## 2019 - 2020 Major Map
### Digital Culture, BA

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

### Term 1 - 16 Credit Hours

<table>
<thead>
<tr>
<th>Course</th>
<th>Hours</th>
<th>Minimum Grade</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>AME 111: Introduction to Digital Culture (CS)</td>
<td>3</td>
<td>C</td>
<td></td>
</tr>
<tr>
<td>AME 101: ASU Digital Culture Experience</td>
<td>1</td>
<td>C</td>
<td></td>
</tr>
<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>
</tbody>
</table>

**Complete 2 courses:**

- ENG 101 or ENG 102: First-Year Composition OR ENG 105: Advanced First-Year Composition OR ENG 107 or ENG 108: First-Year Composition

- MAT 210: Brief Calculus (MA)

- Maintain 3.00 GPA in Digital Culture coursework.

- Minimum 2.50 GPA ASU Cumulative.

**Term hours subtotal:** 16

### Term 2 - 16 - 31 Credit Hours

<table>
<thead>
<tr>
<th>Course</th>
<th>Hours</th>
<th>Minimum Grade</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<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>3</td>
<td>C</td>
<td></td>
</tr>
<tr>
<td>Lower Division Digital Culture Flexible Elective</td>
<td>3</td>
<td>C</td>
<td></td>
</tr>
<tr>
<td>Social-Behavioral Sciences (SB) AND Cultural Diversity in the U.S. (C)</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Elective</td>
<td>3</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- Complete ENG 101 OR ENG 105 OR ENG 107 course(s).

- **Milestone:** GPA First-Year Review

**Term hours subtotal:** 15

### Term 3 - 31 - 47 Credit Hours

<table>
<thead>
<tr>
<th>Course</th>
<th>Hours</th>
<th>Minimum Grade</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Digital Media - Media Arts &amp; Design Course OR Digital Culture Studies Course</td>
<td>3</td>
<td>C</td>
<td></td>
</tr>
<tr>
<td>Lower Division Digital Culture Studies Course</td>
<td>3</td>
<td>C</td>
<td></td>
</tr>
<tr>
<td>Humanities, Arts and Design (HU) AND Global Awareness (G)</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Natural Science - Quantitative (SQ) (PHY 101 recommended)</td>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Social-Behavioral Sciences (SB)</td>
<td>3</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- Complete Mathematics (MA) requirement.

- Complete First-Year Composition requirement.

- Complete MAT 210 course(s).

**Term hours subtotal:**

- 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 signed by †**

<table>
<thead>
<tr>
<th>Hours</th>
<th>Minimum Grade</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>C</td>
<td></td>
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</tbody>
</table>

**Complete 2 courses:**

- † Digital Media - Media Arts & Design Course OR Digital Culture Studies Course
- Lower Division History/Theory Course
- Humanities, Arts and Design (HU) AND Historical Awareness (H)
- Elective

**Term hours subtotal:** 16

### Term 5 62 - 78 Credit Hours

**Necessary course signed by ⭐**

<table>
<thead>
<tr>
<th>Hours</th>
<th>Minimum Grade</th>
<th>Notes</th>
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</thead>
<tbody>
<tr>
<td>3</td>
<td>C</td>
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</tbody>
</table>

**Complete 2 courses:**

- ⭐ Upper Division Digital Culture Studies Course
- Upper Division Digital Media - Media Arts & Design Course OR Upper Division Digital Culture Studies Course
- Upper Division History/Theory Course
- Natural Science - Quantitative (SQ) OR Natural Science - General (SG)

**Term hours subtotal:** 15

### Term 6 78 - 93 Credit Hours

**Necessary course signed by ⭐**

<table>
<thead>
<tr>
<th>Hours</th>
<th>Minimum Grade</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>C</td>
<td></td>
</tr>
</tbody>
</table>

**Complete 2 courses:**

- ⭐ Upper Division Digital Culture Studies Course OR Upper Division Related Digital Culture Course
- Upper Division Digital Media - Media Arts & Design Course OR Upper Division Digital Culture Studies Course
- Upper Division Literacy and Critical Inquiry (L)
- Upper Division History/Theory Course
- Natural Science - Quantitative (SQ) OR Natural Science - General (SG)

**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 signed by ⭐**

<table>
<thead>
<tr>
<th>Hours</th>
<th>Minimum Grade</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>C</td>
<td></td>
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</tbody>
</table>

**Complete 2 courses:**

- ⭐ AME 485: Digital Culture Capstone I
- Upper Division Digital Media - Media Arts & Design Course OR Upper Division Digital Culture Studies Course
- Digital Media - Media Engineering Course
- Elective OR AME 484: Internship
- Elective

**Term hours subtotal:** 16

### Term 8 108 - 120 Credit Hours

**Necessary course signed by ⭐**

<table>
<thead>
<tr>
<th>Hours</th>
<th>Minimum Grade</th>
<th>Notes</th>
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</thead>
<tbody>
<tr>
<td>3</td>
<td>C</td>
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</tbody>
</table>

**Complete 2 courses:**

- ⭐ AME 486: Digital Culture Capstone II
- Upper Division Digital Media - Media Arts & Design Course OR Upper Division Digital Culture Studies Course
- Upper Division Humanities, Arts and Design (HU) OR Upper Division Social-Behavioral Sciences (SB)

