Digital Culture, Minor
HIDGCMIN

Description

With the digital culture minor, students enhance their program of study with integrated, interdisciplinary training in creative processes and technical skills in new media with cultural applications.

Students develop both the technical skills to create computational media and the cultural skills to know when or why to apply them. Students in the digital culture minor learn to create computational media (computation combined with objects, sound, video, time, space, culture and bodies); breathe behavior into media, objects or systems by programming; and think critically about how computation impacts lives and how culture makes a difference in how people experience computational media, a critical skill in the dynamic 21st century.

The School of Arts, Media and Engineering educates the next generation of learners and empowers them with technofluency --- its development, application and implications. The School of Arts, Media and Engineering prepares students 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.

At a Glance

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

Program Requirements

Minor Map (Archives)
2022 - 2023 Minor Map
The digital culture minor requires 21 credit hours, of which 12 are upper division. Courses for the minor may not be used as part of a major. A minimum of 12 upper-division credit hours taken at ASU is required.

**Required Digital Culture Studies Courses -- 6 credit hours**

- AME 111: Introduction to Digital Culture (CS) (3)
- AME 112: Computational Thinking for Digital Culture or AME 230: Programming for the Media Arts (CS) (3)

**Digital Culture Studies -- 6 credit hours**

- AME 112: Computational Thinking for Digital Culture (3)
- AME 130: Prototyping Dreams (L) (3)
- AME 210: Media Editing (3)
- AME 220: Programming for the Web (3)
- AME 244: Introduction to Interactive Environments (3)
- AME 294: Special Topics (3)
- AME 310: Media Literacies and Composition (3)
- AME 320: Motion Capture for Integrative Systems (3)
- AME 330: Digital-Physical Systems (3)
- AME 340: Compositional and Computational Principles for Media Arts (3)
- AME 394: Special Topics (3)
- AME 410: Interactive Materials (3)
- AME 411: Advanced Interactive Sound (3)
- AME 430: Mac Development for Media Arts (3)
- AME 435: Mobile Development (3)
- AME 444: Media Installations (3)
- AME 470: Programming for Social and Interactive Media (3)
- AME 485: Digital Culture Capstone I (3)
- AME 494: Special Topics (3)
- ART 378: Digital Textiles (3)
- DCE 294: HybridAction:PhysicalIntelligenceinDigitalCulture (3)
- FSH 394: Fashion Design & Wearable Technology (3)
- MDC 211: Introduction to Digital Sound (3)
- MDC 311: Composing and Performing for Hybrid Ensembles (3)
- MDC 411: Advanced Interactive Sound (3)

**Digital Media -- 6 credit hours**

- AME 294: Special Topics (3)
- AME 394: Special Topics (3)
- AME 494: Special Topics (3)
- ART 116: Introduction to Digital Media (3)
- ART 206: Digital Photography I (3)
- ART 217: Introduction to Computer Animation (3)
- ART 218: 3D Tools (3)
ART 308: 2D Digital Animation (3)
ART 346: 3-D Computer Imaging and Animation (CS) (3)
ART 348: Animation Motion Studies (3)
ART 394: Digital Photography for Non-Majors (3)
ART 424: Stop Motion Animation (3)
ART 438: Moving and Interactive Systems in Sculpture (3)
ART 440: Experimental Video Art (3)
ART 444: Documentary Video Art (3)
ART 494: Visual Prototyping (3)
CIS 300: Web Design and Development (3)
CPI 111: Game Development I (CS) (3)
DCE 294: HybridAction:PhysicalIntelligenceinDigitalCulture (3)
EDT 440: Creating and Marketing Mobile Apps (3)
EEE 307: Signal Processing for Digital Culture (3)
FMP 215: Beginning Post-Production for Film & Television: Adobe Premier Pro (3)
FMP 240: Introduction to Animation for Film (3)
FMP 255: Media Authorship (CS) (3)
FMP 315: Sound Design for Film and Media I (3)
GIT 135: Graphic Communications (3)
GIT 215: Introduction to Web Authoring (3)
GIT 230: Digital Illustration in Publishing (3)
GRA 294: Illustrator (3)
GRA 294: InDesign (3)
GRA 294: Photoshop (3)
IAP 103: Foundations I: Interdisciplinary Art Practice (3)
IAP 104: Foundations I: Fundamentals of Sound Art (3)
IAP 322: Multitrack Digital Recording (3)
IAP 361: Digital Editing and Media Literacy (CS) (3)
IAP 364: Documentaries (3)
IAP 394: Motion Graphics & Animation (3)
IAP 462: Games and Play (3)
MDC 211: Introduction to Digital Sound (3)
MDC 311: Composing and Performing for Hybrid Ensembles (3)

