



2024 - 2025 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 (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
! Media Arts and Sciences Foundational Media Course	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.
AME 130: Prototyping Dreams (L)	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			
Lower Division Design Concentration	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
! Complete 2 courses:			<ul style="list-style-type: none"> Build your skills.
Media Arts and Sciences Foundational Media Course	6	C	
Lower Division Design Concentration	3	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	
Lower Division Design Concentration	3	C	
American Institutions (AMIT)	3		
Scientific Thinking in Natural Sciences (SCIT)	4		
Elective	3		
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	
Complete 2 courses:			
Upper Division Design Concentration	6	C	
Upper Division Digital Media 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 Design Concentration	3	C	
Upper Division Digital Media 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	
Complete 2 courses:			
Upper Division Design Concentration	6	C	
Upper Division Track Focus Area Course	3	C	
Humanities, Arts and Design (HUAD)	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 Design Concentration	3	C	
Upper Division Track Focus Area Course	3	C	
Elective OR AME 484: Internship	3		
Maintain 3.00 GPA in Major Courses.			

Term hours subtotal: 12

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

Lower Division Design Concentration	Upper Division Design Concentration	Media Arts & Sciences Foundational Media
ALA 100: Introduction to Environmental Design (HUAD OR HU & H & G)	APH 494: Special Topics	AME 112: Computational Thinking for Media Arts (CS)
ALA 102: Landscapes and Sustainability (SUST OR HU & G)	ARC 331: World and Western Architecture I ((L or HU) & G & H)	AME 210: Media Editing
DSC 101: Design Awareness (GCSI OR HU & G)	ARC 332: World and Western Architecture II ((L or HU) & G & H)	AME 220: Programming for the Web (QTRS OR CS)
EDS 223: Design Thinking	ARC 394: Special Topics	AME 240: Introduction to Physical Computing
GRA 101: Designing Life	ARC 431: Contemporary Architecture and Urbanism 1970 to the Present (HUAD OR HU & H)	AME 244: Introduction to Interactive Environments
GRA 111: Graphic Design History I (HUAD)	ARC 434: Great Cities (HUAD OR (L or HU) & H)	AME 294: Game Engine Fundamentals
GRA 112: Graphic Design History II	ARC 436: Charles and Ray Eames (HU)	AME 294: Intro to Blender and 3D Concepts
GRA 225: Communication/Interaction Design Theory	ARC 494: Special Topics	MDC 211: Introduction to Digital Sound
GRA 294: Special Topics	DSC 394: Special Topics	
IND 242: Materials and Design	DSC 494: Special Topics	
IND 243: Design for Ecology and Social Equity	EDS 301: Sustainable Community Design and Practices (SUST OR HU)	
INT 111: Interior Design Issues and Theories (HUAD OR HU)	GRA 345: Design Rhetoric	
INT 121: Introduction to Computer Modeling for Interior Design (QTRS OR CS)	GRA 401: Creative Environment	
INT 123: Introduction to Computer-Aided Design and Building Information Modeling	GRA 440: Finding Purpose	
INT 131: Design and Human Behavior (SOBE OR SB)	IND 316: 20th-Century Design I (HUAD OR HU & H)	
LAP 251: Plant Materials for Sustainable Landscapes	IND 317: 20th-Century Design II (HUAD OR HU & H)	
	IND 344: Human Factors in Design	
	IND 354: Principles of Product Design	
	INT 310: History of Interior Design I (HUAD OR HU & H)	
	INT 311: History of Interior Design II (HUAD OR HU & H)	
	INT 415: Latin American Design	
	INT 494: Special Topics	
	LAP 311: History of Landscape Architecture (HUAD OR HU & H)	
	LAP 312: 20th-Century Landscape Architecture (HU)	
	LAP 485: International Field Studies (G)	
	LAP 494: Special Topics	

LPH 494: Special Topics		
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 434: Machine Learning for Media Arts		AME 494: Worldbuilding
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 Media Arts, AME 210: Media Editing and/or MDC 211: Intro to Digital Sound	Courses in this track build off material in AME 112: Computational Thinking for Media Arts, AME 240: Introduction to Physical Computing and/or AME 294: Introduction to Blender and 3D Concepts.	AME 294: Design Politics
AME 294: Soundscape Ecology	AME 294: Circuit Bending	AME 294: Media Technology History
AME 333: Improvising Cyborgs	AME 320: Motion Capture for Integrative Systems	AME 310: Media Literacies and Composition
AME 394: Synthesis and Expression	AME 330: Digital-Physical Systems	AME 325: Technical Lives
AME 411: Advanced Interactive Sound	AME 410: Interactive Materials	AME 365: People at Play
AME 494: Acousmatic Composition	AME 444: Media Installations	AME 394: Gender, Technology & Design
AME 494: Musical Microcontrollers	AME 494: Advanced Modeling and Fabrication	AME 394: Imagining Futures in Science Fiction
AME 494: Spatial Audio for XR	AME 494: Expressive Robotics	AME 494: Alternate Ecologies and Economies
AME 494: Wearable Music	AME 494: Musical Microcontrollers	AME 494: Media Archaeology
AME 494: Web Audio for Collaborative Situated Media	AME 494: Wearable Music	AME 494: Sense-making Complexity
		AME 494: Socio-Technical Futures
		AME 494: Worldbuilding
		AME 494: Sensable Heatscapes
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
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.