2024 - 2025 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 (QTRS OR CS)	3	C	• 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 ENG 107 or ENG 108: First-Year Composition	3	C	
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	• 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.
AME 130: Prototyping Dreams (L)	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	
FMP 201: Film: The Creative Process I (HUAD OR HU)	3	C	
Global Communities, Societies and Individuals (GCSI)	3		
⬥ Complete ENG 101 OR ENG 105 OR ENG 107 course(s).			• Join a student club or professional organization.
⬥ 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
⬥ Media Arts and Sciences Foundational Media Course	6	C	• Build your skills.
FMP 180: Principles of Production Technology	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 - 60 Credit Hours Critical course signified by ❗	Hours	Minimum Grade	Notes
❗ Media Arts and Sciences Foundational Media Course	3	C	
FMP 280: Introduction to Film and Media Production	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:	13		

Term 5 60 - 75 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes
⭐ Upper Division Track Focus Area Course	3	C	• 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.
Upper Division Film Concentration	3	C	
Digital Media Course	3	C	
Governance and Civic Engagement (CIVI)	3		
Elective	3		
Maintain 3.00 GPA in Major Courses.			
Minimum 2.50 GPA ASU Cumulative.			
Term hours subtotal:	15		

Term 6 75 - 90 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes
⭐ Upper Division Track Focus Area Course	3	C	• Explore an internship.
Upper Division Film Concentration	3	C	
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		

Term 7 90 - 105 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes
⭐ AME 485: Media Arts and Sciences Capstone I	3	C	• 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.
Upper Division Film Concentration	3	C	
Upper Division Track Focus Area Course	3	C	
Complete 2 courses: Upper Division Elective	6		
Maintain 3.00 GPA in Major Courses.			
Minimum 2.50 GPA ASU Cumulative.			
Term hours subtotal:	15		

Term 8 105 - 120 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes
⭐ AME 486: Media Arts and Sciences Capstone II	3	C	
Upper Division Track Focus Area Course	3	C	
Upper Division Elective OR AME 484: Internship	3		
Complete 2 courses: Upper Division Elective	6		
Maintain 3.00 GPA in Major Courses.			
Minimum 2.50 GPA ASU Cumulative.			

Term hours subtotal: 15

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

Media Arts & Sciences Foundational Media

AME 112: Computational Thinking for Media Arts (CS)

AME 210: Media Editing

AME 220: Programming for the Web (QTRS OR CS)

AME 240: Introduction to Physical Computing

AME 244: Introduction to Interactive Environments

AME 294: Game Engine Fundamentals

AME 294: Intro to Blender and 3D Concepts

MDC 211: Introduction to Digital Sound

Film Concentration

FMP 300: Short Film Production

FMP 315: Sound Design for Film and Media I

FMP 325: Intermediate Visual Effects Compositing

FMP 335: Careers in Film and Media Industry

FMP 345: Cinematography I

FMP 350: Directing for Documentary Media

FMP 370: Producing for Film and Media

FMP 394: Special Topics

FMP 400: Food in Film: Culture, Power & Desire

FMP 403: Independent Film (HUAD OR HU)

FMP 405: Film and Television: Pioneers, Practices and Innovations

FMP 415: Sound Design for Film and Media II

FMP 445: Cinematography II

FMP 494: Special Topics

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

Creative Code and Development 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.

AME 360: Designing Mixed-Reality Experiences

AME 394: Computational Photography

AME 400: Minds and Machines

AME 430: Mac Development for Media Arts

Emerging Media Arts Track

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

AME 320: Motion Capture for Integrative Systems

AME 394: Computational Photography

AME 394: User Experience in Media Arts

AME 444: Media Installations

AME 494: Spatial Design

Games and Immersive Worlds Track

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 320: Motion Capture for Integrative Systems

AME 360: Designing Mixed-Reality Experiences

AME 365: People at Play

AME 394: Intro to Esports Management

AME 435: Mobile Development

AME 494: Systems and Content Design for Digital Experiences

AME 465: Designing Play

AME 470: Programming for Social and Interactive Media

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 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: Sensable Heatscapes
		AME 494: Sense-making Complexity
		AME 494: Socio-Technical Futures
		AME 494: Worldbuilding

- **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.