Program Description

Degree Awarded: PHD Media Arts and Sciences

Media arts and sciences is a PhD program housed in the transdisciplinary School of Arts, Media and Engineering.

Doctoral students are provided unique opportunities to engage in knowledge creation at the intersection of computational arts and sciences using the most advanced practice-based and theoretical methods. At the core of this program is a commitment to designing curriculum tailored to each student-researcher in conjunction with diverse faculty, labs and centers. This allows the program to facilitate the development of innovative, experiential media systems that can respond to the world's most pressing challenges.

The School of Arts, Media and Engineering is devoted to producing research at the highest scholarly, artistic and technological levels. The opportunity for active participation in transdisciplinary research teams allows media arts and sciences doctoral students to gain valuable experience as both agents of their own research and education, while fostering opportunities for collaborative and embedded research.

Students admitted into the media arts and sciences doctoral program can pursue research at the intersection of any of these and other fields:

- acoustic ecology
- AI and machine learning
- auditory culture
- critical media theory
- design
- digital composition and performance
- experiential media
- food design and sensory science
- mediated rehabilitation
- philosophical technologies
- public participation in science
- responsive environments
- social and embedded design
- somatic and movement studies
- sustainability and critical climate studies
- system engineering
• urban climate infrastructure  
• virtual and augmented reality

At a Glance

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

Degree Requirements

84 credit hours, a written comprehensive exam, a prospectus and a dissertation

The requirements for this program are comprised of 39 course credit hours, which include 30 from the transdisciplinary media courses offered by the School of Arts, Media and Engineering; 33 research credit hours; and 12 dissertation credit hours. All students are required to take a minimum of two courses under each of the five constituting areas of experiential media (30 credit hours).

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 arts, humanities, design, media studies, computer science, engineering or a closely related field from a regionally accredited institution.

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 applicants must have 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. official GRE scores  
4. curriculum vitae
5. statement of purpose
6. three letters of recommendation
7. portfolio of supporting material
8. writing sample
9. proof of English proficiency

**Additional Application Information**
An applicant whose native language is not English must provide proof of English proficiency regardless of current residency.

The statement of purpose should explain in a concise and persuasive manner how the student's educational, professional and personal experiences inform their research and creative interests, and the student should elaborate on any aspect of their background that supports candidacy to the School of Arts, Media and Engineering program.

Each applicant must demonstrate entry-level competencies. This can be demonstrated primarily through a portfolio. The portfolio may include previously developed media products, projects or publications demonstrating an understanding of and involvement with digital media and computation. Entry-level competency can also be partially demonstrated through coursework and may include such courses as:

- advanced computer programming
- computer graphics and animation
- computer music
- digital design
- film theory
- interactive technologies
- media authoring tools
- media theory
- multimedia systems
- signal processing

Students should see the program website for application deadlines and admission terms.

**Application Deadlines**

**Fall**

**Contact Information**

*Arts, Media and Engineering Sch T* | STAUF B217
ameed@asu.edu | 480-965-9438

*Admission Deadlines*