









2022 - 2023 Major Map

Media Arts and Sciences (English), BA

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

ASU is no longer accepting new students to this program. Students interested in this program should apply to the **Media Arts and Sciences, BA** program.

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. Only students with posted credit for ENG 101 may enroll in AME 130 in Term 1.
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 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	<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.
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	
Lower Division Digital Culture Studies	3	C	
Digital Culture Flexible Elective	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
ENG 200: Critical Reading and Writing About Literature (L or HU)	3	C	<ul style="list-style-type: none"> Build your skills.
English Concentration Electives Category I	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.			
Term hours subtotal:	16		
Term 4 47 - 62 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 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.
Complete 2 courses:			
English Concentration Electives Category I	6	C	
Humanities, Arts and Design (HU) AND Historical Awareness (H)	3		
Elective	3		
Term hours subtotal:	15		
Term 5 62 - 78 Credit Hours Necessary course signified by ★	Hours	Minimum Grade	Notes
★ Upper Division Digital Culture Studies	3	C	<ul style="list-style-type: none"> Build a digital portfolio.
Upper Division Digital Media OR Upper Division Digital Culture Studies	3	C	
Complete 2 courses:			
Upper Division English Concentration Electives Category II	6	C	
Natural Science - Quantitative (SQ) OR Natural Science - General (SG)	4		
Term hours subtotal:	16		
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.
ENG 400: History of Literary Criticism (L or HU) OR ENG 401: Topics in Critical Theory OR ENG 472: Rhetorical Studies (L)	3	C	
Upper Division Digital Media OR Upper Division Digital Culture Studies	3	C	
Upper Division English Concentration Electives Category III	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 Digital Culture Studies OR Upper Division Media Engineering Course	3	C	
Upper Division Digital Media OR Upper Division Digital Culture Studies	3	C	
Upper Division English Concentration Electives Category III	3	C	
Elective OR AME 484: Internship	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 Digital Media OR Upper Division Digital Culture Studies	3	C	

Upper Division English Concentration Electives Category III	3	C
Upper Division Humanities, Arts and Design (HU) OR Upper Division Social-Behavioral Sciences (SB)	3	
Term hours subtotal:	12	

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

Digital Culture Flexible Elective	Media Engineering Course List	Digital Culture Studies Course List
AME OR MDC Lower Division Elective	AME 410: Interactive Materials	AME 210: Media Editing
	AME 430: Mac Development for Media Arts	AME 220: Programming for the Web
	AME 435: Mobile Development	AME 240: Introduction to Physical Computing
	AME 470: Programming for Social and Interactive Media	AME 244: Introduction to Interactive Environments
	AME 494: Animating Virtual Worlds	AME 294: Circuit Bending
	AME 494: Musical Microcontrollers	AME 294: Design Politics
	AME 494: Programming for the Internet of Things	AME 294: Soundscape Ecology
	EEE 307: Signal Processing for Digital Culture	AME 294: Special Topics
	GIT 335: Computer Systems Technology	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
		AME 435: Mobile Development
		AME 444: Media Installations
		AME 470: Programming for Social and Interactive Media
		AME 494: Animating Virtual Worlds
		AME 494: Special Topics
		ART 116: Introduction to Digital Media
		ART 218: 3D Tools
		ART 378: Digital Textiles
		DCE 294: Hybrid Action: Physical Intelligence in Digital Culture
		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

English Concentration Electives Category I (select 9 credits)	English Concentration Electives Category II (select 6 credits)	English Concentration Electives Category III (select 9 credits)
ENG 205: Introduction to Writing, Rhetorics and Literacies (L)	ENG 312: English in its Social Setting (L or HU or SB)	ENG Upper Division Elective
ENG 210: Introduction to Creative Writing	ENG 314: Modern Grammar	FMS Upper Division Elective
ENG 213: Introduction to the Study of Language	ENG 403: Semantics	
FMS 200: Film and Media History ((L or HU) & H)	ENG 447: Experimental Narrative (HU)	
	FMS 351: Emerging Digital Media	
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

GIT 230: Digital Illustration in Publishing

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 367: Motion Graphics and Animation

IAP 462: Games and Play

MDC 311: Composing and Performing for Hybrid Ensembles

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: 2.00 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.