Art (Intermedia), BFA

The renowned faculty in the intermedia program exhibit internationally in prestigious institutions. Programs unique to the school's intermedia curriculum include digital sculpture, time-based arts, animation and performance. Students work with experimental studio practices, performance and digital media to explore new avenues for self-expression, collaborative practice and community action.

Program Description

The BFA program in art with a concentration in intermedia is conceptually driven, with a transdisciplinary approach to art-making. The broad-based curriculum builds on theories of socially engaged art practice and tactical media that carry the aims of social change and democratic engagement in a variety of contexts. Students are empowered to explore new avenues for self-expression, collaboration and community action. Coursework develops students' understanding of themselves as situated, contemporary artists as they learn to analyze significant cultural movements, national and international, from the present and from the recent past. The program covers a range of traditional and emerging forms and orientations reflecting the professional practices of the growing team of faculty members.

Currently, there is an emphasis on performance, installation, 3D printing, digital sculpture, public and place-based art, digital animation, and experimental and documentary video. Faculty also teach special topics including a recent studio seminar on walking as art practice and another that investigates the engagement of women in the field of art and technology. Collaboration and study across other areas in the School of Art, including sculpture, fibers and photography, are encouraged and supported.

Students must submit a BFA declaration form after successful completion of the art foundational coursework to be admitted to the major.

At a Glance

- **College/School:** Herberger Institute for Design and the Arts
- **Location:** Tempe campus
• **Additional Program Fee:** Yes
• **Second Language Requirement:** No
• **First Required Math Course:** MAT 142 - College Mathematics.
  OR MAT 117 OR MAT 119

• **Math Intensity:** General

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**Required Courses (Major Map)**

*2018 - 2019 Major Map*

Major Map (Archives)

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**Admission Requirements**

**General University Admission Requirements:**

All students are required to meet general university admission requirements.

| Freshman | Transfer | International | Readmission |

**Additional Requirements:**

Currently, all art students are admitted to ASU into the Bachelor of Arts (art studies) program. They must complete a series of requirements that include foundational coursework to be eligible for study in one of the school's Bachelor of Fine Arts degree programs, which include upper-division coursework in the studio. There is no portfolio review process for admission to the School of Art.

**Students in their second year who are interested in studio art and art education obtain a signed BFA declaration form after completing the core requirements and during completion of the last of the 12 hours of 200-level art requirements.** Students interested in art history or museum studies submit a major declaration form in the semester in which they complete 30 credit hours. The student's major is changed upon successful completion of the major declaration form. Students may choose to remain in and complete the Bachelor of Arts (art studies).

Beginning Fall 2019, students will be admitted directly to the Intermedia concentration upon admittance to the BFA program in art.

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**Transfer Admission Requirements**

Transfer students who have completed the foundational core and pre-art requirements may submit a major declaration form before they have been admitted to ASU. To complete an undergraduate degree in four years,
it is recommended that community college transfer students, who are completing a two-year degree and have completed the foundational core and pre-art requirements, apply and submit a declaration form in the semester they are completing their community college degree or the semester before they plan to enter Arizona State University.

Direct transfer of courses from other accredited institutions to the Herberger Institute for Design and the Arts are subject to the existence of parallel and equal courses in the college's curriculum and subject to departmental or school evaluation of studio courses with respect to performance standards.

Every candidate for the bachelor's degree must earn a minimum of 30 credit hours in resident credit at ASU. Transfer students enrolled in the college must complete a minimum of 15 credit hours of resident credit in the major as approved by the faculty.

Beginning Fall 2019, transfer students will be admitted directly to the Intermedia concentration upon admittance to the BFA program in art.

Change of Major Requirements

An ASU student who would like to change majors to one offered by the Herberger Institute for Design and the Arts must have a minimum cumulative GPA of 2.50 (scale is 4.00 = "A"). Students should refer to https://students.asu.edu/changingmajors for information about how to change a major to this program.

Transfer Options

ASU is committed to helping you thrive by offering tools that allow you to personalize your transfer path to ASU. Students may use the Transfer Map search to outline a list of recommended courses to take prior to transfer.

ASU has transfer partnerships in Arizona and across the country to create a simplified transfer experience for students. These pathway programs include exclusive benefits, tools, and resources and help students save time and money in their college journey. Learn more about these programs by visiting the Admissions site.

Global Opportunities

Global Experience
With over 250 programs in more than 65 countries (ranging from one week to one year), study abroad is possible for all ASU students wishing to gain global skills and knowledge in preparation for a 21st century career. Students earn ASU credit for completed courses, while staying on track for graduation, and may apply financial aid and scholarships toward program costs. [https://mystudyabroad.asu.edu/](https://mystudyabroad.asu.edu/).

**Career Opportunities**

Career opportunities depend on the emphasis selected. Possibilities include:

- computer graphics and animation
- museum or gallery installation
- positions in the music or entertainment industry
- videography

Professions could include:

- independent artist
- media consultant
- set designer
- teacher

Career examples include but are not limited to those shown in the following list. Advanced degrees or certifications may be required for academic or clinical positions.

<table>
<thead>
<tr>
<th>Career</th>
<th>*Growth</th>
<th>*Median Salary</th>
</tr>
</thead>
<tbody>
<tr>
<td>Animator</td>
<td>8.4%</td>
<td>$70,530</td>
</tr>
<tr>
<td>Art Director</td>
<td>5.4%</td>
<td>$92,500</td>
</tr>
<tr>
<td>Audio-Visual Technician 🌟</td>
<td>12.9%</td>
<td>$42,190</td>
</tr>
<tr>
<td>Camera Operator</td>
<td>7.0%</td>
<td>$53,550</td>
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<tr>
<td>Craft Artist</td>
<td>4.3%</td>
<td>$34,940</td>
</tr>
<tr>
<td>Film Editor 🌟</td>
<td>17.0%</td>
<td>$61,180</td>
</tr>
<tr>
<td>Fine Artist</td>
<td>6.6%</td>
<td>$49,520</td>
</tr>
<tr>
<td>Graphic Designer</td>
<td>4.2%</td>
<td>$48,700</td>
</tr>
<tr>
<td>High School Teacher</td>
<td>7.5%</td>
<td>$59,170</td>
</tr>
</tbody>
</table>
Industrial Designer 4.4% $65,970
Performance Artist 5.5% $63,540
Photographer $32,490
Sound Recording Engineer 6.3% $55,810
Stage or Film Director 12.2% $71,620
Television Producer 12.2% $71,620
Video Game Designer 9.3% $88,510

* Data obtained from the Occupational Information Network (O*NET) under sponsorship of the U.S. Department of Labor/Employment and Training Administration (USDOL/ETA).

☀ Bright Outlook  Green Occupation

Contact Information

Schedule an advisor appointment
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