2024 - 2025 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 (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 117: College Algebra (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 GPA 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	
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	
GIT 230: Digital Illustration in Publishing	3	C	
Global Communities, Societies and Individuals (GCSI)	3		• Join a student club or professional organization.
❗ Complete ENG 101 OR ENG 105 OR ENG 107 course(s).			
❗ Milestone: GPA First-Year Review			
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	• Students interested in the Animation focus should take GIT 211.
GIT 211: 3D Media Production OR GIT 215: Introduction to Web Authoring	3	C	• Students interested in the Web focus should take GIT 215.
Humanities, Arts and Design (HUAD)	3		• Build your skills.
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.			

	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	
TMC 110: Understanding the Enterprise	3	C	
Technological Entrepreneurship Course	3	C	
American Institutions (AMIT)	3		
Elective	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	• Students interested in the Animation focus should take GIT 312.
GIT 312: Computer Animation and Motion Graphics (CS) OR GIT 337: Web Content Design	3	C	• Students interested in the Web focus should take GIT 337.
Upper Division Digital Media Course	3	C	• Build a digital portfolio.
Upper Division Technological Entrepreneurship Course	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 - 93 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes
⭐ Upper Division Track Focus Area Course	3	C	• Students interested in the Animation focus should take GIT 411.
GIT 411: Visual Narrative in Motion Graphics OR GIT 414: Web Site Design and Internet/Web Technologies	3	C	• Students interested in the Web focus should take GIT 414.
Upper Division Digital Media Course	3	C	• Explore an internship.
Upper Division Technological Entrepreneurship Course	3	C	
Governance and Civic Engagement (CIVI)	3		
Maintain 3.00 GPA in Major Courses.			
Minimum 2.50 GPA ASU Cumulative.			
Term hours subtotal:	15		

Term 7 93 - 108 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	
GIT 402: New Media Internet Technologies OR GIT 314: Multimedia Design, Planning and Storyboards OR GIT 417: Advanced Web Markup and Scripting	3	C	• Students interested in the Animation focus should take GIT 314.
Upper Division Technological Entrepreneurship Course	3	C	• Students interested in the Web focus should take GIT 402 or GIT 417.
Humanities, Arts and Design (HUAD)	3		• Gather professional references.
Maintain 3.00 GPA in Major Courses.			
Minimum 2.50 GPA ASU Cumulative.			
Term hours subtotal:	15		

Term 8 108 - 120 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes
⭐ AME 486: Media Arts and Sciences Capstone II	3	C	

⭐ Upper Division Track Focus Area Course	3	C
Sustainability (SUST)	3	
Upper Division Elective OR AME 484: Internship	3	
Maintain 3.00 GPA in Major Courses.		
Minimum 2.50 GPA ASU Cumulative.		
Term hours subtotal:	12	

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

Media Arts & Sciences Foundational Media

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

Technological Entrepreneurship Course List

OMT 430: Ethical Issues in Technology

OMT 480: Organizational Effectiveness

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

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

AME 494: Animating Virtual Worlds

AME 494: Artificial Intelligence for Social Good

AME 494: Programming for the Internet of Things

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

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

Tech and Society Track	Tangible and Physical Computing Track	Digital Media
AME 294: Design Politics	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.	ART 424: Stop Motion Animation
AME 294: Media Technology History		ART 440: Experimental Video Art
AME 310: Media Literacies and Composition	AME 294: Circuit Bending	ART 444: Short Subject: Documentary Video
AME 325: Technical Lives	AME 320: Motion Capture for Integrative Systems	ART 494: Visual Prototyping
AME 365: People at Play	AME 330: Digital-Physical Systems	CIS 300: Web Design and Development
AME 394: Gender, Technology & Design	AME 410: Interactive Materials	EDT 440: Creating and Marketing Mobile Apps
AME 394: Imagining Futures in Science Fiction	AME 444: Media Installations	FMP 315: Sound Design for Film and Media I
AME 494: Alternate Ecologies and Economies	AME 494: Advanced Modeling and Fabrication	FMS 351: Emerging Digital Media
AME 494: Media Archaeology	AME 494: Expressive Robotics	FMS 365: Video Games and Narrative
AME 494: Sense-making Complexity	AME 494: Musical Microcontrollers	GIT 314: Multimedia Design, Planning and Storyboards
AME 494: Socio-Technical Futures	AME 494: Wearable Music	GIT 402: New Media Internet Technologies
AME 494: Worldbuilding		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

- **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.