













# 2018 - 2019 Major Map

## Digital Culture (Media Processing), BA

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

**ASU is no longer accepting new students to this program. Students interested in a media processing concentration should apply to the BS in media arts and sciences (media processing).**

Term 1 0 - 16 Credit Hours <b>Critical course signified by</b> 	Hours	Minimum Grade	Notes
 AME 101: ASU Digital Culture Experience	1	C	<ul style="list-style-type: none"> <li>An SAT, ACT, Accuplacer, IELTS or TOEFL score determines placement into first-year composition courses.</li> <li>ASU Mathematics Placement Assessment score determines placement in mathematics course.</li> <li>ASU 101 or College specific equivalent First Year Seminar required of all freshman students. Digital culture students complete AME 101 to fulfill this requirement.</li> </ul>
 AME 111: Introduction to Digital Culture (CS)	3	C	
 <b>Complete 2 courses:</b> AME 112: Computational Thinking for Digital Culture OR AME 130: Prototyping Dreams (L) OR AME 210: Media Editing 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 210: Brief Calculus (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
 <b>Complete 2 courses:</b> AME 112: Computational Thinking for Digital Culture OR AME 130: Prototyping Dreams (L) OR AME 210: Media Editing OR AME 230: Programming for the Media Arts (CS)	6	C	<ul style="list-style-type: none"> <li>All Digital Culture majors must have a 3.0 Digital Culture GPA at the end of Term 2 to continue in the program. If a student's Digital Culture GPA is below a 3.0, the student will be placed on a probationary status for 1 term. If the student is not successful in raising their digital culture GPA to a 3.0 after the probationary term, the student will not be able to continue in the Digital Culture program.</li> <li>Students should choose to take either the Computer Science (CSE/CPI) or Electrical Engineering (EEE) courses within the Media Processing concentration</li> <li>Join a <b>student club</b> or professional organization.</li> </ul>
 CPI 111: Game Development I (CS) OR CSE 110: Principles of Programming with Java (CS) OR EEE 120: Digital Design Fundamentals	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	
Social-Behavioral Sciences (SB) AND Cultural Diversity in the U.S. (C)	3		
 Complete ENG 101 OR ENG 105 OR ENG 107 course(s).			
 Maintain 3.00 GPA in Digital Culture coursework.			
 Minimum 2.50 GPA ASU Cumulative.			



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
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Digital Media - Media Arts & Design OR  
Digital Culture Studies

3

C

- Build your skills.

Media Processing Concentration

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 MAT 210 course(s).



Maintain 3.00 GPA in Digital Culture coursework.



Minimum 2.50 GPA ASU Cumulative.

Complete First-Year Composition requirement.

Complete Mathematics (MA) requirement.

Term hours subtotal: 16

Term 4 47 - 62 Credit Hours <b>Critical course signified by</b>	Hours	Minimum Grade	Notes
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Digital Media - Media Arts & Design OR  
Digital Culture Studies

3

C

*Complete 2 courses:*

Media Processing Concentration

6

C

Humanities, Arts and Design (HU) AND Historical Awareness (H)

3

Lower Division Elective

3



Maintain 3.00 GPA in Digital Culture coursework.



Minimum 2.50 GPA ASU Cumulative.

Term hours subtotal: 15

Term 5 62 - 78 Credit Hours <b>Necessary course signified by</b>	Hours	Minimum Grade	Notes
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Upper Division Digital Culture Studies

3

C

- Build a digital portfolio.

Upper Division Digital Media - Media Arts & Design OR  
Upper Division Digital Culture Studies

3

C

*Complete 2 courses:*

Upper Division Media Processing Concentration

6

C


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


<b>Term 6 78 - 93 Credit Hours Necessary course signified by</b> 	<b>Hours</b>	<b>Minimum Grade</b>	<b>Notes</b>
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 Upper Division Digital Culture Studies	3	C	<ul style="list-style-type: none"><li>• Explore an <b>internship</b>.</li></ul>
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Upper Division Digital Media - Media Arts & Design OR Upper Division Digital Culture Studies	3	C
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<b>Complete 2 courses:</b> Upper Division Media Processing Concentration	6	C
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Upper Division Literacy and Critical Inquiry (L)	3	
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 Complete Cultural Diversity in the U.S. (C) AND Global Awareness (G) AND Historical Awareness (H) course(s).		
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Maintain 3.00 GPA in Digital Culture coursework.

