Art students are empowered to explore new avenues for self-expression, collaboration and community action through intermedia taught by internationally renowned faculty.

Program Description

Students of the intermedia art concentration study traditional and emerging forms and orientations, including performance, installation, 3D fabrication, digital sculpture, public and place-based art, digital animation, and experimental and documentary video.

Faculty also teach special topics, including the recent studio seminars on walking as art practice and the engagement of women in the field of art and technology. Intermedia faculty nurture students’ talents and provide them with the skills to capture creative and professional opportunities, exhibitions, grants, commissions, residencies and employment as educators, curators, and media and arts professionals across an array of established and emerging fields.

Students declare their BFA concentration at the time of their ASU admission. Following admission, if students wish to change their BFA concentration, they may meet with their School of Art academic advisor.

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
Required Courses (Major Map)

2019 - 2020 Major Map
Major Map (Archives)

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.

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**

PLuS Alliance
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/
Global Degree

Career Opportunities

Career opportunities depend on the emphasis selected. Possibilities include:

- computer graphics and animation
- community-based artist (in schools, healthcare setting, nonprofit agencies)
- event production and cultural production
- positions in the music or entertainment industry
- video production and post-production
- web-based entertainment, education and communication

Professions could include:

- animator
- art director and set designer
- audio and video equipment technician
- commercial and industrial designer
- elementary or secondary school teacher
- independent artist
- marketing and public relations director
- media consultant
- museum and gallery curator, staff, director or art dealer
- performer
- professor
- video and media producer or designer
- video game designer

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>Occupation</td>
<td>Brightness</td>
<td>Percentage</td>
</tr>
<tr>
<td>--------------------------------</td>
<td>------------</td>
<td>------------</td>
</tr>
<tr>
<td>Camera Operator</td>
<td></td>
<td>7.0%</td>
</tr>
<tr>
<td>Film Editor</td>
<td></td>
<td>17.0%</td>
</tr>
<tr>
<td>Fine Artist</td>
<td></td>
<td>6.6%</td>
</tr>
<tr>
<td>High School Teacher</td>
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<td>7.5%</td>
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<tr>
<td>Performance Artist</td>
<td></td>
<td>5.5%</td>
</tr>
<tr>
<td>Sound Recording Engineer</td>
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<td>6.3%</td>
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<tr>
<td>Video Game Designer</td>
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<td>9.3%</td>
</tr>
</tbody>
</table>

* 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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