Media Arts and Sciences (Extended Reality Technologies), MS

This program's name will change effective Spring 2023. The previous name was Digital Culture.

Immerse yourself in the creation of content, software and hardware for virtual, augmented and mixed realities. This transdisciplinary program prepares you for a wide variety of careers in emerging media through connections to industry and community partners in the curriculum.

Program Description

Degree Awarded: MS Digital Culture (Extended Reality Technologies)
The MS program in media arts and sciences with a concentration in extended reality technologies focuses on the development of innovative tools and methodologies for extended reality and immersive technologies, including simulation, visualization, interaction, computer vision, human-computer interaction, experience design, artificial intelligence and machine learning.

Students develop a fundamental understanding of how emerging media technologies can be used to create virtual worlds that simulate the existing world alongside entirely new ones. In addition, students develop skills in programming languages and software applications necessary to these production workflows, and they have the ability to manage projects; work effectively in collaborative teams transform research into creative and technological products and reflect upon the ethical, cultural and social frameworks within which their work occurs.

This program is unique among emerging media programs through the application of these technologies and practices in socially engaged and transdisciplinary modalities, taking tools that evolved primarily from and for entertainment and applying them to the modeling of real-world challenges and futures.
At a Glance

- **College/School:** Herberger Institute for Design and the Arts
- **Location:** Tempe, ASU at Mesa City Center

Degree Requirements

33 credit hours including the required applied project course (AME 593)

**Required Core (9 credit hours)**
AME 520 Understanding Activity (3)
AME 530 Experiential Media Studies I (3)
AME 532 Media Synthesis (3)

**Concentration (12 credit hours)**
AME 550 Prototyping Futures (3)
AME 551 Designing Extended-Reality Experiences (3)
GIT 550 Digital Workflow in the Graphics Industry (3)
HDA 581 Emerging Media Colloquium (3)

**Electives (6 credit hours)**

**Other Requirements (3 credit hours)**
AME 584 Internship (3)
AME 590 Reading and Conference (3)
AME 592 Research (3)
HDA 580 Practicum (3)

**Culminating Experience (3 credit hours)**
AME 593 Applied Project (3)

**Additional Curriculum Information**

For other requirements, students must complete a minimum of 3 credit hours of faculty-led research (AME 592), individualized instruction (AME 590), the design and implementation of public programs (HDA 580), or an internship (AME 584).

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 media arts, engineering, design or 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 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. letter of intent
4. resume
5. proof of English proficiency

Additional Application Information
An applicant whose native language is not English must provide proof of English proficiency regardless of current residency.

In the letter of intent, applicants should detail their professional goals and the alignment of those goals with the program.

Application Deadlines

Fall

Career Opportunities

Graduates of this program are well prepared for careers in a variety of fields related to the application of extended reality technologies and practices. Virtual and augmented reality have obvious and popular applications in entertainment, gaming, workforce development and research, but alumni of this program also have had direct experience with the application of these tools to other areas that can expand their available pathways: urban planning, health care and education, among others. They are ideally suited for the rapidly changing climate of this field.

Contact Information

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