












2024 - 2025 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 (QTRS OR CS)	3	C	<ul style="list-style-type: none"> 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	3	C	
ENG 107 or ENG 108: First-Year Composition			
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	<ul style="list-style-type: none"> 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. 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.
AME 130: Prototyping Dreams (L)	3	C	
MTC 125: Music Theory I OR MUS 100: Fundamentals of Music Notation	3	C	
ENG 101 or ENG 102: First-Year Composition OR			
ENG 105: Advanced First-Year Composition OR	3	C	
ENG 107 or ENG 108: First-Year Composition			
Global Communities, Societies and Individuals (GCSI)	3		
 Complete ENG 101 OR ENG 105 OR ENG 107 course(s).			
 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	<ul style="list-style-type: none"> Build your skills.
Music Production Elective	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 - 63 Credit Hours Critical course signified by 	Hours	Minimum Grade	Notes
 Media Arts and Sciences Foundational Media Course	3	C	
MUS OR MUP OR MUE OR MTC Elective	3	C	
American Institutions (AMIT)	3		
Elective	3		
Scientific Thinking in Natural Sciences (SCIT)	4		
Maintain 3.00 GPA in Major Courses.			
Minimum 2.50 GPA ASU Cumulative.			

Term hours subtotal: 16

Term 5 63 - 77 Credit Hours Necessary course signified by 	Hours	Minimum Grade	Notes
 Upper Division Track Focus Area Course	3	C	
MTC 436: Electronic Studio Techniques I OR MTC 437: Electronic Studio Techniques II OR MUP 319: Advanced Audio Engineering in the Arts	2	C	
Upper Division 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: 14

- 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 7.
- Build a digital portfolio.

Term 6 77 - 92 Credit Hours Necessary course signified by 	Hours	Minimum Grade	Notes
 Upper Division Track Focus Area Course	3	C	
MUS 354: Popular Music OR MUS 362: Rap Music and Hip Hop Culture (HUAD OR HU & C)	3	C	
Upper Division Digital Media Course	3	C	
Sustainability (SUST)	3		
Elective	3		
Maintain 3.00 GPA in Major Courses.			
Minimum 2.50 GPA ASU Cumulative.			

Term hours subtotal: 15

- Any MUS 354 topic can be used to fulfill the concentration requirement.
- Explore an **internship**.

Term 7 92 - 108 Credit Hours Necessary course signified by 	Hours	Minimum Grade	Notes
 AME 485: Media Arts and Sciences Capstone I	3	C	
MUS OR MUP OR MUE OR MTC Upper Division Elective	4	C	
Upper Division Track Focus Area Course	3	C	
Upper Division Elective	6		
Maintain 3.00 GPA in Major Courses.			
Minimum 2.50 GPA ASU Cumulative.			

Term hours subtotal: 16

- 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.
- 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.
- Gather **professional references**.

Term 8 108 - 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	
Upper Division Elective	3	
Maintain 3.00 GPA in Major Courses.		
Minimum 2.50 GPA ASU Cumulative.		
Term hours subtotal:	12	

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

Media Arts & Sciences Foundational Media	Music Production Elective Course List	Digital Media
AME 112: Computational Thinking for Media Arts (CS)	MUS 294: Producing Hip Hop and Dance Music I	ART 424: Stop Motion Animation
AME 210: Media Editing	MUS 294: Rock Band	ART 440: Experimental Video Art
AME 220: Programming for the Web (QTRS OR CS)	MUS 294: Song Production with Garage Band	ART 444: Short Subject: Documentary Video
AME 240: Introduction to Physical Computing	MUS 294: Songwriting	ART 494: Visual Prototyping
AME 244: Introduction to Interactive Environments		CIS 300: Web Design and Development
AME 294: Game Engine Fundamentals		EDT 440: Creating and Marketing Mobile Apps
AME 294: Intro to Blender and 3D Concepts		FMP 315: Sound Design for Film and Media I
MDC 211: Introduction to Digital Sound		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	Emerging Media Arts Track	Games and Immersive Worlds 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.	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	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 360: Designing Mixed-Reality Experiences	AME 320: Motion Capture for Integrative Systems	AME 320: Motion Capture for Integrative Systems
AME 394: Computational Photography	AME 394: Computational Photography	AME 360: Designing Mixed-Reality Experiences
AME 400: Minds and Machines	AME 394: User Experience in Media Arts	AME 365: People at Play
AME 430: Mac Development for Media Arts	AME 444: Media Installations	AME 394: Intro to Esports Management
AME 434: Machine Learning for Media Arts	AME 494: Spatial Design	AME 465: Designing Play
AME 435: Mobile Development	AME 494: Systems and Content Design for Digital Experiences	AME 494: Cinema and Game Worlds
AME 470: Programming for Social and Interactive Media		AME 494: Spatial Audio for XR
AME 494: Animating Virtual Worlds		AME 494: Worldbuilding
AME 494: Artificial Intelligence for Social Good		
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: Musical Microcontrollers	AME 494: Alternate Ecologies and Economies
AME 494: Wearable Music	AME 494: Wearable Music	AME 494: Media Archaeology
AME 494: Web Audio for Collaborative Situated Media		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.