Digital Culture, Minor

HIDGCMIN

Description

The digital culture minor allows students to enhance their program of study with integrated, interdisciplinary training in creative processes and technical skills in new media with cultural applications. Students develop both the technical skills to create computational media and the cultural skills to know when or why to apply them. Students in the digital culture minor learn to:

- Create computational media: computation combined with objects, sound, video, time, space, culture and bodies.
- Breathe behavior into media, objects or systems by programming.
- Think critically about how computation impacts our lives, and how culture makes a difference in how people experience computational media, a critical skill in the dynamic 21st century.

Armed with skills and judgment, digital culture graduates work in cultural communication, marketing, design, social media, health, education, entertainment and creative arts, and all areas in which culture is shaped by technology and computational media. All digital culture students gain techniques to change the world and communicate using contemporary computational media, a vital power in the 21st century. Some students go on to invent fresh techniques.

At a Glance

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

2018 - 2019 Major Map
Major Map (Archives)

Program Requirements

The digital culture minor requires 21 credit hours (12 upper-division) in four areas.
Required Digital Culture Studies Courses -- 6 credit hours

AME 111: Introduction to Digital Culture (CS) (3)
AME 112: Computational Thinking for Digital Culture or AME 230: Programming for the Media Arts (CS) (3)

Digital Culture Studies -- 3 credit hours

AME 112: Computational Thinking for Digital Culture (3)
AME 130: Prototyping Dreams (L) (3)
AME 210: Media Editing (3)
AME 244: Introduction to Interactive Environments (3)
AME 310: Media Literacies and Composition (3)
AME 320: Motion Capture for Integrative Systems (3)
AME 330: Digital-Physical Systems (3)
AME 340: Compositional and Computational Principles for Media Arts (3)
AME 394: Media Theatre (3)
AME 410: Interactive Materials (3)
AME 430: Mac Development for Media Arts (3)
AME 435: Mobile Development (3)
AME 444: Media Installations (3)
AME 470: Programming for Social and Interactive Media (3)
AME 494: Animating Virtual Worlds (3)
AME 494: Rapid Prototyping through Somatic Research (3)
ANP 394: Digital Modeling and Fabrication (3)
ART 218: 3D Tools (3)
ART 244: Introduction to Interactive Environments (3)
DCE 294: HybridAction:PhysicalIntelligenceinDigitalCulture (3)
PSY 324: Memory and Cognition (3)

Digital Media - Media Arts and Design -- 6 credit hours

ART 194: Digital Art and Culture (3)
ART 206: Digital Photography I: The Still Image in Digital Culture (3)
ART 217: Introduction to Computer Animation (3)
ART 494: Visual Prototyping (1)
EEE 307: Signal Processing for Digital Culture (3)
FMP 240: Introduction to Animation for Film (3)
FMP 394: Non-Linear Editing for Film and Media (3)
IAP 103: Foundations I: Interdisciplinary Digital Media (3)
IAP 104: Foundations I: Fundamentals of Sound Art (3)
MDC 211: Introduction to Digital Sound (3)
MDC 311: Composing and Performing for Hybrid Ensembles (3)
Related Digital Culture or Historical/Theoretical -- 3 credit hours

ALA 100: Introduction to Environmental Design (HU & H & G) (3)
ALA 102: Landscapes and Sustainability (HU & G) (3)
APH 300: World Architecture I/Western Cultures (HU & H & G) (3)
APH 313: History of Architecture I ((L or HU) & G & H) (3)
APH 314: History of Architecture II ((L or HU) & G & H) (3)
APH 336: 20th-Century Architecture I (HU) (3)
APH 337: 20th-Century Architecture II (HU) (3)
APH 405: Contemporary Architecture and Urbanism 1970 to the Present (HU & H) (3)
ARA 202: Understanding Photographs (3)
ARA 396: Professional Practices for Design and the Arts (3)
ARA 498: Photography and Language (L) (1)
ARS 102: Art from Renaissance to Modernism (HU & H) (3)
ARS 345: Art and Television (3)
ARS 438: Art of the 20th Century I (HU & H) (3)
ARS 439: Art of the 20th Century II (HU & H) (3)
ASB 328: Rules, Games, and Society (L) (3)
ASB 344: Technology and Society (L or SB) (3)
DCE 300: Moving Histories (HU) (3)
DSC 101: Design Awareness (HU & G) (3)
EDT 210: Games, Technology and Society (3)
EDT 329: Games, Simulations, and Virtual Environments (3)
FMP 403: Independent Film (HU) (3)
FMP 404: World Cinema (G) (3)
FMP 405: Film and Television: Pioneers, Practices and Innovations (HU) (3)
GRA 111: Graphic Design History I (HU) (3)
GRA 112: Graphic Design History II (3)
HDA 210: Creativity and Innovation in Design and the Arts (3)
HDA 252: Foundations of Arts Entrepreneurship (3)
HDA 310: Socially Engaged Practice (3)
IAP 102: Foundations I: Performance Techniques and Composition (3)
IND 316: 20th-Century Design I (HU & H) (3)
IND 317: 20th-Century Design II (HU & H) (3)
INT 111: Interior Design Issues and Theories (HU) (3)
INT 310: History of Interior Design I (HU & H) (3)
INT 311: History of Interior Design II (HU & H) (3)
LPH 310: History of Landscape Architecture (HU & H) (3)
LPH 311: 20th-Century Landscape Architecture (HU) (3)
MCO 435: Social Media (3)
MGT 290: My Life Venture (3)
MHL 440: Topics in 20th-Century Music (L or HU) (3)
MUS 347: Jazz in America (HU & C) (3)
MUS 356: Broadway and the American Musical (HU) (3)
OMT 402: Legal Issues for Technologists (3)
SOC 334: Technology and Society (L or SB) (3)
THE 320: History of the Theatre I (HU & H) (3)
THE 321: History of the Theatre II (HU & H) (3)
THE 322: Theatre History and Culture (HU & H) (3)
THP 482: Theatre for Social Change (C) (3)

**Capstone -- 3 credit hours**

AME 485: Digital Culture Capstone I (3)

Courses for the minor may not be used as part of a major. A minimum of 12 upper-division semester hours of credit at ASU is required.

Depending on a student's undergraduate program of study, prerequisite courses may be needed in order to complete the requirements of this minor.

**Enrollment Requirements**

**GPA Requirement**: 2.50

**Majors Ineligible to Add This Minor**: All digital culture majors

**Other Enrollment Requirements**: None

Students are required to meet with the digital culture academic success coordinator to develop the digital culture pathway that best meets the proficiencies for the work they are interested in pursuing.

Current ASU undergraduate students may pursue a minor and have it recognized on their ASU transcript at graduation. Students interested in pursuing a minor should consult their academic advisor to declare the minor and to ensure that an appropriate set of courses is taken. Minor requirements appear on the degree audit once the minor is added. Certain major and minor combinations may be deemed inappropriate by the college or department of either the major program or the minor. Courses taken for the minor may not count toward both the major and the minor. Students should contact their academic advisor for more information.

**Contact Information**