2024 - 2025 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 (QTRS OR CS)	3	C	• 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 ENG 107 or ENG 108: First-Year Composition	3	C	
MAT 210: Brief Calculus (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	• All Media Arts & Sciences majors must have a minimum 3.00 AME/MDC 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.
AME 130: Prototyping Dreams (L)	3	C	
CSE 110: Principles of Programming (QTRS OR 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	
Global Communities, Societies and Individuals (GCSI)	3		
⬥ Complete ENG 101 OR ENG 105 OR ENG 107 course(s).			
⬥ Milestone: GPA First-Year Review			• Join a student club or professional organization.
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	• Build your skills.
CSE 205: Object-Oriented Programming and Data Structures (QTRS OR CS)	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.			

	Hours	Minimum Grade	Notes
Term hours subtotal: 16			

Term 4 47 - 62 Credit Hours Critical course signified by ❗	Hours	Minimum Grade	Notes
❗ Media Arts and Sciences Foundational Media Course	3	C	• Look into Study Abroad options.
CSE 240: Introduction to Programming Languages	3	C	
MAT 243: Discrete Mathematical Structures	3	C	
American Institutions (AMIT)	3		
Humanities, Arts and Design (HUAD)	3		
Maintain 3.00 GPA in Major Courses.			
Minimum 2.50 GPA ASU Cumulative.			
Term hours subtotal: 15			

Term 5 62 - 78 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes
⭐ Upper Division Track Focus Area Course	3	C	• Keep good documentation of all your projects.
CSE 310: Data Structures and Algorithms OR CPI 360: Decision Making and Problem Solving	3	C	
Upper Division Digital Media Course	3	C	
Media Processing Elective	3	C	
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 6 78 - 90 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes
⭐ Upper Division Track Focus Area Course	3	C	• Build a digital portfolio.
Upper Division Digital Media Course	3	C	
Upper Division Media Processing Elective	3	C	
Governance and Civic Engagement (CIVI)	3		
Maintain 3.00 GPA in Major Courses.			
Minimum 2.50 GPA ASU Cumulative.			
Term hours subtotal: 12			

Term 7 90 - 105 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes
⭐ AME 485: Media Arts and Sciences Capstone I	3	C	• 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.
⭐ Upper Division Track Focus Area Course	3	C	
Complete 2 courses: Upper Division Media Processing Elective	6	C	
Upper Division Elective	3		• Gather professional references.
Maintain 3.00 GPA in Major Courses.			
Minimum 2.50 GPA ASU Cumulative.			
Term hours subtotal: 15			

Term 8 105 - 120 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes
⭐ AME 486: Media Arts and Sciences Capstone II	3	C	• Start applying for full-time career opportunities.
⭐ Upper Division Track Focus Area Course	3	C	
Upper Division Elective OR AME 484: Internship	3		
Upper Division Elective	3		
Sustainability (SUST)	3		

Maintain 3.00 GPA in Major Courses.

Minimum 2.50 GPA ASU Cumulative.

Term hours subtotal: 15

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

Media Arts and Sciences Foundational Media Courses

AME 112: Computational Thinking for Media Arts (CS)

AME 210: Media Editing

AME 220: Programming for the Web (QTRS OR CS)

AME 240: Introduction to Physical Computing

AME 244: Introduction to Interactive Environments

AME 294: Game Engine Fundamentals

AME 294: Intro to Blender and 3D Concepts

MDC 211: Introduction to Digital Sound

Media Processing Electives - Lower Division

CPI 111: Game Development I (QTRS OR CS)

CPI 211: Game Development II

CPI 221: Advanced Object-Oriented Principles Using Java

CSE 220: Programming for Computer Engineering

CSE 294: Special Topics

Media Processing Electives - Upper Division

These courses may have prerequisites. Please look ahead and choose your lower-division courses carefully.

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 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 332: Introduction to Graphics and Game Development

SER 431: Advanced Graphics

Creative Code and Development 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.

AME 360: Designing Mixed-Reality Experiences

AME 394: Computational Photography

AME 400: Minds and Machines

AME 430: Mac Development for Media Arts

AME 434: Machine Learning for Media Arts

AME 435: Mobile Development

AME 470: Programming for Social and Interactive Media

Digital Media

ART 424: Stop Motion Animation

ART 440: Experimental Video Art

ART 444: Short Subject: Documentary Video

ART 494: Visual Prototyping

CIS 300: Web Design and Development

EDT 440: Creating and Marketing Mobile Apps

FMP 315: Sound Design for Film and Media I

FMS 351: Emerging Digital Media

FMS 365: Video Games and Narrative

Emerging Media Arts Track

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

AME 320: Motion Capture for Integrative Systems

AME 394: Computational Photography

AME 394: User Experience in Media Arts

AME 444: Media Installations

AME 494: Spatial Design

AME 494: Systems and Content Design for Digital Experiences

AME 494: Animating Virtual Worlds

AME 494: Artificial Intelligence for Social Good

AME 494: Programming for the Internet of Things

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

Games and Immersive Worlds Track

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 Environnments

AME 320: Motion Capture for Integrative Systems

AME 360: Designing Mixed-Reality Experiences

AME 365: People at Play

AME 394: Intro to Esports Management

AME 465: Designing Play

AME 494: Cinema and Game Worlds

AME 494: Spatial Audio for XR

AME 494: Worldbuilding

Sound and Music 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

AME 294: Soundscape Ecology

AME 333: Improvising Cyborgs

AME 394: Synthesis and Expression

AME 411: Advanced Interactive Sound

AME 494: Acousmatic Composition

AME 494: Musical Microcontrollers

AME 494: Spatial Audio for XR

AME 494: Wearable Music

AME 494: Web Audio for Collaborative Situated Media

Tangible and Physical Computing Track

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: Circuit Bending

AME 320: Motion Capture for Integrative Systems

AME 330: Digital-Physical Systems

AME 410: Interactive Materials

AME 444: Media Installations

AME 494: Advanced Modeling and Fabrication

AME 494: Expressive Robotics

AME 494: Musical Microcontrollers

AME 494: Wearable Music

Tech and Society Track

AME 294: Design Politics

AME 294: Media Technology History

AME 310: Media Literacies and Composition

AME 325: Technical Lives

AME 365: People at Play

AME 394: Gender, Technology & Design

AME 394: Imagining Futures in Science Fiction

AME 494: Alternate Ecologies and Economies

AME 494: Media Archaeology

AME 494: Sense-making Complexity

AME 494: Socio-Technical Futures

AME 494: Worldbuilding

AME 494: Sensable Heatscapes

- **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.