Use the world of biology to integrate biomimicry principles into your current or planned profession and learn to serve as a leader in a network of researchers and practitioners. The curriculum in this program focuses on an emerging field that emulates life's strategies for human design with a sustainability emphasis.

**Program Description**

**Degree Awarded: MS Biomimicry**

The MS in biomimicry, the practice of emulating nature's strategies for human designs, is offered at ASU in conjunction with Biomimicry 3.8. Designed to empower change agents passionate about a world mentored by life's genius, graduates work toward innovative and sustainable solutions to pressing global challenges, exploring the way business is conducted, buildings and products are designed, governments are run, health care is provided, and goods are manufactured to how future generations will be educated ---all inspired by nature's time-tested sustainable solutions developed over the last 3.8 billion years.

The Master of Science program in biomimicry is designed to prepare students to facilitate the practice of biomimicry across corporate, government, education and nongovernment organization sectors. In addition to core content and electives, students will gain biomimicry experience in biome-based applications, business case studies, biological strategy research and in each participant's self-designed biomimicry project in the student's chosen career field. For more information, prospective students should visit [http://biomimicry.asu.edu/](http://biomimicry.asu.edu/).

**At a Glance**

- **College/School:** [The College of Liberal Arts and Sciences](http://biomimicry.asu.edu/)
- **Location:** online

**Degree Requirements**
30 credit hours and a portfolio

**Required Core (13 credit hours)**
- BMY 501 Essentials of Biomimicry (1)
- BMY 502 Life's Principles (4)
- BMY 503 Biology Taught Functionally (4)
- BMY 504 Biomimicry Thinking (4)

**Electives or Research (11 credit hours)**

**Other Requirements (6 credit hours; choose 3)**
- BMY 530 Virtual Design Lab Practicum (2)
- BMY 580 Topic: BioBrainstorm Practicum (2)
- BMY 580 Topic: Biomimicry Case Study Practicum (2)
- BMY 580 Topic: Biomimicry Genius of Place Practicum (2)

**Culminating Experience**
portfolio

**Additional Curriculum Information**
For electives or research, students should contact the academic unit for the approved course list.

**Admission Requirements**

Applicants must fulfill the requirements of both the Graduate College and The College of Liberal Arts and Sciences.

Applicants are eligible to apply to the program if they have earned a bachelor's or master's degree 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 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.

Applicants must submit the following:

1. graduate admission application and application fee
2. official transcripts
3. questionnaire (to be filled out and uploaded)
4. curriculum vitae or resume
5. three letters of recommendation
6. 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.

Attend Online
ASU offers this program in an online format with multiple enrollment sessions throughout the year. Applicants may view the program description and request more information [here](#).

Contact Information

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