2022 - 2023 Major Map

Media Arts and Sciences (Media Processing), BS

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

Term 1 0 - 16 Credit Hours Critical course signified by ♦	Hours	Minimum Grade	Notes
♦ AME 111: Introduction to Digital Culture (CS)	3	C	• 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.
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	• Only students with posted credit for ENG 101 may enroll in AME 130 in Term 1.
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 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
AME 112: Computational Thinking for Digital Culture OR AME 130: Prototyping Dreams (L) OR AME 230: Programming for the Media Arts (CS)	3	C	• 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.
CSE 110: Principles of Programming (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	
Digital Culture Flexible Elective	3	C	
Social-Behavioral Sciences (SB)	3		• Join a student club or professional organization.
♦ 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 Critical course signified by ♦	Hours	Minimum Grade	Notes
CPI 111: Game Development I (CS) OR CSE 205: Object-Oriented Programming and Data Structures (CS)	3	C	• Build your skills.
MAT 243: Discrete Mathematical Structures	3	C	
Digital Culture Studies	3	C	
Humanities, Arts and Design (HU) AND Global Awareness (G)	3		
Natural Science - Quantitative (SQ) (PHY 101 recommended)	4		
♦ Complete Mathematics (MA) requirement.			
Complete First-Year Composition requirement.			
Term hours subtotal:	16		

Term 4 47 - 62 Credit Hours Critical course signified by ⬧	Hours	Minimum Grade	Notes
⬧ Digital Culture Studies	3	C	• Look into Study Abroad options.
CPI 211: Game Development II OR CSE 240: Introduction to Programming Languages	3	C	
Humanities, Arts and Design (HU) AND Historical Awareness (H)	3		
Social-Behavioral Sciences (SB) AND Cultural Diversity in the U.S. (C)	3		
Elective	3		
Term hours subtotal:	15		

Term 5 62 - 78 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes
⭐ *Complete 2 courses:* Upper Division Digital Culture Studies	6	C	• Keep good documentation of all your projects.
CPI 360: Decision Making and Problem Solving OR CSE 310: Data Structures and Algorithms OR CPI 311: Game Engine Development	3	C	
Media Processing Elective	3	C	
Natural Science - Quantitative (SQ) OR Natural Science - General (SG)	4		
Term hours subtotal:	16		

Term 6 78 - 93 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes
Complete 2 courses: Upper Division Digital Culture Studies OR Upper Division Digital Media	6	C	• Build a digital portfolio. • Explore an internship. Any internship approved for AME 484 Internship credit will automatically fulfill AME 486 Capstone II.
Upper Division Media Processing Elective	3	C	
Media Processing Elective	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:	15		

Term 7 93 - 108 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes
⭐ AME 485: Digital Culture Capstone I	3	C	• 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. • Gather professional references.
Upper Division Digital Culture Studies	3	C	
Upper Division Media Engineering	3	C	
Upper Division Media Processing Elective	3	C	
Upper Division Humanities, Arts and Design (HU) OR Upper Division Social-Behavioral Sciences (SB)	3		
Term hours subtotal:	15		

Term 8 108 - 120 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes
⭐ AME 486: Digital Culture Capstone II	3	C	• Start applying for full-time career opportunities.
Upper Division Digital Culture Studies OR Upper Division Digital Media	3	C	
Upper Division Media Processing Elective	3	C	
Elective	3		
Term hours subtotal:	12		

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

AME 494: Musical Microcontrollers

AME 494: Programming for the Internet of Things

EEE 307: Signal Processing for Digital Culture

GIT 335: Computer Systems Technology

Media Processing Electives

CPI 211: Game Development II

CPI 221: Advanced Object-Oriented Principles Using Java or CPI 310: Web-Based Information Management Systems

CPI 321: Fundamentals of Game Art

CPI 394: Special Topics

CPI 411: Graphics for Games

CPI 421: 3-D Modeling and Texturing

CPI 462: Design for Learning in Virtual Worlds

CPI 494: Special Topics

CSE 205: Object-Oriented Programming and Data Structures (CS)

CSE 220: Programming for Computer Engineering

CSE 240: Introduction to Programming Languages

CSE 360: Introduction to Software Engineering

CSE 394: Special Topics

CSE 463: Introduction to Human Computer Interaction

CSE 470: Computer Graphics

CSE 494: Special Topics

IAP 362: Games and Narratology

IAP 462: Games and Play

IEE 431: Engineering Administration (L)

SER 431: Advanced Graphics

Digital Media Course List

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

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

ART 444: Documentary Video Art	AME 320: Motion Capture for Integrative Systems
ART 494: Visual Prototyping	AME 325: Technical Lives
CIS 300: Web Design and Development	AME 330: Digital-Physical Systems
EDT 440: Creating and Marketing Mobile Apps	AME 333: Improvising Cyborgs
FMP 215: Beginning Post-Production for Film & Television: Adobe Premier Pro	AME 360: Designing Mixed-Reality Experiences
IAP 322: Multitrack Digital Recording	AME 394: Computational Photography
IAP 361: Digital Editing and Media Literacy (CS)	AME 394: Special Topics
IAP 364: Documentaries	AME 410: Interactive Materials
IAP 367: Motion Graphics and Animation	AME 411: Advanced Interactive Sound
IAP 462: Games and Play	AME 430: Mac Development for Media Arts
MDC 311: Composing and Performing for Hybrid Ensembles	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: 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

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: 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 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.