





















2022 - 2023 Major Map

Media Arts and Sciences (Film), BA

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

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	
FMP 201: Film: The Creative Process I (HU)	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
FMP 180: Principles of Production Technology	3	C	<ul style="list-style-type: none"> Digital Media courses include digital media projects within a trans-disciplinary area of study. See course list below or talk to your advisor for specific course options. Build your skills.
Digital Media OR Digital Culture Studies	3	C	
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 - 63 Credit Hours Critical course signified by 	Hours	Minimum Grade	Notes
 Digital Media OR Digital Culture Studies	3	C	
FMP 280: Introduction to Film and Media Production	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	
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	3		
Term hours subtotal:	15		<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.
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 Film Concentration	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		<ul style="list-style-type: none"> • Explore an internship.
Term 7 93 - 108 Credit Hours Necessary course signified by 	Hours	Minimum Grade	Notes
 AME 485: Digital Culture Capstone I	3	C	
Upper Division Digital Culture Studies	3	C	
Upper Division Film Concentration	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		
Term hours subtotal:	15		<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.
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 Culture Studies	3	C	
Upper Division Film Concentration	3	C	
Upper Division Media Engineering	3	C	
Term hours subtotal:	12		

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

Digital Culture Flexible Elective	Media Engineering Course List	Related Digital Culture Course List
AME OR MDC Lower Division Elective	<p>AME 410: Interactive Materials</p> <p>AME 430: Mac Development for Media Arts</p> <p>AME 435: Mobile Development</p> <p>AME 470: Programming for Social and Interactive Media</p> <p>AME 494: Animating Virtual Worlds</p> <p>AME 494: Musical Microcontrollers</p> <p>AME 494: Programming for the Internet of Things</p> <p>EEE 307: Signal Processing for Digital Culture</p> <p>GIT 335: Computer Systems Technology</p>	<p>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</p>
Digital Media Course List	Digital Culture Studies Course List	Film Concentration
ART 116: Introduction to Digital Media	AME 210: Media Editing	FMP 300: Film Production: Film & Media Part 1
ART 206: Digital Photography I	AME 220: Programming for the Web	FMP 325: Guerilla VFX
ART 217: Introduction to Computer Animation	AME 240: Introduction to Physical Computing	FMP 335: Careers in Film and Media Industry
ART 218: 3D Tools	AME 244: Introduction to Interactive Environments	FMP 345: Cinematography I
ART 308: 2D Digital Animation	AME 294: Circuit Bending	FMP 350: Directing for Documentary Media
ART 312: Illustration	AME 294: Design Politics	FMP 370: Producing for Film and Media
ART 346: 3-D Computer Imaging and Animation (CS)	AME 294: Soundscape Ecology	FMP 394: Special Topics
ART 348: Animation Motion Studies	AME 294: Special Topics	FMP 403: Independent Film (HU)
ART 394: Digital Photography for Non-Majors	AME 310: Media Literacies and Composition	FMP 405: Film and Television: Pioneers, Practices and Innovations
ART 424: Stop Motion Animation	AME 320: Motion Capture for Integrative Systems	FMP 445: Cinematography II
ART 438: Moving and Interactive Systems in Sculpture	AME 325: Technical Lives	FMP 494: Special Topics
ART 440: Experimental Video Art	AME 330: Digital-Physical Systems	
ART 444: Documentary Video Art	AME 333: Improvising Cyborgs	
ART 494: Visual Prototyping	AME 360: Designing Mixed-Reality Experiences	
CIS 300: Web Design and Development	AME 394: Computational Photography	
CPI 111: Game Development I (CS)	AME 394: Special Topics	
DCE 294: HybridAction:PhysicalIntelligenceinDigitalCulture	AME 410: Interactive Materials	
EDT 440: Creating and Marketing Mobile Apps	AME 411: Advanced Interactive Sound	
FMP 215: Beginning Post-Production for Film & Television: Adobe Premier Pro	AME 430: Mac Development for Media Arts	
FMP 225: Introduction to Visual Effects	AME 435: Mobile Development	
FMP 240: Introduction to Animation for Film	AME 444: Media Installations	
FMP 255: Media Authorship (CS)	AME 470: Programming for Social and Interactive Media	
	AME 494: Animating Virtual Worlds	

FMP 315: Sound Design for Film and Media I	AME 494: Special Topics
GIT 135: Graphic Communications	ART 116: Introduction to Digital Media
GIT 215: Introduction to Web Authoring	ART 218: 3D Tools
GIT 230: Digital Illustration in Publishing	ART 378: Digital Textiles
GRA 294: Illustrator	DCE 294: HybridAction:PhysicalIntelligenceinDigitalCulture
GRA 294: InDesign	FSH 394: Fashion Design & Wearable Technology
GRA 294: Photoshop	MDC 211: Introduction to Digital Sound
IAP 103: Foundations I: Interdisciplinary Art Practice	MDC 311: Composing and Performing for Hybrid Ensembles
IAP 104: Foundations I: Fundamentals of Sound Art	MDC 411: Advanced Interactive Sound
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	
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	
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

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 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.