital Media courses are classes that include digital media projects 	

Lower Division Design Concentration	3	C
Humanities, Arts and Design (HU) AND Global Awareness (G)	3	
Natural Science - Quantitative (SQ) (PHY 101 recommended)	4	
Social-Behavioral Sciences (SB)	3	
 Complete Mathematics (MA) requirement.		
Complete First-Year Composition requirement.		
Complete MAT 210 course.		
Term hours subtotal:	16	

- within a trans-disciplinary area of study. See course list or talk to your advisor for specific course options.
- Build your **skills**.

Term 4 47 - 63 Credit Hours  Critical course signified by	Hours	Minimum Grade	Notes
 Digital Media OR Digital Culture Studies	3	C	
Lower Division Design Concentration	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	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • Explore an internship.
Upper Division Design Concentration	3	C	
Upper Division Digital Media OR Upper Division Digital Culture Studies	3	C	

Upper Division History/Theory Course	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	<ul style="list-style-type: none"> 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 Design Concentration	3	C	
Upper Division Digital Culture Studies	3	C	
Upper Division Related Digital Culture Course OR Upper Division Digital Media Course	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 Design Concentration	3	C	
Upper Division Digital Culture Studies	3	C	
Upper Division Media Engineering Course	3	C	
Term hours subtotal:		12	

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

Digital Culture Flexible Elective	Digital Culture Studies Course List	Digital Media Course List
AME OR MDC Lower Division Elective	AME 210: Media Editing	ART 116: Introduction to Digital Media
	AME 220: Programming for the Web	ART 206: Digital Photography I
	AME 240: Introduction to Physical Computing	ART 217: Introduction to Computer Animation
	AME 244: Introduction to Interactive Environments	ART 218: 3D Tools
	AME 294: Circuit Bending	ART 308: 2D Digital Animation
	AME 294: Design Politics	ART 312: Illustration
	AME 294: Soundscape Ecology	ART 346: 3-D Computer Imaging and Animation (CS)
	AME 310: Media Literacies and Composition	ART 348: Animation Motion Studies
		ART 394: Digital Photography for Non-Majors

AME 320: Motion Capture for Integrative Systems	ART 424: Stop Motion Animation
AME 330: Digital-Physical Systems	ART 438: Moving and Interactive Systems in Sculpture
AME 333: Improvising Cyborgs	ART 440: Experimental Video Art
AME 394: Special Topics	ART 494: Documentary Video Art
AME 411: Advanced Interactive Sound	ART 494: Visual Prototyping
AME 430: Mac Development for Media Arts	CIS 300: Web Design and Development
AME 435: Mobile Development	CPI 111: Game Development I (CS)
AME 444: Media Installations	DCE 294: HybridAction:PhysicalIntelligenceinDigitalCulture
AME 470: Programming for Social and Interactive Media	EDT 440: Creating and Marketing Mobile Apps
AME 494: Special Topics	FMP 225: Introduction to Visual Effects
ART 116: Introduction to Digital Media	FMP 240: Introduction to Animation for Film
ART 218: 3D Tools	FMP 255: Media Authorship (CS)
ART 378: Digital Textiles	FMP 294: Sound Design: From Hollywood to Independent Film
DCE 294: HybridAction:PhysicalIntelligenceinDigitalCulture	FMP 394: Non-Linear Editing for Film and Media
FSH 394: Fashion Design & Wearable Technology	GIT 135: Graphic Communications
MDC 211: Introduction to Digital Sound	GIT 215: Introduction to Web Authoring
MDC 311: Composing and Performing for Hybrid Ensembles	GIT 230: Digital Illustration in Publishing
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 394: Motion Graphics & Animation
	IAP 462: Games and Play
	MDC 311: Composing and Performing for Hybrid Ensembles

History/Theory Course List	Media Engineering Course List	Related Digital Culture Course List
ALA 100: Introduction to Environmental Design (HU & H & G)	AME 410: Interactive Materials	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
ALA 102: Landscapes and Sustainability (HU & G)	AME 430: Mac Development for Media Arts	
APH 300: World Architecture I/Western Cultures (HU & H & G)	AME 435: Mobile Development	
APH 313: History of Architecture I ((L or HU) & G & H)	AME 470: Programming for Social and Interactive Media	
APH 314: History of Architecture II ((L or HU) & G & H)	EEE 307: Signal Processing for Digital Culture	

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 (HU)

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: Popular Music (HU)

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)

Lower Division Design Concentration

Upper Division Design Concentration

ALA OR APH OR DSC OR EDS OR GRA OR
IND OR INT OR LAP OR LPH Lower
Division Elective

APH OR DSC OR EDS OR GRA OR IND OR
INT OR LAP OR LPH Upper Division
Elective

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 2021 - 2022 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.