

Media Arts and Sciences, MS

HIDGCMS

Are you interested in the computational arts? Pull from courses in a variety of disciplines --- such as sound design, critical media theory, experiential media and engineering --- to create a unique experience based on your background and interests.

Program description

Degree awarded: MS Media Arts and Sciences

The MS program in media arts and sciences is designed for practitioners and makers in design and the arts who have an interest in software and system development and seek to enhance their practice through expanded engagement with interactive, embodied media design in an interdisciplinary environment. The program enables artists and designers to explore new avenues for real-time media creation that seek to go beyond current paradigms.

Through coursework, students also explore current practices in various contexts (performance environments, health and well-being, social media and communication) as well as engineering-based approaches to developing experiential systems with social impact.

At a glance

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

Degree requirements

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

Required Core (9 credit hours)

AME 520 Movement and Computing (3)

AME 530 Philosophy of Media and Technology (3)

AME 532 Creating Interactive Media (3)

Other Requirements (9 credit hours)

AME 533 Design for Media Arts (3)

AME 534 Machine Learning for Media Arts (3)

AME 570 Programming for Social and Interactive Media (3)

Electives (12 credit hours)

Culminating Experience (3 credit hours)

AME 593 Applied Project (3)

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, such as arts, humanities, design, media studies, computer science or engineering.

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. three letters of recommendation
4. letter of intent
5. professional resume
6. portfolio
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.

Examples of writing samples include research writing, published articles and other scholarly work.

Because of the transdisciplinary nature of the program, portfolio submissions can vary based on the prospective student's background. Materials may illustrate the types of skills the applicant has. Portfolios

can be submitted in the form of a website, photos, video, PDFs and other physical documentation. Examples include games designed and programmed by the applicant, music composed by the applicant, performances (submitted as video), and websites they have created or programmed.

The letter of intent should explain the how the applicant's educational, professional and personal experiences inform their research and creative interests, and it should elaborate on any aspect of their background that supports their candidacy for admission to the School of Arts, Media and Engineering.

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 of the Master of Science program in media arts and sciences go on to careers in areas such as:

- acoustics research
- communications
- graphic design
- marketing
- mobile development
- museum and curatorial work
- sound design
- 3D modeling

Contact information

[Arts, Media and Engineering Sch T](#) | STAUF-B 217

AMEED@asu.edu | 480-965-9438