









## 2022 - 2023 Major Map

### Media Arts and Sciences (Theatre), BA

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

ASU is no longer accepting new students to this program. Students interested in this program should apply to the **Media Arts and Sciences BA** program.

Term 1 0 - 16 Credit Hours <b>Critical course signified by</b> 	Hours	Minimum Grade	Notes
 AME 111: Introduction to Digital Culture (CS)	3	C	<ul style="list-style-type: none"> <li>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.</li> <li>Only students with posted credit for ENG 101 may enroll in AME 130 in Term 1.</li> </ul>
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 - 32 Credit Hours <b>Critical course signified by</b> 	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"> <li>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.</li> <li>Students interested in costuming should take THP 214. All others should take THP 213.</li> <li>Join a <b>student club</b> or professional organization.</li> </ul>
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	
THP 213: Introduction to Technical Theatre OR THP 214: Introduction to Costuming	4	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			
Term hours subtotal:	16		
Term 3 32 - 48 Credit Hours <b>Critical course signified by</b> 	Hours	Minimum Grade	Notes
THF 215: Design and Composition for Theatre and Film (HU)	3	C	<ul style="list-style-type: none"> <li>Digital Media courses are classes that include digital media projects within a trans-disciplinary area of study. See course</li> </ul>
Digital Media Course OR Digital Culture Studies Course	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.	
Term hours subtotal:	16

list or talk to your advisor for specific course options.

- Build your **skills**.

Term 4 48 - 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	
Humanities, Arts and Design (HU) AND Historical Awareness (H)	3		
Natural Science - Quantitative (SQ) OR Natural Science - General (SG)	4		
Elective	2		
Term hours subtotal:	15		

Term 5 63 - 78 Credit Hours Necessary course signified by ★	Hours	Minimum Grade	Notes
★ Upper Division Digital Culture Studies Course	3	C	
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 Theatre Design Course I	3	C	
Elective OR AME 484: Internship	3		
Term hours subtotal:	15		

- 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.

Term 6 78 - 93 Credit Hours Necessary course signified by ★	Hours	Minimum Grade	Notes
★ Upper Division Digital Culture Studies Course	3	C	
Upper Division Digital Media Course OR Upper Division Digital Culture Studies Course	3	C	
Upper Division History/Theory Course	3	C	
Upper Division Theatre Design Course II	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		

- Students may take THP 301 with department consent; however, it will need to be taken three times to fulfill a Theatre Design Course II requirement.
- Explore an **internship**.

Term 7 93 - 108 Credit Hours Necessary course signified by ★	Hours	Minimum Grade	Notes
★ AME 485: Digital Culture Capstone I	3	C	
Upper Division Digital Culture Studies Course	3	C	
Upper Division Related Digital Culture Course OR Upper Division Digital Media Course	3	C	
Upper Division Theatre Design Course I	3	C	
Upper Division Humanities, Arts and Design (HU) OR Upper Division Social-Behavioral Sciences (SB)	3		
Term hours subtotal:	15		

- 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**.

Term 8 108 - 120 Credit Hours Necessary course signified by ★	Hours	Minimum Grade	Notes
★ AME 486: Digital Culture Capstone II	3	C	
Upper Division Digital Culture Studies Course	3	C	

Upper Division Media Engineering Course	3	C
Upper Division Theatre Design Course II	3	C
Term hours subtotal:	12	

- Students may take THP 301 with department consent; however, it will need to be taken three times to fulfill a Theatre Design Course II requirement.

