

## 2024 - 2025 Major Map

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

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

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	<ul style="list-style-type: none"> <li>ASU 101 or college-specific equivalent First-Year Seminar required of all first-year students. Media Arts &amp; Sciences students complete AME 101 to fulfill this requirement.</li> </ul>
! AME 230: Programming for the Media Arts (QTRS OR CS)	3	C	
AME 101: ASU Media Arts and Sciences Experience	1	C	
ENG 101 or ENG 102: First-Year Composition OR			
ENG 105: Advanced First-Year Composition OR	3	C	
ENG 107 or ENG 108: First-Year Composition			
Governance and Civic Engagement (CIVI)	3		
Mathematics (MATH)	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
AME 130: Prototyping Dreams (L)	3		<ul style="list-style-type: none"> <li>All Media Arts &amp; 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 Media Arts &amp; Sciences 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 Media Arts &amp; Sciences GPA to a 3.00 after the probationary term, the student will not be able to continue in the Media Arts &amp; Sciences program.</li> <li>Join a <b>student club</b> or professional organization.</li> <li>Media Arts and Sciences Foundational courses lead into Track courses. Track courses are all courses along a theme that may have prerequisites. Please look ahead to plan for your upper division Track courses.</li> </ul>
ENG 101 or ENG 102: First-Year Composition OR			
ENG 105: Advanced First-Year Composition OR	3	C	
ENG 107 or ENG 108: First-Year Composition			
Educational Studies Elective	3		
Media Arts and Sciences Foundational Media Course	3		
Social and Behavioral Sciences (SOBE)	3		
! 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
Educational Studies Elective	3		<ul style="list-style-type: none"> <li>Build your <b>skills</b>.</li> </ul>
Complete 2 courses:			
Media Arts and Sciences Foundational Media Course	6		
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.


Term hours subtotal: 16

Term 4 47 - 63 Credit Hours <b>Critical course signified by</b> 	Hours	Minimum Grade	Notes
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 Media Arts and Sciences Foundational Media Course	3		
Applied Educational Methods Related Course	3		
Educational Studies Elective	3		
Global Communities, Societies and Individuals (GCSI)	3		
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 5 63 - 78 Credit Hours <b>Necessary course signified by</b> 	Hours	Minimum Grade	Notes
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 Upper Division Track Focus Area Course	3	C	
Upper Division Applied Educational Methods Related Course	3		
Upper Division Digital Media Course	3		
Upper Division Educational Studies Elective	3		
Sustainability (SUST)	3		
Maintain 3.00 GPA in Major Courses.			
Minimum 2.50 GPA ASU Cumulative.			

Term hours subtotal: 15

- Build a digital portfolio.
- Track courses may come from any of the following tracks at the bottom of the major map: Creative Code and Development, Emerging Media Arts, Games and Immersive Worlds, Sound and Music, Tangible and Physical Computing, and Tech and Society. See your advisor for the most current Track course lists.


Term 6 78 - 93 Credit Hours <b>Necessary course signified by</b> 	Hours	Minimum Grade	Notes
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 AME 445: The Art of Teaching Media Arts	3		
EDU 396: Exploring Ideas and Planning for an Internship OR			
Upper Division Track Focus Area Course	3		
Upper Division Digital Media Course	3		
Upper Division Track Focus Area Course	3	C	
American Institutions (AMIT)	3		
Maintain 3.00 GPA in Major Courses.			
Minimum 2.50 GPA ASU Cumulative.			

Term hours subtotal: 15

- Explore an **internship**.
- Students must select one of two Capstone sequences. Students interested in pursuing a capstone through Educational Studies should take EDU 396 in Term 5, followed by EDU 484 in Term 7 and EDU 498 in Term 8. Students interested in pursuing a Media Arts and Sciences capstone should take AME 485 in Term 7 and AME 486 in Term 8.
- Track courses may come from any of the following tracks at the bottom of the major map: Creative Code and Development, Emerging Media Arts, Games and Immersive Worlds, Sound and Music, Tangible and Physical Computing, and Tech and Society. See your advisor for the most current Track course lists.

Term 7 93 - 108 Credit Hours <b>Necessary course signified by</b> 	Hours	Minimum Grade	Notes
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 AME 485: Media Arts and Sciences Capstone I OR EDU 484: Internship	3		
Upper Division Digital Media Course	3		
Complete 2 courses:			
Upper Division Track Focus Area Course	6	C	
Elective	3		

- All Media Arts & Sciences majors must have a minimum 3.00 Media Arts & Sciences GPA to meet graduation requirements. If you are not meeting this GPA requirement, please see your advisor.
- GCU 113 is recommended for students seeking teacher certification.

Maintain 3.00 GPA in Major Courses.

Minimum 2.50 GPA ASU Cumulative.

Term hours subtotal: 15

- Track courses may come from any of the following tracks at the bottom of the major map: Creative Code and Development, Emerging Media Arts, Games and Immersive Worlds, Sound and Music, Tangible and Physical Computing, and Tech and Society. See your advisor for the most current Track course lists.
- Gather **professional references**.

