2021 - 2022 Major Map
Digital Culture (Interdisciplinary Arts and Performance), BA
School/College: Herberger Institute for Design and the Arts
Location: Tempe campus
HIDCIAPBA

<table>
<thead>
<tr>
<th>Term 1</th>
<th>0 - 16 Credit Hours</th>
<th>Critical course signified by +</th>
<th>Hours</th>
<th>Minimum Grade</th>
<th>Notes</th>
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<tbody>
<tr>
<td>AME 111: Introduction to Digital Culture (CS)</td>
<td>3</td>
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<tr>
<td>AME 101: ASU Digital Culture Experience</td>
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<tr>
<td><strong>Complete 2 courses:</strong></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>
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<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>
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<tr>
<td>MAT 210: Brief Calculus (MA)</td>
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<tr>
<td><strong>Maintain 3.00 GPA in Digital Culture coursework.</strong></td>
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<td><strong>Minimum 2.50 GPA ASU Cumulative.</strong></td>
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Term hours subtotal: 16

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<tr>
<th>Term 2</th>
<th>16 - 31 Credit Hours</th>
<th>Critical course signified by +</th>
<th>Hours</th>
<th>Minimum Grade</th>
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<tbody>
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<td>AME 112: Computational Thinking for Digital Culture OR AME 130: Prototyping Dreams (L) OR AME 230: Programming for the Media Arts (CS)</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>
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<td><strong>Lower Division Digital Culture Flexible Elective</strong></td>
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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>
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<td><strong>Social-Behavioral Sciences (SB) AND Cultural Diversity in the U.S. (C)</strong></td>
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<td><strong>Complete ENG 101 OR ENG 105 OR ENG 107 course(s).</strong></td>
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<td><strong>Milestone: GPA First-Year Review</strong></td>
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Term hours subtotal: 15

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<th>Term 3</th>
<th>31 - 47 Credit Hours</th>
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<th>Hours</th>
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<tr>
<td>Digital Media OR Digital Culture Studies</td>
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<tr>
<td>Interdisciplinary Arts and Performance Concentration</td>
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<td><strong>Natural Science - Quantitative (SQ) (PHY 101 recommended)</strong></td>
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<tr>
<td><strong>Social-Behavioral Sciences (SB) AND Global Awareness (G)</strong></td>
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* 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 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.
Elective 3

Complete Mathematics (MA) requirement.
Complete First-Year Composition requirement.
Complete MAT 210 course(s).

Term hours subtotal: 16

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<tr>
<th>Term 4 47 - 62 Credit Hours</th>
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<td>Digital Media OR Digital Culture Studies</td>
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<tr>
<td>Complete 2 courses:</td>
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<tr>
<td>Interdisciplinary Arts and Performance Concentration</td>
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<tr>
<td>Humanities, Arts and Design (HU) AND Historical Awareness (H)</td>
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<tr>
<td>Elective</td>
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### Digital Culture Flexible Elective

**AME OR MDC Lower Division Elective**

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<tr>
<td>AME 210: Media Editing</td>
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<td>AME 220: Programming for the Web</td>
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<tr>
<td>AME 240: Introduction to Physical Computing</td>
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<tr>
<td>AME 244: Introduction to Interactive Environments</td>
<td>3</td>
<td>C</td>
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<td>AME 294: Circuit Bending</td>
<td>3</td>
<td>C</td>
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<tr>
<td>AME 294: Design Politics</td>
<td>3</td>
<td>C</td>
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<tr>
<td>AME 294: Soundscape Ecology</td>
<td>3</td>
<td>C</td>
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<tr>
<td>AME 310: Media Literacies and Composition</td>
<td>3</td>
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<tr>
<td>AME 320: Motion Capture for Integrative Systems</td>
<td>3</td>
<td>C</td>
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<tr>
<td>AME 330: Digital-Physical Systems</td>
<td>3</td>
<td>C</td>
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<tr>
<td>AME 333: Improvising Cyborgs</td>
<td>3</td>
<td>C</td>
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<tr>
<td>AME 394: Special Topics</td>
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<tr>
<td>AME 411: Advanced Interactive Sound</td>
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<td>AME 430: Mac Development for Media Arts</td>
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<tr>
<td>AME 435: Mobile Development</td>
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<tr>
<td>AME 444: Media Installations</td>
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<tr>
<td>AME 470: Programming for Social and Interactive Media</td>
<td>3</td>
<td>C</td>
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<tr>
<td>AME 494: Special Topics</td>
<td>3</td>
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<tr>
<td>ART 116: Introduction to Digital Media</td>
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<td>C</td>
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<tr>
<td>ART 218: 3D Tools</td>
<td>3</td>
<td>C</td>
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<tr>
<td>ART 378: Digital Textiles</td>
<td>3</td>
<td>C</td>
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<tr>
<td>DCE 294: HybridAction:PhysicalIntelligenceinDigitalCulture</td>
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<tr>
<td>FSH 394: Fashion Design &amp; Wearable Technology</td>
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<tr>
<td>MDC 211: Introduction to Digital Sound</td>
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<tr>
<td>MDC 311: Composing and Performing for Hybrid Ensembles</td>
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### Digital Culture Studies Course List

