Program Description

Degree Awarded: MFA Art (Digital Technology)

The MFA in art with a concentration in digital technology is a program offered by the School of Art in collaboration with the School of Arts, Media and Engineering. It is a hybrid degree that combines technological and artistic goals and is designed for students with skills and experience in both realms.

Applicants will be required to demonstrate accomplishment in art and technology, particularly in having developed new digital technology for the arts. Coursework will be required in both the School of Art and the School of Arts, Media and Engineering. The School of Art offers graduate-level courses in digital audio, video, photography, animation, compositing and rapid prototyping. Graduate courses offered by the School of Arts, Media and Engineering focus on topics such as interactive media methodology and theory, sensing and understanding activity, perception and cognition for artists and designers, advanced programming, interaction design for media installations, and digital and physical fabrication.

At a Glance

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

Degree Requirements

60 credit hours and an oral comprehensive exam

Graduate credit is subject to committee approval and includes:

36 graduate studio credit hours in the major areas of concentration of which 18 credit hours are ART studio classes and 18 credit hours are graduate-level courses in the School of Arts, Media and Engineering

six credit hours of ART 621 Seminar
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 from a regionally accredited institution.

Applicants must have a minimum of a 3.00 cumulative GPA (scale is 4.00 = "A") in the last 60 hours of a student's first bachelor's degree program, or applicants must have a minimum of a 3.00 cumulative GPA (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. an art and digital technology resume
4. current resume or curriculum vitae
5. portfolio
6. statement of intent
7. statement and evidence of work demonstrating digital technology skills beyond end user applications
8. three letters of recommendation
9. proof of English proficiency

Additional Application Information

An applicant whose native language is not English (regardless of current residency) must provide proof of English proficiency via a TOEFL score: https://students.asu.edu/graduate/proficiency.

Admission is a two-step process. Although applicants fill out one application through the online graduate application process, they must be admitted into the Master of Fine Arts program and to the Graduate College.

The portfolio must be of 20 images sized with maximum dimension of 1024 pixels; video files of less than 60 MB each; and an image list that accompanies the portfolio. The method for submission for the portfolio is online via SLIDEROOM: https://asuherberger.slideroom.com. Applicants may upload images (.jpg), video (.mov, .wmv, .fly), music (.mp3) or PDF documents.
The statement of intent should not exceed 1,000 words and should address the applicant's artistic interests, reasons for applying to graduate school in general and the ASU School of Art in particular, as well as address the applicant's professional goals.

The letters of recommendation should be from faculty members with whom the applicant has studied or from recognized professionals in the field. All instructions for the letters of recommendation must be followed when submitting the application to the Graduate College.

Applicants should see the program website for application deadlines.

**Contact Information**

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