Digital Culture, MS
HIDGCMS

Are you interested in the computational arts? Pull from courses in a variety of disciplines such as sound design, critical media theory, experiential media and engineering to create a unique experience based on your background and interests.

Program Description

Degree Awarded: MS Digital Culture
The MS program in digital culture is designed for practitioners and makers in design and the arts who have an interest in software and system development and seek to enhance their practice through expanded engagement with interactive, embodied media design in an interdisciplinary environment. The 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 wellbeing, social media and communication) as well as engineering-based approaches to develop experiential systems with social impact.

At a Glance

- **College/School:** [Herberger Institute for Design and the Arts](#)
- **Location:** [Tempe campus](#)

Degree Requirements

**Required Core (9 credit hours)**
AME 520 Understanding Activity (3)
AME 530 Experiential Media Studies I (3)
AME 532 Media Synthesis (3)
Electives (21 credit hours)

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

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 a related field such as arts, humanities, design, media studies, computer science or engineering.

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. three letters of recommendation
4. letter of intent
5. professional resume
6. portfolio
7. writing sample
8. 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.

Writing samples can include research writing, published articles and other scholarly work.

Due to the transdisciplinary nature of the program, portfolio submissions can vary based on the prospective student's background. Materials may illustrate the types of skills the applicant possess. Portfolios can be submitted in the form of a website, photos, video, PDFs and other physical documentation. Examples include: games designed and programmed by the applicant, music composed by the applicant, performances (submitted as video), and websites they have created or programmed.

The letter of intent should explain the how the applicant's educational, professional and personal experiences inform their research and creative interests, and it should elaborate on any aspect of the background that supports candidacy to the School of Arts, Media and Engineering.
Career Opportunities

Graduates of the Master of Science program in digital culture go on to careers in areas such as:

- acoustics research
- communications
- graphic design
- marketing
- mobile development
- sound design
- 3D modeling

Contact Information

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