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

Digital Culture Flexible Elective	Media Engineering Course List	Related Digital Culture Course List
AME OR MDC Lower Division Elective	<p>AME 410: Interactive Materials</p> <p>AME 430: Mac Development for Media Arts</p> <p>AME 435: Mobile Development</p> <p>AME 470: Programming for Social and Interactive Media</p> <p>AME 494: Animating Virtual Worlds</p> <p>AME 494: Musical Microcontrollers</p> <p>AME 494: Programming for the Internet of Things</p> <p>EEE 307: Signal Processing for Digital Culture</p> <p>GIT 335: Computer Systems Technology</p>	<p>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</p>
Upper Division Theatre Design I Course List	Upper Division Theatre Design II Course List	Digital Culture Studies Course List
THP 330: Costume Design	THP 301: Theatre Production	AME 210: Media Editing
THP 340: Scene Design	THP 335: Advanced Stagecraft	AME 220: Programming for the Web
THP 345: Lighting Design	THP 431: Advanced Costume Construction	AME 240: Introduction to Physical Computing
THP 350: Sound Design	THP 442: Rendering for Design and Production	AME 244: Introduction to Interactive Environments
THP 355: Media Design for Performance	THP 344: Hand Drafting for the Live Entertainment	AME 294: Circuit Bending
THP 435: Technical Direction	THP 448: AutoCAD for Live Entertainment	AME 294: Design Politics
THP 450: Theatre Organization and Management	THP 494: Materials for the Stage	AME 294: Soundscape Ecology
THP 494: Art Direction	THP 494: Rigging for the Stage	AME 294: Special Topics
	THP 494: Structural and Mechanical Design for the Stage	AME 310: Media Literacies and Composition
	THP 494: Vectorworks	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
	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
Digital Media Course List	History/Theory Course List
ART 116: Introduction to Digital Media	ALA 100: Introduction to Environmental Design (HU & H & G)
ART 206: Digital Photography I	ALA 102: Landscapes and Sustainability (HU & G)
ART 217: Introduction to Computer Animation	APH 300: World Architecture I/Western Cultures (HU & H & G)
ART 218: 3D Tools	APH 313: History of Architecture I ((L or HU) & G & H)
ART 308: 2D Digital Animation	APH 314: History of Architecture II ((L or HU) & G & H)
ART 312: Illustration	ARA 202: Understanding Photographs
ART 346: 3-D Computer Imaging and Animation (CS)	ARS 102: Art from Renaissance to Modernism (HU & H)
ART 348: Animation Motion Studies	ARS 345: Art and Television
ART 394: Digital Photography for Non-Majors	ARS 394: Anime
ART 424: Stop Motion Animation	ARS 438: Art of the 20th Century I (HU & H)
ART 438: Moving and Interactive Systems in Sculpture	ARS 439: Art of the 20th Century II (HU & H)
ART 440: Experimental Video Art	DCE 300: Dancing Histories (HU)
ART 444: Documentary Video Art	DSC 101: Design Awareness (HU & G)
ART 494: Visual Prototyping	FMP 294: History of Film & Television Production
CIS 300: Web Design and Development	FMP 403: Independent Film (HU)
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: Introduction to Visual Effects	FMP 405: Film and Television: Pioneers, Practices and Innovations
FMP 240: Introduction to Animation for Film	
FMP 255: Media Authorship (CS)	GRA 111: Graphic Design History I (HU)
FMP 315: Sound Design for Film and Media I	GRA 112: Graphic Design History II
GIT 135: Graphic Communications	IAP 304: Traditions of the Avant-Garde and Experimental Art (L or HU)
GIT 215: Introduction to Web Authoring	IAP 305: 20th and 21st Century Art, Performance, and Media (L or HU)
GIT 230: Digital Illustration in Publishing	
GRA 294: Illustrator	IND 316: 20th-Century Design I (HU & H)
GRA 294: InDesign	IND 317: 20th-Century Design II (HU & H)
GRA 294: Photoshop	INT 111: Interior Design Issues and Theories (HU)
IAP 103: Foundations I: Interdisciplinary Art Practice	INT 310: History of Interior Design I (HU & H)
IAP 104: Foundations I: Fundamentals of Sound Art	INT 311: History of Interior Design II (HU & H)
IAP 322: Multitrack Digital Recording	LAP 311: History of Landscape Architecture (HU & H)
IAP 361: Digital Editing and Media Literacy (CS)	LAP 312: 20th-Century Landscape Architecture (HU)
IAP 364: Documentaries	MUS 347: Jazz in America (HU & C)
IAP 367: Motion Graphics and Animation	MUS 354: Special Topics
IAP 462: Games and Play	MUS 356: Broadway and the American Musical (HU)
MDC 311: Composing and Performing for Hybrid Ensembles	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)

#### 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.