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<tr>
<td>ART 116: Introduction to Digital Media</td>
<td>3</td>
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<tr>
<td>ART 206: Digital Photography I</td>
<td>3</td>
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<tr>
<td>ART 217: Introduction to Computer Animation</td>
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<tr>
<td>ART 218: 3D Tools</td>
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<tr>
<td>ART 308: 2D Digital Animation</td>
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<tr>
<td>ART 312: Illustration</td>
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<tr>
<td>ART 346: 3-D Computer Imaging and Animation (CS)</td>
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<tr>
<td>ART 348: Animation Motion Studies</td>
<td>3</td>
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<tr>
<td>ART 394: Digital Photography for Non-Majors</td>
<td>3</td>
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<tr>
<td>ART 424: Stop Motion Animation</td>
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<tr>
<td>ART 438: Moving and Interactive Systems in Sculpture</td>
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<tr>
<td>EDT 440: Creating and Marketing Mobile Apps</td>
<td>3</td>
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<tr>
<td>FMP 225: Introduction to Visual Effects</td>
<td>3</td>
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<tr>
<td>FMP 240: Introduction to Animation for Film</td>
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<tr>
<td>FMP 255: Media Authorship (CS)</td>
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<tr>
<td>FMP 294: Sound Design: From Hollywood to Independent Film</td>
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<tr>
<td>FMP 394: Non-Linear Editing for Film and Media</td>
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<tr>
<td>GIT 135: Graphic Communications</td>
<td>3</td>
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<tr>
<td>GIT 215: Introduction to Web Authoring</td>
<td>3</td>
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<tr>
<td>GIT 230: Digital Illustration in Publishing</td>
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### Digital Media Course List

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### Upper Division Digital Media OR Upper Division Digital Culture Studies

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### Upper Division Interdisciplinary Arts and Performance Concentration

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### Upper Division Elective

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<td>AME 486: Digital Culture Capstone II</td>
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### Term 8 108 - 120 Credit Hours

**Necessary course signified by ⭐**

- Upper Division Digital Media OR Upper Division Digital Culture Studies
- Upper Division Interdisciplinary Arts and Performance Concentration
- Upper Division Elective

**Term hours subtotal:** 12
### 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 Art Practice
- 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
Notes:

- First-Year Composition: All students are placed in ENG 101 unless submission of SAT, ACT, Accuplacer, IELTS, or TOEFL score, or college-level transfer credit or test credit equivalent to ASU's first-year composition course(s), determine otherwise. Students on Polytechnic, Downtown Phoenix and West Campuses are encouraged to complete the Directed Self-Placement survey to choose the first-year composition option they believe best suits their needs. Visit: https://cisa.asu.edu/DSP
- Mathematics Placement Assessment score determines placement in first mathematics course.

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)

Total Hours: 120
Upper Division Hours: 45 minimum
Major GPA: 3.00 minimum
Cumulative GPA: 2.00 minimum
Total hrs at ASU: 30 minimum
Hrs Resident Credit for Academic Recognition: 56 minimum
Total Community College Hrs: 64 maximum

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 2021 - 2022 academic year.