**Term hours subtotal:** 15

### Notes

- • Build a digital portfolio.
- • Related Digital Culture courses are selective electives that allow students to take courses in an area of interest that connects to their study of Digital Culture and personal career interests.
- • Explore an internship. Any internship approved for AME 484 Internship credit will automatically fulfill AME 486 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.
<table>
<thead>
<tr>
<th>Digital Culture Flexible Elective</th>
<th>Digital Culture Studies Course List</th>
<th>Digital Media - Media Arts &amp; Design Course</th>
</tr>
</thead>
<tbody>
<tr>
<td>AME 210: Media Editing</td>
<td>AME 210: Media Editing</td>
<td>ART 116: Introduction to Digital Media</td>
</tr>
<tr>
<td>AME 244: Introduction to Interactive Environments</td>
<td>AME 244: Introduction to Interactive Environments</td>
<td>ART 217: Introduction to Computer Animation</td>
</tr>
<tr>
<td>AME 294: Design Politics</td>
<td>AME 294: Circuit Bending</td>
<td>ART 218: 3D Tools</td>
</tr>
<tr>
<td>AME 294: HybridAction:PhysicalIntelligenceinDigitalCulture</td>
<td>AME 294: Design Politics</td>
<td>ART 346: 3-D Computer Imaging and Animation (CS)</td>
</tr>
<tr>
<td>AME 294: Introduction to Physical Computing</td>
<td>AME 294: Introduction to Physical Computing</td>
<td>ART 348: Animation Motion Studies</td>
</tr>
</tbody>
</table>

**Term hours subtotal:** 12

*Hide Course List(s)/Track Group(s)*
<table>
<thead>
<tr>
<th>Digital Media - Media Engineering Course List</th>
<th>Related Digital Culture Course List</th>
<th>History/Theory Course List</th>
</tr>
</thead>
<tbody>
<tr>
<td>AME 410: Interactive Materials</td>
<td>ALA OR AME OR ART OR CPI OR CSE</td>
<td>ALA 100: Introduction to Environmental Design (HU &amp; H &amp; G)</td>
</tr>
<tr>
<td>AME 430: Mac Development for Media Arts</td>
<td>OR EDS OR ENG OR ENT OR FIS OR FMP</td>
<td>ALA 102: Landscapes and Sustainability (HU &amp; G)</td>
</tr>
<tr>
<td>AME 435: Mobile Development</td>
<td>OR FMS OR FSH OR GIT OR GRA OR</td>
<td>APH 300: World Architecture I/Western Cultures (HU &amp; H &amp; G)</td>
</tr>
<tr>
<td>AME 470: Programming for Social and Interactive Media</td>
<td>HDA OR HSE OR IAP OR IND OR INT OR</td>
<td>APH 313: History of Architecture I ((L or HU) &amp; G &amp; H)</td>
</tr>
<tr>
<td></td>
<td>MCO OR MDC OR MTC OR MUP OR MUS</td>
<td>APH 314: History of Architecture II ((L or HU) &amp; G &amp; H)</td>
</tr>
<tr>
<td></td>
<td>OR STS OR TEM OR THE OR THF OR THP</td>
<td>ARA 202: Understanding Photographs</td>
</tr>
<tr>
<td></td>
<td>OR TWC Elective</td>
<td>ARS 102: Art from Renaissance to Modernism (HU &amp; H)</td>
</tr>
<tr>
<td>EEE 307: Signal Processing for Digital Culture</td>
<td></td>
<td>ARS 345: Art and Television</td>
</tr>
</tbody>
</table>

**Related Digital Culture 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

**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

**History/Theory Course List**

- ALA 100: Introduction to Environmental Design (HU & H & G)
- ALA 102: Landscapes and Sustainability (HU & G)
- APH 300: World Architecture I/Western Cultures (HU & H & G)
- APH 313: History of Architecture I ((L or HU) & G & H)
- APH 314: History of Architecture II ((L or HU) & G & H)
- ARA 202: Understanding Photographs
- ARS 102: Art from Renaissance to Modernism (HU & H)
- ARS 345: Art and Television
- ARS 394: Anime
- ARS 438: Art of the 20th Century I (HU & H)
- ARS 439: Art of the 20th Century II (HU & H)
- DCE 300: Moving Histories (HU)
- DSC 101: Design Awareness (HU & G)
- FMP 294: History of Film & Television Production
- FMP 403: Independent Film (HU)
- FMP 405: Film and Television: Pioneers, Practices and Innovations (HU)
- GRA 111: Graphic Design History I (HU)
- GRA 112: Graphic Design History II
- IAP 304: Traditions of the Avant-Garde and Experimental Art (L or HU)
- IAP 305: 20th and 21st Century Art, Performance, and Media (L or HU)
- IND 316: 20th-Century Design I (HU & H)
- IND 317: 20th-Century Design II (HU & H)
General Studies designations listed on the major map are current for the 2019 - 2020 academic year.

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.

Total Hours: 120
Upper Division Hours: 45 minimum
Major GPA: 2.00 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 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)