Minimum 2.50 GPA ASU Cumulative.

Term hours subtotal: 15

<b>Term 7 93 - 108 Credit Hours Necessary course signified by</b> 	<b>Hours</b>	<b>Minimum Grade</b>	<b>Notes</b>
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 AME 485: Digital Culture Capstone I	3	C	<ul style="list-style-type: none"><li>• Gather <b>professional references</b>.</li></ul>
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Upper Division Digital Culture Studies OR Digital Media - Media Engineering Course	3	C
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Upper Division Digital Media - Media Arts & Design OR Upper Division Digital Culture Studies	3	C
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Upper Division Media Processing Concentration	3	C
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Elective OR AME 484: Internship	3	
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Maintain 3.00 GPA in Digital Culture coursework.

Minimum 2.50 GPA ASU Cumulative.

Term hours subtotal: 15

<b>Term 8 108 - 120 Credit Hours Necessary course signified by</b> 	<b>Hours</b>	<b>Minimum Grade</b>	<b>Notes</b>
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 AME 486: Digital Culture Capstone II	3	C
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Upper Division Digital Media - Media Arts & Design OR Upper Division Digital Culture Studies	3	C
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Upper Division Media Processing Concentration	3	C
Upper Division Humanities, Arts and Design (HU) OR Upper Division Social-Behavioral Sciences (SB)	3	
Maintain 3.00 GPA in Digital Culture coursework.		
Minimum 2.50 GPA ASU Cumulative.		
Term hours subtotal:	12	

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

Digital Culture Studies Course List	Digital Media - Media Arts & Design Course List	Media Processing Concentration Course List
AME 220: Programming for the Web	ART 206: Digital Photography I: The Still Image in Digital Culture	CPI 111: Game Development I (CS)
AME 244: Introduction to Interactive Environments	ART 217: Introduction to Computer Animation	CPI 211: Game Development II
AME 320: Motion Capture for Integrative Systems	ART 218: 3D Tools	CPI 310: Web-Based Information Management Systems
AME 330: Digital-Physical Systems	ART 494: Visual Prototyping	CPI 311: Game Engine Development
AME 340: Compositional and Computational Principles for Media Arts	FMP 240: Introduction to Animation for Film	CPI 360: Decision Making and Problem Solving
AME 394: Special Topics	FMP 394: Non-Linear Editing for Film and Media	CPI 411: Graphics for Games
AME 411: Advanced Interactive Sound	IAP 103: Foundations I: Interdisciplinary Digital Media	CSE 110: Principles of Programming with Java (CS)
AME 430: Mac Development for Media Arts	IAP 104: Foundations I: Fundamentals of Sound Art	CSE 205: Object-Oriented Programming and Data Structures (CS)
AME 435: Mobile Development		CSE 220: Programming for Computer Engineering
AME 444: Media Installations		CSE 230: Computer Organization and Assembly Language Programming
AME 470: Programming for Social and Interactive Media		CSE 240: Introduction to Programming Languages
AME 494: Animating Virtual Worlds		CSE 310: Data Structures and Algorithms
AME 494: Special Topics		CSE 360: Introduction to Software Engineering
ANP 394: Digital Modeling and Fabrication		CSE 463: Introduction to Human Computer Interaction
ART 116: Introduction to Digital Media		CSE 470: Computer Graphics
ART 218: 3D Tools		EEE 120: Digital Design Fundamentals
DCE 294: Hybrid Action: Physical Intelligence in Digital Culture		EEE 202: Circuits I
MDC 211: Introduction to Digital Sound		EEE 203: Signals and Systems I
MDC 311: Composing and Performing for Hybrid Ensembles		EEE 230: Computer Organization and Assembly Language Programming
		EEE 304: Signals and Systems II

EEE 307: Signal Processing for Digital Culture

EEE 404: Real-Time DSP Systems

EEE 459: Communication Networks

FSE 100: Introduction to Engineering

IEE 431: Engineering Administration (L)

IEE 437: Human Factors Engineering

IEE 458: Project Management

MAT 242: Elementary Linear Algebra

MAT 243: Discrete Mathematical Structures

#### Digital Media - Media Engineering Course List

AME 410: Interactive Materials

AME 430: Mac Development for Media Arts

EEE 307: Signal Processing for Digital Culture

**Total Hours:** 120

**Upper Division Hours:** 45 minimum

**Major GPA:** 2.00 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 2018 - 2019 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.