2020 - 2021 Major Map
Media Arts and Sciences (Graphic Information Technology), BA

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

Term 1 0 - 16 Credit Hours Critical course signified by ⬥	Hours	Minimum Grade	Notes
⬥ AME 111: Introduction to Digital Culture (CS)	3	C	• An SAT, ACT, Accuplacer, IELTS or TOEFL score determines placement into first-year composition courses.
AME 101: ASU Digital Culture Experience	1	C	• Mathematics Placement Assessment score determines placement in mathematics course.
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	• 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.
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 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.
GIT 230: Digital Illustration in Publishing	3	C	
Lower Division Digital Culture Flexible Elective	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		• Students interested in the Animation focus should take GIT 211.
⬥ Complete ENG 101 OR ENG 105 OR ENG 107 course(s).			• Students interested in the Web focus should take GIT 215.
⬥ Milestone: GPA First-Year Review			• Join a student club or professional organization.
Term hours subtotal:	15		

Term 3 31 - 47 Credit Hours Critical course signified by ⬥	Hours	Minimum Grade	Notes
GIT 211: Introduction to Video Game Art OR GIT 215: Introduction to Web Authoring	3	C	• Build your skills.

	Hours	Minimum Grade	
TMC 110: Understanding the Enterprise	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.			
Complete MAT 210 course(s).			
Term hours subtotal:	16		

Term 4 47 - 62 Credit Hours Critical course signified by ❗	Hours	Minimum Grade	Notes
❗ Digital Media - Media Arts & Design OR Digital Culture Studies	3	C	• Digital Media - Arts & Design courses are classes that include digital media projects within a trans-disciplinary area of study. See course list or talk to your advisor for specific course options. • Students interested in the Animation focus should take GIT 312. • Students interested in the Web focus should take GIT 337.
GIT 312: 3-D Computer Graphics Modeling and Representation (CS) OR GIT 337: Web Content Design	3	C	
Technological Entrepreneurship Course	3	C	
Humanities, Arts and Design (HU) AND Historical Awareness (H)	3		
Elective	3		
Term hours subtotal:	15		

Term 5 62 - 78 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes
⭐ Upper Division Digital Culture Studies	3	C	• Students interested in the Animation focus should take GIT 411. • Students interested in the Web focus should take GIT 414. • Build a digital portfolio.
GIT 411: Computer Animation OR GIT 414: Web Site Design and Internet/Web Technologies	3	C	
Upper Division Digital Media - Media Arts & Design OR Upper Division Digital Culture Studies	3	C	
Upper Division Technological Entrepreneurship Course	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
⭐ Upper Division Digital Culture Studies	3	C	• Students interested in the Animation focus should take GIT 314. • Students interested in the Web focus should take GIT 402 or GIT 417.
GIT 402: New Media Internet Technologies OR GIT 314: Multimedia Design, Planning and Storyboards OR GIT 417: Advanced Web Markup and Scripting	3	C	

		Hours	Minimum Grade	
Complete 2 courses: Upper Division Digital Media - Media Arts & Design OR Upper Division Digital Culture Studies		6	C	• Explore an internship.
Upper Division Technological Entrepreneurship Course		3	C	
⭐	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 OR Digital Media - Media Engineering Course	3	C	
Upper Division Digital Media - Media Arts & Design OR Upper Division Digital Culture Studies	3	C	
Upper Division Technological Entrepreneurship Course	3	C	
Elective OR AME 484: Internship	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	
Upper Division Digital Culture Studies OR Upper Division Digital Media - Media Arts & Design OR Digital Media - Media Engineering Course	3	C	
Upper Division Humanities, Arts and Design (HU) OR Upper Division Social-Behavioral Sciences (SB)	3		
Upper Division Literacy and Critical Inquiry (L)	3		
Term hours subtotal:	12		

