

Media Arts and Sciences, PhD

FAMASPHD

Are you a practitioner interested in engaging innovative technology and media while also using the practices of the humanities, global thinking and computational arts? You can tailor coursework to your unique interests with courses from a variety of disciplines, such as sound design, critical media theory, experiential media and computer science.

Program description

Degree awarded: PHD Media Arts and Sciences

Media arts and sciences is a PhD program housed in the transdisciplinary School of Arts, Media and Engineering.

The school educates the next generation of learners and empowers them with technofluency --- its development, application and implications. Students are prepared to be socially aware, critically thinking global citizens who strive to bring about positive change in a society that is increasingly shaped by new technologies.

Doctoral students in this program are provided unique opportunities to engage in knowledge creation at the intersection of computational arts and sciences, using the most advanced practice-based and theoretical methods. The opportunity for active participation in transdisciplinary research teams enables media arts and sciences doctoral students to gain valuable experience as agents of both their own research and their own education; this arrangement also fosters opportunities for collaborative and embedded research.

At the core of this program is a commitment to designing curriculum tailored to each student-researcher in conjunction with the diverse faculty, labs and centers. This allows students to facilitate the development of innovative, experiential media systems that can respond to the world's most pressing challenges. Students admitted to the media arts and sciences doctoral program can pursue research at the intersection of any of these fields, among others:

- AI, system engineering and machine learning
- auditory culture, digital composition and performance
- critical media theory and philosophical technologies

- food design and sensory science
- interaction design, experiential media and responsive environments
- mediated rehabilitation, and somatic and movement studies
- public participation in science
- social and embedded design
- sustainability and critical climate studies
- VR and AR

At a glance

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

Degree requirements

84 credit hours, a written comprehensive exam, a prospectus and a dissertation

Required core (18 credits)

AME 520 Movement and Computing (3)
 AME 530 Philosophy of Media Technology (3)
 AME 531 Experimental Media Philosophy (3)
 AME 532 Creating Interactive Media (3)
 AME 533 Design for Media Arts (3)
 AME 534 Machine Learning for Media Arts (3)

Research (33 credit hours)

AME 792: Research (33)

Restricted Electives (12 credit hours)

Electives (9 credit hours)

Culminating Experience (12 credit hours)

AME 799: Dissertation

Additional Curriculum Information

It is expected that students will be research-active throughout their degree, taking at least three research credit hours per semester.

For restricted electives, students must choose graduate-level AME or MDC courses, with approval from the student's advisor. Electives can be any graduate-level courses offered at ASU. The selection of courses relates to the student's research interests and requires the approval of the student's advisor.

When approved by the student's supervisory committee and the Graduate College, this program allows 30 credit hours from a previously awarded master's degree in a related field to be used for this degree.

A student can register for dissertation credits only after the comprehensive examination has been passed.

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 in arts, humanities, design, media studies, computer science, engineering or a closely related field 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. curriculum vitae
4. statement of purpose
5. three letters of recommendation
6. portfolio of supporting material
7. writing sample
8. 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 statement of purpose should explain in a concise and persuasive manner how the student's educational, professional and personal experiences inform their research and creative interests, and the student should elaborate on any aspect of their background that supports candidacy to the School of Arts, Media and Engineering program.

Each applicant must demonstrate entry-level competencies. This can be demonstrated primarily through a portfolio. The portfolio may include previously developed media products, projects or publications demonstrating an understanding of and involvement with digital media and computation. Entry-level competency can also be partially demonstrated through coursework and may include such courses as:

- advanced computer programming
- computer graphics and animation
- computer music
- digital design
- film theory
- interactive technologies
- media authoring tools
- media theory
- multimedia systems
- signal processing

Students should see the program website for application deadlines and admission terms.

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](#)

Career opportunities

Graduates can go on to careers in areas such as:

- academia
- mobile and web development
- product design
- programming
- research and development across diverse industries
- software engineering
- 3D modeling
- user experience design

Contact information

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[Admission deadlines](#)