













2024 - 2025 Major Map



Media Arts and Sciences (Games and Interactive Media), BS



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



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"> • ASU 101 or college-specific equivalent First-Year Seminar required of all first-year students. Media Arts and Sciences students complete AME 101 to fulfill this requirement. • 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.
AME 101: ASU Media Arts and Sciences Experience	1	C	
AME 230: Programming for the Media Arts (QTRS OR CS)	3		
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			
MAT 210: Brief Calculus (MATH OR MA)	3	C	
Humanities, Arts and Design (HUAD)	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"> • All Media Arts and Sciences majors must have a minimum 3.00 AME GPA at the end of Term 2 to continue in the program. If a student's AME 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 GPA to a 3.00 after the probationary term, the student will not be able to continue in the Media Arts & Sciences program. • Join a student club or professional organization.
AME 220: Programming for the Web (QTRS OR CS)	3		
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			
Media Arts and Sciences Foundational Media Course	3		
Governance and Civic Engagement (CIVI)	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
 CPI 111: Game Development I (QTRS OR CS)	3	C	<ul style="list-style-type: none"> • Build your skills.
Complete 2 courses:			
Media Arts and Sciences Foundational Media Course	6		
Scientific Thinking in Natural Sciences (SCIT)	4		
Social and Behavioral Sciences (SOBE)	3		
 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 Critical course signified by 	Hours	Minimum Grade	Notes
 CPI 211: Game Development II	3	C	<ul style="list-style-type: none"> • Look into Study Abroad options.
IAP 220: Games, Culture and Aesthetics (GCSI OR HU & G)	3		
Media Arts and Sciences Foundational Media Course	3		
Humanities, Arts and Design (HUAD)	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 Necessary course signified by 	Hours	Minimum Grade	Notes
 AME 360: Designing Mixed-Reality Experiences OR AME 365: People at Play	3		<ul style="list-style-type: none"> • Keep good documentation of all your projects. • 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.
Upper Division Digital Media Course	3		
Upper Division Track Focus Area Course	3		
Sustainability (SUST)	3		
Elective	3		
Maintain 3.00 GPA in Major Courses.			
Minimum 2.50 GPA ASU Cumulative.			
Term hours subtotal:		15	

Term 6 78 - 90 Credit Hours Necessary course signified by 	Hours	Minimum Grade	Notes
 AME 360: Designing Mixed-Reality Experiences OR AME 365: People at Play	3		<ul style="list-style-type: none"> • Build a digital portfolio. • Explore an internship. • 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.
Upper Division Digital Media Course	3		
Upper Division Track Focus Area Course	3		
Elective (IAP 222 recommended)	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	<ul style="list-style-type: none"> • All Media Arts and Sciences majors must have a minimum 3.00 AME GPA to meet graduation requirements. If you are not meeting this GPA requirement, please see your advisor. • Gather professional references. • 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.
AME 465: Designing Play	3		
Upper Division Digital Media Course	3		
Upper Division Track Focus Area Course	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:		15	

Term 8 105 - 120 Credit Hours Necessary course signified by 	Hours	Minimum Grade	Notes
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★ AME 486: Media Arts and Sciences Capstone II	3	C
AME 436: Animating Virtual Worlds	3	
Upper Division Track Focus Area Course	3	
Upper Division Elective	3	
American Institutions (AMIT)	3	
Maintain 3.00 GPA in Major Courses.		
Minimum 2.50 GPA ASU Cumulative.		
Term hours subtotal:	15	

- Start applying for full-time career opportunities.
- 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.

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

Media Arts and Sciences Foundational Media Courses	Digital Media Course List	Creative Code and Development Track
AME 112: Computational Thinking for Media Arts (CS)	AME Elective	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 210: Media Editing	ART 440: Experimental Video Art	
AME 240: Introduction to Physical Computing	ART 444: Short Subject: Documentary Video	AME 240: Introduction to Physical Computing
AME 244: Introduction to Interactive Environments	ART 494: Visual Prototyping	AME 294: Game Engine Fundamentals
AME 294: Game Engine Fundamentals	CIS 300: Web Design and Development	AME 360: Designing Mixed-Reality Experiences
AME 294: Intro to Blender and 3D Concepts	EDT 440: Creating and Marketing Mobile Apps	AME 394: Computational Photography
MDC 211: Introduction to Digital Sound	FMS 351: Emerging Digital Media	AME 430: Mac Development for Media Arts
	FMS 365: Video Games and Narrative	AME 435: Mobile Development
	GIT 402: New Media Internet Technologies	AME 470: Programming for Social and Interactive Media
	IAP 322: Multitrack Digital Recording	AME 494: Programming for the Internet of Things
	IAP 361: Digital Editing and Media Literacy (CS)	
	IAP 364: Documentaries	
	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	
Emerging Media Arts Track	Games and Immersive Worlds Track	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 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.	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.
AME 320: Motion Capture for Integrative Systems	AME 360: Designing Mixed-Reality Experiences	AME 294: Circuit Bending
AME 394: Computational Photography	AME 394: Intro to Esports Management	AME 294: Soundscape Ecology
AME 394: User Experience in Media Arts	AME 494: Cinema and Game Worlds	AME 333: Improvising Cyborgs
		AME 394: Synthesis and Expression

AME 494: Spatial Design	AME 494: Acousmatic Composition
AME 494: Systems and Content Design for Digital Experiences	AME 494: Musical Microcontrollers
	AME 494: Site-Responsive Sonic Art
	AME 494: Spatial Audio for XR
	AME 494: Wearable Music
	MDC 411: Advanced Interactive Sound

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 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: Media Technology History
AME 320: Motion Capture for Integrative Systems	AME 310: Media Literacies and Composition
AME 330: Digital-Physical Systems	AME 325: Technical Lives
AME 410: Interactive Materials	AME 394: Gender, Technology & Design
AME 444: Media Installations	AME 394: Imagining Futures in Science Fiction
AME 494: Advanced Modeling and Fabrication	AME 394: Introduction to Urban Grand Challenges
AME 494: Expressive Robotics	AME 494: Alternate Ecologies and Economies
AME 494: Musical Microcontrollers	AME 494: Media Archaeology
AME 494: Wearable Music	AME 494: Sense-making Complexity
	AME 494: Socio-Technical Futures
	AME 494: Worldbuilding

- **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.