Theatre (Interdisciplinary Digital Media), MFA

FATHEADMFA

Achieve your artistic, professional and educational goals through a truly transdisciplinary education designed to give you the tools you need to work in a wide variety of contexts at the intersection of technology and experience.

Program description

Degree awarded: MFA Theatre (Interdisciplinary Digital Media)
Digital media as a way of making and thinking about art and experience is of growing importance in society today. Students are prepared to become sophisticated developers, makers, evaluators and entrepreneurs of digital media through a sequence of courses, including core courses in theatre, combined with research activities.

This graduate program is offered through the School of Music, Dance and Theatre in collaboration with the School of Arts, Media and Engineering.

At a glance

- **College/School:** Herberger Institute for Design and the Arts
- **Location:** Tempe

Degree requirements

60 credit hours including the required applied project course (THP 693)

Core School of Arts, Media and Engineering courses, to be selected in consultation with each student's School of Arts, Media and Engineering graduate advisor (minimum of 18 credit hours)

Research and applied project (15 credit hours)

Core courses in theatre theory, history and practice (27 credit hours)

The overall course of study is developed with the advisor to ensure a breadth of transdisciplinary knowledge.

Additional information on degree requirements for this degree is available on the curriculum check sheet located at the bottom of the school's program 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 bachelor's or master's degree in a 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. School of Music, Dance and Theatre Application, including current resume, statement of purpose, portfolio that supports the statement of purpose and an academic writing sample from a previous degree program, independent work or publication.
4. three letters of recommendation from professionals familiar with the applicant's work
5. 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 describe the applicant's background in theatre and interest in and suitability for work at the intersection of theatre and digital media.

Applicants should thoroughly review application deadlines and requirements on the Music, Dance and Theatre department website.

Applicants should see the program website for application deadlines but should also note that for financial aid purposes, the School of Arts, Media and Engineering deadline is February 1.

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:

- Create media applications for live performance that reflect advanced competency in media applications.
- Assess media design options for specific live performance projects, reflecting the application of academic rigor and contemporary theoretical knowledge in the fields of media design and engineering.
- Participate in cross-disciplinary collaborative processes at an advanced skill level.

Career opportunities

Graduates are prepared to work in a variety of settings and industries, including interactive and experience design, themed entertainment, higher education, event design, professional theatre companies and community arts organizations.

Graduates of this program have a very high rate of early career placement. Alumni have gone on to a diverse array of positions, including tenured and tenure-track positions at research universities, and they have become lead technicians for Cirque du Soleil, designers and technicians for Obscura Digital and similar companies, projection department heads at major regional theatres, and freelance designers from Korea to Broadway.

Career examples include:

- AR/VR/XR designer
- digital media artist or designer
- digital media arts educator or professor
- digital media composer
- interactive media designer
- interactive performance artist
- media technician
- performance designer

Contact information

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