Media Arts and Sciences, PhD

Program Description

Degree Awarded: PHD Media Arts and Sciences

Media, arts and sciences doctoral students train in translating, transporting and combining knowledge across disciplines for the development of innovative, experiential media systems and accompanying theoretical models. The PhD program structure includes transdisciplinary media courses through the School of Arts, Media and Engineering; elective-course credits relating to the student's research interests; and substantial research and dissertation hours devoted to collaborative research within the School of Arts, Media and Engineering network. Active participation in the School of Arts, Media and Engineering transdisciplinary research teams allows media, arts and sciences doctoral students to gain and contribute expertise in knowledge fusion for digital media.

Arts, media and engineering alumni have received job opportunities in:

- audio and video
- education
- graphic design
- illustration
- interactive system development
- iOS development
- journalism
- programming
- software engineering
- special effects
- 3D modeling and fabrication
- visual media

At a Glance

- **College/School**: Herberger Institute for Design and the Arts
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, 30 of which are to be 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 will be 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 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. official GRE scores
4. curriculum vitae
5. statement of purpose
6. three letters of recommendation
7. portfolio of supporting material
8. 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.
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 B 217
ameed@asu.edu | 480-965-9438
Admission Deadlines