Related Digital Culture or Historical/Theoretical -- 3 credit hours

ALA 100: Introduction to Environmental Design (HU & H & G) (3)
ALA 102: Landscapes and Sustainability (HU & G) (3)
APH 300: World Architecture I/Western Cultures (HU & H & G) (3)
APH 313: History of Architecture I ((L or HU) & G & H) (3)
APH 314: History of Architecture II ((L or HU) & G & H) (3)
ARA 202: Understanding Photographs (3)
ARA 396: Professional Practices for Design and the Arts (3)
ARS 102: Art from Renaissance to Modernism (HU & H) (3)
ARS 345: Art and Television (3)
ARS 394: Anime (3)
ARS 438: Art of the 20th Century I (HU & H) (3)
ARS 439: Art of the 20th Century II (HU & H) (3)
ASB 344: Technology and Society (L or SB) (3)
DCE 300: Dancing Histories (HU) (3)
DSC 101: Design Awareness (HU & G) (3)
ENT 290: Entrepreneurship: Opportunity to Impact (3)
ENT 305: Principles of Entrepreneurship (3)
FMP 403: Independent Film (HU) (3)
FMP 404: World Cinema (G) (3)
FMP 405: Film and Television: Pioneers, Practices and Innovations (3)
GRA 111: Graphic Design History I (HU) (3)
GRA 112: Graphic Design History II (3)
HDA 210: Creativity and Innovation in Design and the Arts (3)
HDA 252: Foundations Arts and Design Entrepreneurship (3)
HDA 310: Socially Engaged Practice (3)
IAP 102: Foundations I: Performance Techniques and Composition (3)
IND 316: 20th-Century Design I (HU & H) (3)
IND 317: 20th-Century Design II (HU & H) (3)
INT 111: Interior Design Issues and Theories (HU) (3)
INT 310: History of Interior Design I (HU & H) (3)
INT 311: History of Interior Design II (HU & H) (3)
MHL 440: Topics in 20th-Century Music (L or HU) (3)
MUS 347: Jazz in America (HU & C) (3)
MUS 354: Popular Music (3)
MUS 356: Broadway and the American Musical (HU) (3)
SOC 334: Technology and Society (L or SB) (3)
THE 320: History of the Theatre I (HU & H) (3)
THE 321: History of the Theatre II (HU & H) (3)
THE 322: Theatre History and Culture (HU & H) (3)
THP 482: Theatre for Social Change (C) (3)

Students who earn a minor in digital culture cannot earn a digital culture certificate.
Prerequisite courses may be needed in order to complete the requirements of this minor.

Enrollment Requirements

GPA Requirement: 2.50

Incompatible Majors: All digital culture majors
**Other Enrollment Requirements:** None

Students are required to meet with the digital culture academic success coordinator to develop the digital culture pathway that best meets the proficiencies for the work they are interested in pursuing.

Current ASU undergraduate students may pursue a minor and have it recognized on their ASU transcript at graduation. Minor requirements appear on the degree audit once the minor is added. Certain major and minor combinations may be deemed inappropriate by the college or department of either the major program or the minor. Courses taken for the minor may not count toward both the major and the minor.

**Global Opportunities**

**Global Experience**
The School of Arts, Media and Engineering offers a summer study abroad to the Netherlands. Interested parties, regardless of major, should explore the program Design and Society in the Netherlands: Visualizing the Invisible on the study abroad site.
[https://goglobal.asu.edu/students/major/herberger/digital-culture](https://goglobal.asu.edu/students/major/herberger/digital-culture)

**Career Opportunities**

Digital culture students learn techniques that can transform society, and they communicate using contemporary computational media, a vital power in the world. These skills along with specialized knowledge and judgement complement their major program of study and helps them become more marketable to employers.

Graduates work in cultural communication, marketing, design, social media, health, education, entertainment and creative arts, and all areas in which culture is shaped by technology and computational media, including mobile app design, audio production, autonomous systems and more.

**Contact Information**
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