Art (Digital Technology), MFA

Are you passionate about computer-based artistic techniques and interactive systems? Join us and gain a theoretical and aesthetic foundation in digital media along with hands-on experiences in creating new digital tools and artist expression.

Program Description

Degree Awarded: MFA Art (Digital Technology)
The MFA program 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 offers graduate-level courses in digital audio, video, photography, printing, compositing, interactive sculpture and rapid prototyping. Graduate courses offered by the School of Arts, Media and Engineering focus on topics such as interactive media methodology and theory, sensing and understanding activity, perception and cognition for artists and designers, advanced programming, interaction design for media installations, and digital and physical fabrication.

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

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 Seminar
- 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 either to 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 applicants 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. 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.

Admission is a two-step process. Although applicants fill out one application through the online graduate application process, they must be admitted into 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.

Tuition Information

When it comes to paying for college, 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

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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.

Career Opportunities

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, exhibit at notable institutions, and are awarded prestigious grant and residency
opportunities. Graduates who concentrated in digital technology are also engaged as technology consultants, freelance artists and technologists, and they join a variety of art and technology collaborations.

Contact Information

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