












2023 - 2024 Major Map



Media Arts and Sciences (Music), BA

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

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. 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. 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		
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				
Maintain 3.00 GPA in Digital Culture coursework.				
Minimum 2.50 GPA ASU Cumulative.				
Term hours subtotal:	15			

Term 3 31 - 47 Credit Hours Critical course signified by 	Hours	Minimum Grade	Notes
Digital Media Course OR Digital Culture Studies Course	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. Build your skills.
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.			
Maintain 3.00 GPA in Digital Culture coursework.			
Minimum 2.50 GPA ASU Cumulative.			
Term hours subtotal:	16		


Term 4 47 - 63 Credit Hours Critical course signified by 	Hours	Minimum Grade	Notes
 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		
Maintain 3.00 GPA in Digital Culture coursework.			
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 Digital Culture Studies Course	3	C	<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.
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		

Maintain 3.00 GPA in Digital Culture coursework.

Minimum 2.50 GPA ASU Cumulative.

Term hours subtotal: 15

Term 6 78 - 92 Credit Hours Necessary course signified by 	Hours	Minimum Grade	Notes
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 Upper Division Digital Culture Studies Course 3 C

MTC 436: Electronic Studio Techniques I OR 2-3 C
MTC 437: Electronic Studio Techniques II OR
MUE 441: Psychology of Music OR
MUP 319: Advanced Audio Engineering in the Arts

Upper Division Digital Media Course OR 3 C
Upper Division Digital Culture Studies Course

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).

Maintain 3.00 GPA in Digital Culture coursework.

Minimum 2.50 GPA ASU Cumulative.

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

Upper Division Digital Culture Studies Course 3 C


Upper Division Related Digital Culture Course 3 C

Elective 3

Maintain 3.00 GPA in Digital Culture coursework.

Minimum 2.50 GPA ASU Cumulative.

Term hours subtotal: 15

Term 8 107 - 120 Credit Hours Necessary course signified by 	Hours	Minimum Grade	Notes
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- 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 MUS OR MUP OR MUE OR MTC Upper Division Elective in Term 8.
- Explore an [internship](#).

- 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](#).



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

Maintain 3.00 GPA in Digital Culture coursework.

Minimum 2.50 GPA ASU Cumulative.

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

Digital Culture Studies Course List

- AME 210: Media Editing
- AME 220: Programming for the Web (CS)
- 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

Digital Media Course List

- ART 116: Introduction to Digital Media
- ART 206: Digital Photography I
- ART 217: Introduction to Computer Animation
- 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: Short Subject: Documentary Video
- 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: Principles of Visual Effects Compositing
- FMP 240: Introduction to Animation for Film
- FMP 255: Media Authorship (CS)
- FMP 315: Sound Design for Film and Media I
- FMS 200: Film and Media History ((L or HU) & H)
- FMS 294: Introduction to Videogames

ART 378: Digital Textiles

DCE 294:
HybridAction:PhysicalIntelligenceinDigitalCulture

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

FMS 351: Emerging Digital Media

FMS 365: Video Games and Narrative

GIT 135: Graphic Communications

GIT 211: 3D Media Production

GIT 215: Introduction to Web Authoring

GIT 230: Digital Illustration in Publishing

GIT 314: Multimedia Design, Planning and
Storyboards

GIT 402: New Media Internet Technologies

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 375: Contemporary Performance: Theories
and Practice

IAP 462: Games and Play

IAP 480: Art as Praxis: From Conceptualization
to Production

MCO 433: Social Media Campaigns,
Engagement and Research

MDC 311: Composing and Performing for
Hybrid Ensembles

MHL 201: Media Literacy for Musicians (CS)

TWC 411: Principles of Visual Communication (L)

TWC 451: Copyright and Intellectual Property in
the Electronic Age

TWC 452: Information in the Digital Age

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

Media Engineering Course List

AME 394: Synthesis and Expression

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

AME 494: Musical Microcontrollers

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

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)

Music Production Elective Course List

MUS 294: Producing Hip Hop and Dance

AME 494: Programming for the Internet of Things

EEE 307: Signal Processing for Digital Culture

GIT 335: Computer Systems Technology

Music I

MUS 294: Rock Band

MUS 294: Song Production with Garage Band

MUS 294: Songwriting

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 2023 - 2024 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.