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

Digital Culture Flexible Elective	Digital Culture Studies Course List	Digital Media Course List
AME OR MDC Lower Division Elective	AME 210: Media Editing	ART 116: Introduction to Digital Media
	AME 220: Programming for the Web	ART 206: Digital Photography I
	AME 240: Introduction to Physical Computing	ART 217: Introduction to Computer Animation
	AME 244: Introduction to Interactive Environments	ART 218: 3D Tools
	AME 294: Circuit Bending	ART 308: 2D Digital Animation
		ART 312: Illustration

AME 294: Design Politics

AME 294: Soundscape Ecology

AME 310: Media Literacies and Composition

AME 320: Motion Capture for Integrative Systems

AME 330: Digital-Physical Systems

AME 394: Special Topics

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: 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

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

ART 494: Documentary Video Art

ART 494: Visual Prototyping

CIS 300: Web Design and Development

CPI 111: Game Development I (CS)

DCE 294: HybridAction:PhysicalIntelligenceinDigitalCulture

EDT 440: Creating and Marketing Mobile Apps

FMP 225: Introduction to Visual Effects

FMP 240: Introduction to Animation for Film

FMP 255: Media Authorship (CS)

FMP 294: Sound Design: From Hollywood to Independent Film

FMP 394: Non-Linear Editing for Film and Media

GIT 135: Graphic Communications

GIT 215: Introduction to Web Authoring

GIT 230: Digital Illustration in Publishing

GRA 294: Illustrator

GRA 294: InDesign

GRA 294: Photoshop

IAP 103: Foundations I: Interdisciplinary Art Practice

IAP 104: Foundations I: Fundamentals of Sound Art

IAP 322: Multitrack Digital Recording

IAP 361: Digital Editing and Media Literacy (CS)

IAP 364: Documentaries

IAP 394: Motion Graphics & Animation

IAP 462: Games and Play

MDC 311: Composing and Performing for Hybrid Ensembles

Digital Media - Media Arts & Design Course List

ART 116: Introduction to Digital Media

ART 206: Digital Photography I

ART 217: Introduction to Computer Animation

ART 218: 3D Tools

Digital Media - Media Engineering Course List

AME 410: Interactive Materials

AME 430: Mac Development for Media Arts

AME 435: Mobile Development

Technological Entrepreneurship Course List

OMT 430: Ethical Issues in Technology

OMT 480: Organizational Effectiveness

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

ART 494: Documentary Video Art

ART 494: Visual Prototyping

CIS 300: Web Design and Development

CPI 111: Game Development I (CS)

DCE 294: HybridAction:PhysicalIntelligenceinDigitalCulture

EDT 440: Creating and Marketing Mobile Apps

FMP 225: Introduction to Visual Effects

FMP 240: Introduction to Animation for Film

FMP 255: Media Authorship (CS)

FMP 294: Sound Design: From Hollywood to Independent Film

FMP 394: Non-Linear Editing for Film and Media

GIT 135: Graphic Communications

GIT 215: Introduction to Web Authoring

GRA 294: Illustrator

GRA 294: InDesign

GRA 294: Photoshop

IAP 103: Foundations I: Interdisciplinary Digital Media

IAP 104: Foundations I: Fundamentals of Sound Art

IAP 322: Multitrack Digital Recording

IAP 361: Digital Editing and Media Literacy (CS)

IAP 364: Documentaries

IAP 394: Motion Graphics & Animation

IAP 462: Games and Play

MDC 311: Composing and Performing for Hybrid Ensembles

AME 470: Programming for Social and Interactive Media

EEE 307: Signal Processing for Digital Culture

TEM 230: Creativity and Business Innovation

TEM 330: Systems Innovation

TEM 431: Innovation Management

TMC 310: Promotion of the Enterprise

TMC 320: Funding the Enterprise

TMC 330: Leading the Enterprise

TMC 430: Enterprise Strategy and Innovation

Total Hours: 120
Upper Division Hours: 45 minimum
Major GPA: 3.00 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 2020 - 2021 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.