## 2019 - 2020 Major Map
### Digital Culture (Interdisciplinary Arts and Performance), BA

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

<table>
<thead>
<tr>
<th>Term 1 0 - 16 Credit Hours</th>
<th>Hours</th>
<th>Minimum Grade</th>
<th>Notes</th>
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</thead>
<tbody>
<tr>
<td><strong>Critical course signified by 🔴</strong></td>
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<tr>
<td>AME 111: Introduction to Digital Culture (CS)</td>
<td>3</td>
<td>C</td>
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<tr>
<td>AME 101: ASU Digital Culture Experience</td>
<td>1</td>
<td>C</td>
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<tr>
<td>Complete 2 courses:</td>
<td></td>
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<tr>
<td>AME 112: Computational Thinking for Digital Culture OR AME 130: Prototyping Dreams (L) OR AME 230: Programming for the Media Arts (CS)</td>
<td>6</td>
<td>C</td>
<td></td>
</tr>
<tr>
<td>ENG 101 or ENG 102: First-Year Composition OR ENG 105: Advanced First-Year Composition OR ENG 107 or ENG 108: First-Year Composition</td>
<td>3</td>
<td>C</td>
<td></td>
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<tr>
<td>MAT 210: Brief Calculus (MA)</td>
<td>3</td>
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</table>

- Maintain 3.00 GPA in Digital Culture coursework.
- Minimum 2.50 GPA ASU Cumulative.

**Term hours subtotal:** 16

<table>
<thead>
<tr>
<th>Term 2 16 - 31 Credit Hours</th>
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<td>ENG 101 or ENG 102: First-Year Composition OR ENG 105: Advanced First-Year Composition OR ENG 107 or ENG 108: First-Year Composition</td>
<td>3</td>
<td>C</td>
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<tr>
<td>IAP 201: Introduction to Interdisciplinary Arts (HU) OR IAP 202: Perspectives on Interdisciplinary Arts and Performance (HU)</td>
<td>3</td>
<td>C</td>
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<tr>
<td>Lower Division Digital Culture Flexible Elective</td>
<td>3</td>
<td>C</td>
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<tr>
<td>Social-Behavioral Sciences (SB) AND Cultural Diversity in the U.S. (C)</td>
<td>3</td>
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<tr>
<td>Complete ENG 101 OR ENG 105 OR ENG 107 course(s).</td>
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<tr>
<td>Milestone: GPA First-Year Review</td>
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**Term hours subtotal:** 15

<table>
<thead>
<tr>
<th>Term 3 31 - 47 Credit Hours</th>
<th>Hours</th>
<th>Minimum Grade</th>
<th>Notes</th>
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<tr>
<td><strong>Critical course signified by 🔴</strong></td>
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<tr>
<td>Digital Media - Media Arts &amp; Design OR Digital Culture Studies</td>
<td>3</td>
<td>C</td>
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<tr>
<td>Interdisciplinary Arts and Performance Concentration</td>
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<tr>
<td>Natural Science - Quantitative (SQ) (PHY 101 recommended)</td>
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<tr>
<td>Social-Behavioral Sciences (SB) AND Global Awareness (G) Elective</td>
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<tr>
<td>Complete Mathematics (MA) requirement.</td>
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<tr>
<td>Complete First-Year Composition requirement.</td>
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<tr>
<td>Complete MAT 210 course(s).</td>
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**Term hours subtotal:** 31

- All Digital Culture majors must have a minimum 3.00 Digital Culture GPA at the end of Term 2 to continue in the program. If a student's Digital Culture GPA is below a 3.00, the student will be placed on a probationary status for one term. If the student is not successful in raising their Digital Culture GPA to a 3.00 after the probationary term, the student will not be able to continue in the Digital Culture program.
- Join a student club or professional organization.

- Digital Media - Arts & Design courses are classes that include digital media projects within a trans-disciplinary area of study. See course list or talk to your advisor for specific course options.
- Build your skills.
### Term 4 47 - 62 Credit Hours

**Critical course signified by 🟠**

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<thead>
<tr>
<th>Hours</th>
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<td>3</td>
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#### Complete 2 courses:

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- **Interdisciplinary Arts and Performance Concentration**
- **Humanities, Arts and Design (HU) AND Historical Awareness (H)**
- **Elective**

**Term hours subtotal:** 16

### Term 5 62 - 78 Credit Hours

**Necessary course signified by ★**

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<thead>
<tr>
<th>Hours</th>
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- **Upper Division Digital Culture Studies**
- **IAP 304: Traditions of the Avant-Garde and Experimental Art (L or HU) OR IAP 305: 20th and 21st Century Art, Performance, and Media (L or HU)**
- **Upper Division Digital Media - Media Arts & Design OR Upper Division Digital Culture Studies**
- **Upper Division Interdisciplinary Arts and Performance Concentration**
- **Natural Science - Quantitative (SQ) OR Natural Science - General (SG)**

**Term hours subtotal:** 16

### Term 6 78 - 93 Credit Hours

**Necessary course signified by ★**

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<thead>
<tr>
<th>Hours</th>
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<td>3</td>
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- **Upper Division Digital Culture Studies**
- **Upper Division Digital Media - Media Arts & Design OR Upper Division Digital Culture Studies**
- **Complete 2 courses:**
  - **Upper Division Interdisciplinary Arts and Performance Concentration**
  - **Upper Division Humanities, Arts and Design (HU) OR Upper Division Social-Behavioral Sciences (SB)**
- **Complete Cultural Diversity in the U.S. (C) AND Global Awareness (G) AND Historical Awareness (H) course(s).**

