

# Composition (Interdisciplinary Digital Media), MM

FADIGITMM

Take your skills to the next level by working with digital sound and experimental media. This program provides extensive faculty interaction from both the School of Music and the School of Arts, Media and Engineering.

## Program description

### **Degree awarded: MM Composition (Interdisciplinary Digital Media)**

The MM program in music with a concentration in interdisciplinary digital media is designed for students who have interests and the creative skills to work within a cross-section of the arts and sciences. Program offerings extend beyond typical music coursework to allow more opportunities for digital sound and experimental media projects and to allow students to be actively involved in current developments in the field of media and digital culture.

There are state-of-the-art media facilities, hybrid arts-engineering faculty and courses in electronic music with relevant resources. Students are encouraged to develop their own compositional voices and focus on their area of interest, regardless of style or aesthetics, while gaining extensive knowledge through coursework and private lessons with the composition faculty.

Composers have multiple performance opportunities each year, including collaborations with student performers; readings by the ASU Symphony Orchestra and visiting ensembles; yearlong residencies with the ASU Wind Ensembles and Philharmonia Orchestra; commissions for the PRISMS Contemporary Music Festival; and collaborations with student animators, filmmakers and dancers.

## At a glance

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

## Degree requirements

32 credit hours including a thesis and a written comprehensive exam, or

32 credit hours including a thesis, a written comprehensive exam and an oral comprehensive exam, or

32 credit hours including a written comprehensive exam and the required applied project course (MTC 593), or

32 credit hours including a written comprehensive exam, an oral comprehensive exam and the required applied project course (MTC 593)

### **Required Core (6 credit hours)**

MTC 523 Advanced Composition (6)

### **Concentration (18 credit hours)**

Arts, Media and Engineering coursework (9)

Music Theory and Music History (9)

### **Electives (2 credit hours)**

### **Culminating Experience (6 credit hours)**

AME or MTC 599 Thesis (6) or

MTC 593 Applied Project (6)

### **Additional Curriculum Requirements**

Completion of diagnostic exams in musicology and music theory is required of all new graduate music students prior to enrollment in the ASU School of Music.

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 if they have earned a U.S. bachelor's or master's degree from a regionally accredited institution or the equivalent of a U.S. bachelor's degree from an institution in another country and officially recognized by that country.

Applicants must have a minimum cumulative GPA of 3.00 (scale is 4.00 = "A") in the last 60 semester hours or 90 quarter hours of a student's 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. [School of Music, Dance and Theatre application](#), including a resume and personal statement
3. official transcripts
4. prescreening portfolio
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. The School of Music, Dance and Theatre does not offer conditional admission under any circumstances. In order to meet English proficiency requirements, students should have a TOEFL iBT score of at least 80, or an IELTS overall band score of at least 6.5, or a Pearson Test of English score of at least 60.

Although a bachelor's degree in music is not required to be eligible for admission, applicants who do not hold an undergraduate degree in music may wish to take foundational courses in music theory and history as recommended by their advisor.

Students should see the program website for application deadlines. After the School of Music, Dance and Theatre receives the complete application (this includes recommendation letters, transcripts and English proficiency requirements) and it is reviewed by the department, the applicant may be invited for an interview. Information about the interview can be found 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**

**Spring** [expand](#)

[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 software engineering skills to music, sound, and video.
- Evaluate specific musical products within the context of a specific historic or cultural tradition, including contemporary media.
- Create independent musical products or performances using interdisciplinary digital media.

## Career opportunities

The School of Music, Dance and Theatre graduate programs inspire and empower students to become creative leaders who transform society through music.

Musicians with expertise in performing, composing, teaching, researching, arts advocacy and serving as therapists are in high demand across many sectors and industries, including performing arts organizations, educational institutions, entertainment companies, health and wellness industries, and community arts organizations. Skills such as creativity, collaboration, innovation, entrepreneurship and the focused discipline needed for success as musicians are all highly valued by a wide range of companies and professions.

Career examples include:

- arts administrator
- community arts advocate
- composer for film, video games or television
- performing musician
- public or community school teacher
- university professor

## Contact information

[School of Music, Dance and Theatre](#) | MUSIC E167

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[Admission deadlines](#)