










# 2022 - 2023 Major Map


## Media Arts and Sciences (Music), BA


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


Term 1 0 - 16 Credit Hours <b>Critical course signified by</b> 	Hours	Minimum Grade	Notes	
 AME 111: Introduction to Digital Culture (CS)	3	C	<ul style="list-style-type: none"> <li>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.</li> <li>Only students with posted credit for ENG 101 may enroll in AME 130 in Term 1.</li> </ul>	
AME 101: ASU Digital Culture Experience	1	C		
<b>Complete 2 courses:</b> 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 <b>Critical course signified by</b> 	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"> <li>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.</li> <li>MTC 125 is only offered in the fall term and requires a placement diagnostic exam. Please see the your advisor to prepare this term to be able to take this course in the fall semester.</li> <li>Join a <a href="#">student club</a> or professional organization.</li> </ul>
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		
MUS 100: Fundamentals of Music Notation OR MTC 125: Basic Music Theory	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 <b>Critical course signified by</b> 	Hours	Minimum Grade	Notes	

Digital Media Course OR Digital Culture Studies Course	3	C
Music Production Elective	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	

- 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.
- Build your **skills**.


Term 4 47 - 63 Credit Hours <b>Critical course signified by</b> 	Hours	Minimum Grade	Notes
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 Digital Media Course OR Digital Culture Studies Course	3	C
History/Theory Course	3	C
MUS OR MUP OR MUE OR MTC Elective	3	C
Humanities, Arts and Design (HU) AND Historical Awareness (H)	3	
Natural Science - Quantitative (SQ) OR Natural Science - General (SG)	4	
Term hours subtotal:	16	

Term 5 63 - 78 Credit Hours <b>Necessary course signified by</b> 	Hours	Minimum Grade	Notes
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 Upper Division Digital Culture Studies Course	3	C
Upper Division Digital Culture Studies Course OR Related Digital Culture Course	3	C
Upper Division Digital Media Course OR Upper Division Digital Culture Studies Course	3	C
Upper Division Humanities, Arts and Design (HU) OR Upper Division Social-Behavioral Sciences (SB)	3	
Elective OR AME 484: Internship	3	
Term hours subtotal:	15	

- 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 - 92 Credit Hours <b>Necessary course signified by</b> 	Hours	Minimum Grade	Notes
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 Upper Division Digital Culture Studies Course	3	C
MTC 436: Electronic Studio Techniques I OR MTC 437: Electronic Studio Techniques II OR	2-3	C

- If you take MTC 436, MTC 437, or MUP 319 (2 credits each) in this term, you will need to complete one additional hour (or 4 hours total) of

MUE 441: Psychology of Music OR  
MUP 319: Advanced Audio Engineering in the Arts

MUS OR MUP OR MUE OR MTC  
Upper Division Elective in Term 8.

- Explore an [internship](#).

Upper Division Digital Media Course OR  
Upper Division Digital Culture Studies Course 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: 14-15

Term 7 92 - 107 Credit Hours Necessary course signified by ★	Hours	Minimum Grade	Notes
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★ AME 485: Digital Culture Capstone I 3 C

MUS 354: Popular Music OR  
MUS 362: Rap Music and Hip Hop Culture (HU & C) 3 C

Upper Division Digital Culture Studies Course 3 C

Upper Division Related Digital Culture Course 3 C

Elective 3

Term hours subtotal: 15

- 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.
- Any MUS 354 topic can be used to fulfill the concentration requirement.
- Gather [professional references](#).

Term 8 107 - 120 Credit Hours Necessary course signified by ★	Hours	Minimum Grade	Notes
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★ AME 486: Digital Culture Capstone II 3 C

Upper Division Digital Culture Studies Course 3 C

Upper Division Media Engineering Course 3 C

MUS OR MUP OR MUE OR MTC Upper Division Elective 4-3 C

Term hours subtotal: 13-12

- If you took MTC 436, MTC 437, or MUP 319 in Term 6, you will need to complete one additional hour (or 4 hours total) of MUS OR MUP OR MUE OR MTC Upper Division Elective in this term.

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

Digital Culture Flexible Elective

AME OR MDC Lower Division Elective

Media Engineering Course List

AME 410: Interactive Materials

AME 430: Mac Development for Media Arts

AME 435: Mobile Development

AME 470: Programming for Social and Interactive Media

AME 494: Animating Virtual Worlds

Related Digital Culture Course List

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

AME 494: Musical Microcontrollers

AME 494: Programming for the Internet of Things

EEE 307: Signal Processing for Digital Culture

GIT 335: Computer Systems Technology

#### Music Production Elective Course List

MUS 294: Producing Hip Hop and Dance Music I

MUS 294: Rock Band

MUS 294: Song Production with Garage Band

MUS 294: Songwriting

#### Digital Culture Studies Course List

AME 210: Media Editing

AME 220: Programming for the Web

AME 240: Introduction to Physical Computing

AME 244: Introduction to Interactive Environments

AME 294: Circuit Bending

AME 294: Design Politics

AME 294: Soundscape Ecology

AME 294: Special Topics

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

#### 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)

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)

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FMP 315: Sound Design for Film and Media I

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GIT 135: Graphic Communications

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GIT 215: Introduction to Web Authoring

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GIT 230: Digital Illustration in Publishing

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GRA 294: Illustrator

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GRA 294: InDesign

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GRA 294: Photoshop

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IAP 103: Foundations I: Interdisciplinary Art Practice

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IAP 104: Foundations I: Fundamentals of Sound Art

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IAP 322: Multitrack Digital Recording

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IAP 361: Digital Editing and Media Literacy (CS)

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IAP 364: Documentaries

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IAP 367: Motion Graphics and Animation

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IAP 462: Games and Play

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MDC 311: Composing and Performing for Hybrid Ensembles

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**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.