Digital Culture, MA

HIDGCMA

Program Description

Degree Awarded: MA Digital Culture

The MA in digital culture is geared toward practitioners of design and the arts who have an interest in software and system development and seek to enhance their practice through expanded engagement with interactive and embodied media design in a transdisciplinary environment.

The degree program allows artists and designers to explore new avenues for real-time media creation that seek to go beyond current paradigms. Coursework also explores current practices in various contexts (performance environments, health and well-being, social media and communication) as well as engineering-based approaches to the development of experiential systems with social impact.

Digital culture alumni have received job opportunities in areas such as:

- audio and video
- engineering
- graphic design
- illustration
- interaction design
- 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
- Location: Tempe campus
Degree Requirements

33 credit hours including the applied project course (AME 593)

Required Core (12 credit hours)
AME 520 Understanding Activity (3)
AME 530 Experiential Media Methodology and Theory I (3)
AME 531 Experiential Media Methodology and Theory II (3)
AME 532 Media Synthesis (3)

Electives or Research (18 credit hours)

Culminating Experience (3 credit hours)
AME 593 Applied Project (3)

Additional Curriculum Information
Students should check with the academic unit regarding appropriate electives coursework.

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 one of the following areas from a regionally accredited institution: arts, humanities, design, media studies, computer science, engineering or a closely related field.

Applicants must have a minimum of a 3.00 cumulative GPA (scale is 4.00 = "A") in the last 60 hours of their 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. letters of recommendation
4. portfolio
5. statement of purpose
6. writing sample
7. 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.

A portfolio is required; however, submissions will vary depending on the background of each prospective student due to the transdisciplinary nature of the program. Applicants from a wide variety of disciplines are expected to be interested in the master's degree. Key works will be requested from applicants to illustrate the types of skills they wish to develop in the master's degree program. Examples include games they have designed and programmed, interactive installations and performances (submitted as video), websites they have created or programmed, music they have composed digitally, or films they have made.

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

**Application Deadlines**

**Fall**

**Contact Information**

Arts, Media and Engineering Sch T | STAUF B217
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Admission Deadlines