Term 8 108 - 120 Credit Hours <b>Necessary course signified by</b> ★	Hours	Minimum Grade	Notes
★ AME 486: Media Arts and Sciences Capstone II OR EDU 498: Pro-Seminar	3		
Humanities, Arts and Design (HUAD)	3		
Complete 2 courses: Upper Division Elective	6		
Maintain 3.00 GPA in Major Courses.			
Minimum 2.50 GPA ASU Cumulative.			
Term hours subtotal:	12		

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

Applied Educational Methods Related Courses	Educational Studies Electives	Media Arts and Sciences Foundational Media Courses
ARE 250: Teaching Inquiry in Art	EDU 301: Why Education?	AME 112: Computational Thinking for Media Arts (CS)
ARE 301: Learning Through Artistic Practice: Curiosity and Creativity in the Everyday	EDU 302: Diversity in Learning Contexts	AME 210: Media Editing
ARE 370: Teaching Visual Culture	EDU 402: Partnering to Advance Educational Initiatives (L)	AME 220: Programming for the Web (QTRS OR CS)
ARE 482: Teaching Art Processes	EDU 404: Navigating Change in Educational Innovations	AME 240: Introduction to Physical Computing
ARE 486: Art Education: Strategies and Applications	LSE 303: Human Development: Addressing Learner Capabilities (SOBE OR SB)	AME 244: Introduction to Interactive Environments
EDT 180: Technology Literacy: Problem Solving using Digital Technology Applications (QTRS OR CS)	LSE 401: Designing Learning Environments for Inclusion (SOBE OR SB)	AME 294: Game Engine Fundamentals
LSE 305: Conceptualizing Learning: Theories in Practice	SPE 222: Orientation to Education of Exceptional Children (CIVI OR SB & C)	AME 294: Intro to Blender and 3D Concepts
MUE 110: Introduction to Music Education	SPE 223: Intersection of Society, Disabilities and Inclusion (CIVI)	MDC 211: Introduction to Digital Sound
MUE 319: Digital and Hybrid Lab	TEL 111: Exploration of Education (HUAD OR SB)	
MUE 415: The Art of Teaching Contemporary Musicians	TEL 208: Education in a Changing World (HUAD OR HU)	
	TEL 215: Introduction to Child and Adolescent Development (SOBE OR SB)	
Creative Code and Development Track	Emerging Media Arts Track	Games and Immersive Worlds 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.	Courses in this track build off material in AME 112: Computational Thinking for Media Arts, AME 210: Media Editing and/or AME 244: Introduction to Interactive Environments.	Courses in this track build off material in AME 220: Programming for The Web, AME 294: Game Engine Fundamentals and/or AME 244: Introduction to Interactive Environments.

AME 360: Designing Mixed-Reality Experiences	AME 320: Motion Capture for Integrative Systems	AME 360: Designing Mixed-Reality Experiences
AME 394: Computational Photography	AME 394: Computational Photography	AME 365: People at Play (HUAD OR HU)
AME 430: Mac Development for Media Arts	AME 394: User Experience in Media Arts	AME 394: Intro to Esports Management
AME 435: Mobile Development	AME 494: Spatial Design	AME 465: Designing Play
AME 436: Animating Virtual Worlds	AME 494: Systems and Content Design for Digital Experiences	AME 494: Cinema and Game Worlds
AME 470: Programming for Social and Interactive Media		
AME 494: Programming for the Internet of Things		
Sound and Music Track	Tangible and Physical Computing Track	Tech and Society Track
Courses in this track build off material in AME 112: Computational Thinking for Media Arts, AME 210: Media Editing and/or MDC 211: Introduction to Digital Sound.	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: Design Politics
AME 294: Circuit Bending	AME 294: Circuit Bending	AME 294: Media Technology History
AME 294: Soundscape Ecology	AME 320: Motion Capture for Integrative Systems	AME 310: Media Literacies and Composition
AME 333: Improvising Cyborgs	AME 330: Digital-Physical Systems	AME 325: Technical Lives
AME 394: Synthesis and Expression	AME 410: Interactive Materials	AME 394: Gender, Technology & Design
AME 494: Acousmatic Composition	AME 444: Media Installations	AME 394: Imagining Futures in Science Fiction
AME 494: Musical Microcontrollers	AME 494: Advanced Modeling and Fabrication	AME 394: Introduction to Urban Grand Challenges
AME 494: Site-Responsive Sonic Art	AME 494: Expressive Robotics	AME 494: Alternate Ecologies and Economies
AME 494: Spatial Audio for XR	AME 494: Musical Microcontrollers	AME 494: Media Archaeology
AME 494: Wearable Music	AME 494: Wearable Music	AME 494: Sense-making Complexity
AME 494: Worldbuilding		AME 494: Socio-Technical Futures
		AME 494: Worldbuilding
Digital Media Course List		
AME Elective		
ART 394: Digital Photography for Non-Majors		
ART 424: Stop Motion Animation		
ART 438: Art with Arduino		
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		
FMS 351: Emerging Digital Media		
FMS 365: Video Games and Narrative		

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GIT 314: Multimedia Design, Planning and  
Storyboards  
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GIT 402: New Media Internet Technologies  
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IAP 322: Multitrack Digital Recording  
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IAP 361: Digital Editing and Media Literacy  
(CS)  
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IAP 364: Documentaries  
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IAP 367: Motion Graphics and Animation  
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IAP 375: Contemporary Performance:  
Theories and Practice  
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IAP 480: Art as Praxis: From  
Conceptualization to Production  
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MCO 433: Social Media Campaigns,  
Engagement and Research  
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TWC 411: Principles of Visual  
Communication (L)  
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TWC 451: Copyright and Intellectual  
Property in the Electronic Age  
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TWC 452: Information in the Digital Age  
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- **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.