

# Electrical Engineering (Media Arts and Sciences), PhD

ESAMEPHD

This program's name has changed effective Fall 2024. The previous name was Electrical Engineering (Arts, Media and Engineering).

## Program description

### **Degree awarded: PHD Electrical Engineering (Arts, Media and Engineering)**

This concentration in media arts and sciences is a collaboration between the electrical engineering program at ASU and the Herberger Institute for Design and the Arts, and it is available to MS and PhD students admitted to this program.

Students take two-thirds of their coursework from the electrical engineering program and one-third from the media arts and sciences program.

Electrical engineering students in the media arts and sciences concentration undergo training toward integrating principles of digital signal processing, pattern recognition, computer vision, and multimedia computing with transdisciplinary objectives, with the goal of enabling new paradigms of human-machine experience that directly address societal needs and facilitate knowledge. Examples include media-based intelligent systems for health care and well-being, as well as promotion of environmentally sustainable practices. For more information on current research projects and initiatives, students should visit the [school's research page](#).

## At a glance

- **College/School:** [Ira A. Fulton Schools of Engineering](#)
- **Location:** [Tempe](#)

# Degree requirements

84 credit hours, a written comprehensive exam, an oral comprehensive exam, a prospectus and a dissertation

The program requires the following:

- a comprehensive examination
- the dissertation defense
- a qualifying examination
- 10 courses, typically seven from EEE and three from AME
- 12 credit hours of dissertation, typically eight credits from EEE and four from AME
- 12 credit hours of research, typically eight credits from EEE and four from AME

# 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 from a regionally accredited institution.

Applicants with a master's degree who wish to be considered for the doctoral program must have a minimum GPA of 3.50 (scale is 4.00 = "A") in their master's degree program. Applicants without a master's degree must have a minimum GPA of 3.60 (scale is 4.00 = "A") in the last two years of undergraduate coursework and have graduated from an ABET-accredited undergraduate program.

All applicants must submit:

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

## Additional Application Information

An applicant whose native language is not English must provide [proof of English proficiency](#) regardless of their current residency.

International students seeking teaching assistantships must demonstrate proficiency in spoken English by scoring at least 26 on the speaking portion of the TOEFL iBT or 50 on the ASU-administered Speaking Proficiency English Assessment Kit.

Applicants should submit materials that reflect the transdisciplinary nature of the arts and engineering degree, including a statement of purpose and curriculum vitae demonstrating interest and relevant experience in the area. Applicants will have the opportunity to upload their curriculum vitae and statement of purpose when completing the online application. Additionally, the media arts and sciences program requires three letters of recommendation from individuals familiar with the applicant's ability to succeed in a transdisciplinary research environment.

## **Tuition information**

When it comes to paying for higher education, everyone's situation is different. Students can learn about [ASU tuition and financial aid](#) options to find out which will work best for them.

## **Career opportunities**

Media arts and sciences graduates are able to generate and apply new ideas, theories and systems related to the intersection of media arts and electrical engineering. The transdisciplinary nature of this program allows them to connect electrical engineering signals and systems constructs to multimedia computing, digital communication, immersive augmented reality and virtual reality experiences and data visualization.

Career examples include:

- augmented and virtual reality researcher
- computer systems engineer
- electrical engineering professor
- systems software engineer

## **Contact information**

[Electrical Engineering Program](#) | GWC 209  
[askee@asu.edu](mailto:askee@asu.edu) | 480-965-3424