Computer Science (Art, Media and Engineering), MS

Program Description

Degree Awarded: MS Computer Science (Arts, Media and Engineering)
The MS program in computer science with a concentration in arts, media and engineering emphasizes research on the integration of the human physical experience with computation and digital media.

Arts, media and engineering researchers produce experiential media systems and models that assist the disadvantaged, empower creativity, enhance scientific discovery, evolve human ability, facilitate learning and improve quality of life. Within these application areas, researchers explore experiential construction, interaction and feedback, knowledge creation, sensing, perception and modeling.

The purpose of the arts, media and engineering concentration under the master's degree in computer science is to train hybrid engineering-arts graduates who get their inspiration from the arts and their methodology from computer science and engineering. Students specialize in transdisciplinary media development. More information about the arts, media and engineering concentration can be found on the school's website at https://artsmediaengineering.asu.edu.

At a Glance

- College/School: Ira A. Fulton Schools of Engineering
- Location: Tempe

Accelerated Program Options

This program allows students to obtain both a bachelor's and master's degree in as little as five years. It is offered as an accelerated bachelor's and master's degree with:
Computer Science, BS
Computer Science (Cybersecurity), BS
Computer Science (Software Engineering), BS
Computer Systems Engineering, BSE
Computer Systems Engineering (Cybersecurity), BSE

Acceptance to the graduate program requires a separate application. During their junior year, eligible students are advised by their academic departments to apply.

**Degree Requirements**

30 credit hours and a thesis

**Required Core Areas (9 credit hours)**
- applications (3)
- foundations (3)
- systems (3)

**Concentration (9 credit hours)**
- AME 511 Advanced Interactive Sound (3)
- AME 515 Machine Vision and Pattern Recognition (3)
- AME 520 Understanding Activity (3)
- AME 532 Media Synthesis (3)
- AME 535 Mobile Development (3)
- AME 570 Programming for Social and Interactive Media (3)

**Electives or Research (6 credit hours)**

**Culminating Experience (6 credit hours)**
- AME 599 Thesis (2)
- CSE 599 Thesis (4)

**Additional Curriculum Information**

Students should see the academic unit for the list of courses approved for each core area in applications, foundations and systems.

Students complete nine credit hours of arts, media and engineering concentration courses selected in consultation with the student's graduate advisor. Courses that are used to satisfy the concentration requirement on the plan of study cannot be used to satisfy the core requirement. Additionally, courses selected as part of the core or concentration may not be used as other elective coursework on the same plan of study.
Students complete a minimum of 30 credit hours for the program. At least 24 of these credit hours must be 500-level CSE courses at ASU. Up to six credit hours of 400-level courses may be applied to the plan of study.

Admission Requirements

Applicants must fulfill the requirements of both the Graduate College and the Ira A. Fulton Schools of Engineering.

Applicants are eligible to apply to the program if they have earned a bachelor's or master's degree in computer science, computer engineering or a closely related field from a regionally accredited institution.

Applicants must have a minimum cumulative GPA of 3.25 (scale is 4.00 = "A") in the last 60 hours of their first bachelor's degree program, or applicants must have a minimum cumulative GPA of 3.25 (scale is 4.00 = "A") in an applicable master's degree program.

All applicants must submit:

1. graduate admission application and application fee
2. official transcripts
3. GRE scores
4. statement of purpose
5. curriculum vitae
6. proof of English proficiency

Additional Application Information

An applicant whose native language is not English must provide proof of English proficiency regardless of current residency. https://admission.asu.edu/international/graduate/english-proficiency

GRE scores are not required if the student has graduated with an undergraduate degree in computer science or computer systems engineering at ASU.

The statement of purpose must address the transdisciplinary nature of the arts, media and engineering program. Applicants should explain in a concise and persuasive manner how their educational, professional and personal experiences inform their research and creative interests, writing on any aspect of their background that supports candidacy to the program. For further information on how this statement can be expanded upon by students interested in a research assistantship or an integrative graduate education and research traineeship within arts, media and engineering, students should visit the School of Arts, Media and Engineering website at https://artsmediaengineering.asu.edu. Students should submit a curriculum vitae with the statement of purpose.
Students assigned any deficiency coursework upon admission must complete those classes with a grade of "B" (scale is 4.00 = "A") or higher within two semesters of admission to the program. Deficiency courses include:

CSE 230 Computer Organization and Assembly Language Programming
CSE 310 Data Structures and Algorithms
CSE 330 Operating Systems
CSE 340 Principles of Programming Languages or CSE 355 Introduction to Theoretical Computer Science

The applicant's undergraduate GPA and depth of preparation in computer science and engineering are the primary factors affecting admission.

**Application Deadlines**

**Fall**

**Spring**

**Career Opportunities**

Graduates are able to analyze and apply key theories, algorithms and software modules used in the field of computer science.

Career examples include:

- computer network architect
- computer system analyst
- computer systems engineer
- data scientist or engineer
- machine learning, AI or computer vision engineer
- software developer
- software engineer

**Contact Information**

[Computer Science and Engineering Program](#) | CTRPT 105
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