

Music (Interdisciplinary Digital Media), DMA

FAINTDDMA

Are you interested in a cross-section of the arts and science? Join our diverse program that challenges you to develop advanced skills in digital sound and experimental media.

Program description

Degree awarded: DMA Music (Interdisciplinary Digital Media)

The DMA program in music with a concentration in interdisciplinary digital media is a unique collaboration of the School of Music, Dance and Theatre and the School of Arts, Media and Engineering, with extensive faculty interaction from both schools.

The program 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 enable students to be actively involved in current developments in the field of media and digital culture. Students have access to state-of-the-art media facilities, hybrid arts-engineering faculty, and courses in electronic music, with resources that complement courses in electronic music.

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 the Philharmonia Orchestra; commissions for the PRISMS contemporary music festival; and collaborations with student animators, filmmakers and dancers.

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 composition faculty.

At a glance

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

Degree requirements

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

Required Core (25-27 credit hours)

Music Theory Core Area (12-19)

Music History Core Area (6-15)

Concentration (33 credit hours)

MTC 523 Advanced Composition (6)

MTC 723 Advanced Composition (6)

Arts, Media and Engineering coursework (21)

Electives (9-11 credit hours)

Research (9 credit hours)

MTC 792 Research (9)

Culminating Experience (12 credit hours)

MTC 799 Dissertation (12)

Additional Curriculum Information

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, Dance and Theatre.

Concentration coursework for the Arts, Media and Engineering area must have the AME prefix.

Up to 30 credit hours from a previously awarded master's degree, with approval from the academic unit and the Graduate College, may be used toward the hours required for the elective and concentration coursework.

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 U.S. bachelor's degree or higher 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 achieved a minimum cumulative GPA of 3.00 (scale is 4.00 = "A") in the last 60 semester hours or 90 quarter-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. [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. To meet English proficiency requirements, students should have a TOEFL iBT score of at least 80; an IELTS overall band score of at least 6.5; or a Pearson Test of English score of at least 60.

The School of Music, Dance and Theatre does not offer conditional admission under any circumstances.

Students should see the program website for application deadlines.

After all application materials are received and reviewed, including recommendation letters, transcripts and English proficiency requirements, an applicant may be invited for a live interview. Information about the interview may be found at the [school's audition page](#).

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.
- Apply knowledge of music history and music theory to engineering disciplines.
- Design a major independent research project that makes a unique contribution to the discipline of 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 and arts advocacy 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

mdtadmissions@asu.edu | 480-965-5069

[Admission deadlines](#)