

Dance (Interdisciplinary Digital Media and Perform.), MFA

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Would you like to advance your knowledge of new media practices and dance? Through interdisciplinary coursework and research in both the School of Music, Dance and Theatre and the School of Arts, Media and Engineering, you'll examine and explore the interconnections between movement and digital arts.

Program description

Degree awarded: MFA Dance (Interdisciplinary Digital Media and Performance)

The MFA program in dance with a concentration in interdisciplinary digital media and performance builds on the strength of the School of Music, Dance and Theatre and expands into the specific area of new media practices.

The concentration provides a select group of graduate students with a rigorous, in-depth opportunity to specialize in dance as well as transdisciplinary digital arts. The interdisciplinary classes and research activities of the transdisciplinary School of Arts, Media and Engineering that are part of this concentration give students access to advanced media equipment, studios, project funding and interdisciplinary collaborators.

The program welcomes a diversity of students, including returning professionals who have experience or interest in choreography, dance science and somatics, dance teaching praxis, dance and technology, community engagement, practices of equity and inclusion, professional partnerships and dance scholarship and theory. Students whose approaches are interdisciplinary and cross-cultural in nature and who are self-motivated, have clear and demonstrated objectives and are willing to explore new possibilities in the field of dance and beyond are ideal for this program.

Each graduate student will develop their potential as a creator, performer, teacher, thinker and art advocate. Frequent showings are required for degree completion.

At a glance

- College/School: [Herberger Institute for Design and the Arts](#)
- Location: [Tempe](#)

Degree requirements

60 credit hours and a portfolio

The degree program involves three years of residency:

a final Master of Fine Arts portfolio (8 credit hours)

a written document

an oral defense

required coursework in the concentration taught by AME (18 credit hours)

electives (15 credit hours)

required courses in the School of Dance (19 credit hours)

ongoing showings of work

The current Master of Fine Arts program is normally accomplished during three years of residency in the School of Music, Dance and Theatre. Ongoing showings of creative work are required. Foundational coursework is offered in areas of creative practice, movement practices, pedagogy, professional development, technology and theory.

Students enrolled in the program specialize in areas related to independent research. The Master of Fine Arts portfolio, which may involve producing original choreography, presenting a lecture demonstration on a body of research or another form of original work, acts as the culminating experience of the program. Completing the process are a presentation, a final written document that is reflective in nature, and an oral defense.

Additional information on degree requirements for this degree is available on the curriculum check sheet located at the bottom of [the school's degree page](#).

Admission requirements

Applicants must fulfill the requirements of both the Graduate College and the Herberger Institute for Design and the Arts.

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 must have a minimum cumulative GPA of 3.00 (scale is 4.00 = "A") in the last 60 hours of their first bachelor's degree program, or they must have a minimum cumulative GPA of 3.00 (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. [School of Music, Dance and Theatre Application](#) including a personal statement, teaching sample, recent creative work and a current resume
4. letters of recommendation
5. 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.

All applicants should thoroughly review the application materials and deadlines on the [school's admissions website](#).

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.

Application deadlines

Fall

[expand](#)

Program learning outcomes

Program learning outcomes identify what a student will learn or be able to do upon completion of their program. This program has the following program outcomes:

- Students will be able to apply advanced knowledge of media applications to live dance performances, installations and alternative creative outputs.
- Students will implement relevant practical and theoretical frames for the creation, performance, embodied experience and teaching of dance.
- Students will develop creative and movement inquiry and research processes relevant to dance and digital media.

Career opportunities

Dance artists, educators and media specialists who complete the Master of Fine Arts program in dance with an emphasis in interdisciplinary digital media and performance are prepared for work in a variety of settings and industries, including higher education dance, digital media and arts programs, commercial dance venues, media production companies, community arts organizations and dance production and performance settings.

Dance interdisciplinary media artists have a wide range of international opportunities for work as independent multimedia artists and performers, digital media consultants and specialists. In addition to working in traditional performance spaces and venues, dance media artists are finding employment opportunities in rapidly evolving global digital performance and entertainment spaces.

Career examples include:

- choreographer
- community engagement and social activist artist
- dance filmmaker
- dance lighting and sound designer
- dance technology specialist
- interactive performance artist
- intermedia specialist
- performing artist
- stage production and design specialist
- teaching artist

Contact information

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