**Term hours subtotal:** 15

### Term 7 93 - 108 Credit Hours

**Necessary course signified by ★**

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<thead>
<tr>
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- **AME 485: Digital Culture Capstone I**
- **Upper Division Digital Culture Studies OR Digital Media - Media Engineering Course**
- **Upper Division Digital Media - Media Arts & Design OR Upper Division Digital Culture Studies**
- **Upper Division Interdisciplinary Arts and Performance Concentration**
- **Elective OR AME 484: Internship**

**Term hours subtotal:** 15

### Term 8 108 - 120 Credit Hours

**Necessary course signified by ★**

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<thead>
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- **AME 486: Digital Culture Capstone II**
- **All Digital Culture majors must have a minimum 3.00 Digital Culture GPA to meet graduation requirements. If you are not meeting this GPA requirement, please see your advisor.**
- **Gather professional references.**
#### Digital Culture Flexible Elective

- AME 210: Media Editing
- AME 220: Programming for the Web
- AME 244: Introduction to Interactive Environments
- AME 294: Design Politics
- AME 294: HybridAction:PhysicalIntelligenceinDigitalCulture
- AME 294: Introduction to Physical Computing
- MDC 211: Introduction to Digital Sound

#### Digital Culture Studies Course List

- AME 210: Media Editing
- AME 220: Programming for the Web
- AME 244: Introduction to Interactive Environments
- AME 294: Circuit Bending
- AME 294: Design Politics
- AME 294: Introduction to Physical Computing
- AME 294: Soundscape Ecology
- AME 310: Media Literacies and Composition
- AME 320: Motion Capture for Integrative Systems
- AME 330: Digital-Physical Systems
- AME 394: Special Topics
- AME 411: Advanced Interactive Sound
- AME 430: Mac Development for Media Arts
- AME 435: Mobile Development
- AME 444: Media Installations
- AME 470: Programming for Social and Interactive Media
- AME 494: Special Topics
- ART 116: Introduction to Digital Media
- ART 218: 3D Tools
- ART 378: Digital Textiles
- DCE 294: HybridAction:PhysicalIntelligenceinDigitalCulture
- FSH 394: Fashion Design & Wearable Technology
- MDC 211: Introduction to Digital Sound
- MDC 311: Composing and Performing for Hybrid Ensembles
- MDC 411: Advanced Interactive Sound

#### Digital Media - Media Arts & Design Course List

- ART 116: Introduction to Digital Media
- ART 206: Digital Photography I
- ART 217: Introduction to Computer Animation
- ART 218: 3D Tools
- ART 346: 3-D Computer Imaging and Animation (CS)
- ART 348: Animation Motion Studies
- ART 394: 2-D Computer Animation, Digital Photography for Non-Majors
- ART 438: Moving and Interactive Systems in Sculpture
- ART 440: Experimental Video Art
- ART 494: Documentary Video Art, Stop Motion Animation, Visual Prototyping
- CIS 300: Web Design and Development
- CPI 111: Game Development I (CS)
- DCE 294: HybridAction:PhysicalIntelligenceinDigitalCulture
- EDT 440: Creating and Marketing Mobile Apps
- FMP 225: Introduction to Visual Effects
- FMP 240: Introduction to Animation for Film
- FMP 255: Media Authorship (CS)
- FMP 294: Sound Design: From Hollywood to Independent Film
- FMP 394: Non-Linear Editing for Film and Video
- GIT 135: Graphic Communications
- GIT 215: Introduction to Web Authoring
- GIT 230: Digital Illustration in Publishing
- GRA 294: Illustrator, InDesign, Photoshop
- IAP 103: Foundations I: Interdisciplinary Digital Media
Digital Media - Media Engineering Course List

AME 410: Interactive Materials
AME 430: Mac Development for Media Arts
AME 435: Mobile Development
AME 470: Programming for Social and Interactive Media
EEE 307: Signal Processing for Digital Culture

Interdisciplinary Arts and Performance Concentration Course List

IAP 102: Foundations I: Performance Techniques and Composition
IAP 103: Foundations I: Interdisciplinary Digital Media
IAP 104: Foundations I: Fundamentals of Sound Art
IAP 307: Art and War (HU & G)
IAP 321: Music Composition I
IAP 322: Multitrack Digital Recording
IAP 324: The Voice and Performance
IAP 325: Sound Performance: Exploring Alternative Performance Groups
IAP 333: Directing for Performance
IAP 354: Visual Representation
IAP 361: Digital Editing and Media Literacy (CS)
IAP 363: Sound, Image, and Media
IAP 365: Digital Interactivity
IAP 375: Contemporary Performance: Theories and Practice
IAP 394: Special Topics
IAP 431: Perspectives on Performance and Acting
IAP 441: Movement for Performance
IAP 464: Media and Diversity (HU & G)
IAP 466: Digital Interactivity, Advanced
IAP 468: Digital Graphic Applications

IAP 104: Foundations I: Fundamentals of Sound Art
IAP 322: Multitrack Digital Recording
IAP 361: Digital Editing and Media Literacy
IAP 364: Documentaries
IAP 394: Motion Graphics & Animation
IAP 462: Games and Play
MDC 311: Composing and Performing for Hybrid Ensembles
General Studies Awareness Requirements:
- Cultural Diversity in the U.S. (C)
- Global Awareness (G)
- Historical Awareness (H)

First-Year Composition

General Studies designations listed on the major map are current for the 2019 - 2020 academic year.

General University Requirements Legend

General Studies Core Requirements:
- Literacy and Critical Inquiry (L)
- Mathematical Studies (MA)
- Computer/Statistics/Quantitative Applications (CS)
- Humanities, Arts and Design (HU)
- Social-Behavioral Sciences (SB)
- Natural Science - Quantitative (SQ)
- Natural Science - General (SG)