

Art (Digital Technology), MFA

FADIGITMFA

Program description

Degree awarded: MFA Art (Digital Technology)

The MFA in art with a concentration in digital technology combines technological and artistic goals and is designed for students with skills and experience in both realms; the program is offered by the School of Art in collaboration with the School of Arts, Media and Engineering. The School of Art supplies graduate-level courses in digital audio, video, photography, printing, interactive sculpture and rapid prototyping. Graduate courses offered by the School of Arts, Media and Engineering focus on topics such as interactive media, sensing and understanding activity, perception and cognition, programming and media installations. The curriculum provides artists with a foundation in contemporary art, a visiting artist and scholar lecture series, professional development workshops, teaching opportunities and pedagogical training. It fosters global awareness, civic engagement, social responsibility and collaborative action. Coursework is designed to advance discourse across a range of fields and shared research interests, including representation, identity, advanced technology, material studies, ecology, sustainability and science.

Students gain a foundation in digital media and have hands-on experiences in creating new digital tools. They work closely with faculty to develop knowledge, expand technical skills, and participate with communities to engage in impactful research and sustain a lifelong professional arts practice. Students are also provided world-class studio space at [Grant Street Studios](#), which is located in the cultural hub of downtown Phoenix and includes a common wood shop, printmaking presses, photography darkroom, ceramics kilns, computer lab and 3D print lab.

The Master of Fine Arts program culminates in a solo thesis exhibition in one of the four [School of Art galleries](#). Students can explore prior thesis projects on the [School of Art exhibitions](#) website.

Students in this program benefit from the vast resources afforded by a Research I university. Graduates are encouraged to engage with faculty across all disciplines and with world-renowned researchers from a variety of departments across ASU. Students also have access to the vibrant community of museums, galleries, businesses, and cultural organizations in Phoenix as well as in nearby Los Angeles, Santa Fe and Denver. Augmenting the curriculum are [internships](#) offered by a wide variety of arts organizations. Special initiatives also add dynamic opportunities for professionalization, and for students to learn from and connect with artists and curators. The School of Art galleries, the [Ceramics Research Center and Archive](#), and the [ASU Art Museum](#) support a robust schedule of public exhibitions and visiting artist and

scholar lectures. These [events](#) offer students the opportunity to develop their knowledge and appreciation of contemporary art and culture while building a professional network.

The Master of Fine Arts program emphasizes collaboration and immersive learning, providing students access to specialized facilities and collections that offer an invaluable resource for examining the ways in which history has shaped contemporary ways of seeing.

Applicants can visit [School of Art advising support](#) to learn more about the program and connect with graduate coordinators.

At a glance

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

Degree requirements

60 credit hours and an oral comprehensive exam

Graduate credit is subject to committee approval and includes:

36 graduate studio credit hours in the major areas of concentration, of which 18 credit hours are ART studio classes and 18 credit hours are graduate-level courses in the School of Arts, Media and Engineering

6 credit hours of ART 621 In Practice

6 credit hours of graduate-level art history

6 credit hours of ART 680 Practicum and 6 credit hours of AME 593 Applied Project, leading to either a final exhibition or an applied project

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 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. an art and digital technology resume
4. current resume or curriculum vitae
5. portfolio
6. statement of intent
7. statement and evidence of work demonstrating digital technology skills beyond end user applications
8. three letters of recommendation
9. 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 via a TOEFL score (iBT® taken in a testing center).

Admission is a two-step process. Although applicants fill out one application through the online graduate application process, they must be admitted to the Master of Fine Arts program and to the Graduate College.

The portfolio must be of 20 images sized with maximum dimension of 1024 pixels; video files of less than 60 MB each; and an image list that accompanies the portfolio. The method for submission for the portfolio is online via SlideRoom: <https://asuherberger.slideroom.com/#/Login>. Applicants may upload images (.jpg), video (.mov, .wmv, .fly), music (.mp3) or PDF documents.

The statement of intent should not exceed 1,000 words and should address the applicant's artistic interests, reasons for applying to graduate school in general, and the ASU School of Art in particular, and the applicant's professional goals.

The letters of recommendation should be from faculty members with whom the applicant has studied or from recognized professionals in the field. All instructions for the letters of recommendation must be followed when submitting the application to the Graduate College.

Applicants should see the program website for application deadlines.

Prospective students should demonstrate accomplishments in art and technology, particularly in having developed new digital technology for the arts.

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:

- Apply concept development and knowledge of material practice in their focused media area to contextualize their research.
- Demonstrate professional preparedness by developing a comprehensive toolkit for self-promotion that will position them for success in the field of art and design.
- Demonstrate how their cohesive body of artwork fits within the context of the digital and fine art world holistically.

Global opportunities

Global experience

More and more ASU graduate students are pursuing [Global Education opportunities](#). Although participating in a Global Education program as a graduate student presents unique challenges, it can also provide a meaningful opportunity to deepen the educational experience and connect an international opportunity with a student's career aspirations.

Career opportunities

Graduates are prepared to initiate creative careers as artists, scholars and educators in the public and private sphere --- a degree in the arts offers students a pathway to a rich and varied choice of careers. Studio art graduates find employment opportunities as artists in the field, selling their works through commercial galleries and commissions, and to private collectors; as museum or gallery professionals, art dealers and directors; as private school art teachers or college professors; and as community-based artists (venues might include health care settings, nonprofit agencies, and local and national public arts). Master of Fine Arts degree holders have the credentials necessary for teaching courses in their discipline at colleges and universities. They also are fully prepared to enter the art market or art administration, or to work in other competitive creative fields. Graduates of this program also go on to start their own galleries or small businesses, or exhibit at notable institutions; some have been awarded prestigious grant and

residency opportunities. Graduates of the concentration in digital technology are also engaged as technology consultants, freelance artists and technologists, and they join a variety of art and technology collaborations.

A graduate degree is essential for many professional positions. A master's degree prepares individuals to teach at the community college level; to practice and publish as an art critic or writer; to enhance one's own practice as an artist; or to gain entry into employment in museums, archives, historical societies, art libraries, auction houses, publishing companies and academic presses. A doctorate is a necessity for employment as a university or college instructor and for responsible administrative and curatorial positions in the museum and publishing world.

Contact information

[School of Art](#) | ART 102

soadmin@asu.edu | 480-965-8521