# 2019 - 2020 Major Map

**Digital Culture (Theatre), BA**

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

## Term 1 - 16 Credit Hours

<table>
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<tr>
<th>Course</th>
<th>Hours</th>
<th>Minimum Grade</th>
<th>Notes</th>
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</thead>
</table>
| AME 111: Introduction to Digital Culture (CS) | 3 | C | - An SAT, ACT, Accuplacer, IELTS or TOEFL score determines placement into first-year composition courses.  
- Mathematics Placement Assessment score determines placement in mathematics course.  
- ASU 101 or college specific equivalent First Year Seminar required of all freshman students. Digital Culture students complete AME 101 to fulfill this requirement.  
- Maintain 3.00 GPA in Digital Culture coursework. |
| AME 101: ASU Digital Culture Experience | 1 | C | |
| Complete 2 courses:  
AME 112: Computational Thinking for Digital Culture OR AME 130: Prototyping Dreams (L) OR AME 230: Programming for the Media Arts (CS) | 6 | C | |
| ENG 101 or ENG 102: First-Year Composition OR ENG 105: Advanced First-Year Composition OR ENG 107 or ENG 108: First-Year Composition | 3 | C | |
| MAT 210: Brief Calculus (MA) | 3 | C | |
| Minimum 2.50 GPA ASU Cumulative. | | | |

**Term hours subtotal:** 16

## Term 2 - 32 Credit Hours

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<th>Course</th>
<th>Hours</th>
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</table>
| AME 112: Computational Thinking for Digital Culture OR AME 130: Prototyping Dreams (L) OR AME 230: Programming for the Media Arts (CS) | 3 | C | - 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.  
- Students interested in costuming should take THP 214. All others should take THP 213.  
- Join a student club or professional organization. |
| ENG 101 or ENG 102: First-Year Composition OR ENG 105: Advanced First-Year Composition OR ENG 107 or ENG 108: First-Year Composition | 3 | C | |
| THP 213: Introduction to Technical Theatre OR THP 214: Introduction to Costuming | 4 | C | |
| Lower Division Digital Culture Flexible Elective | 3 | C | |
| Social-Behavioral Sciences (SB) AND Cultural Diversity in the U.S. (C) | 3 | C | |
| Complete ENG 101 OR ENG 105 OR ENG 107 course(s). | | | |
| Milestone: GPA First-Year Review | | | |

**Term hours subtotal:** 16

## Term 3 - 32 - 48 Credit Hours

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<th>Course</th>
<th>Hours</th>
<th>Minimum Grade</th>
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</table>
| THF 215: Design and Composition for Theatre and Film | 3 | C | - 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. |
| Digital Media - Media Arts & Design OR Digital Culture Studies | 3 | C | |
| Humanities, Arts and Design (HU) AND Global Awareness (G) | 3 | | |
| Natural Science - Quantitative (SQ) (PHY 101 recommended) | 4 | | |
| Social-Behavioral Sciences (SB) | 3 | | |
| Complete Mathematics (MA) requirement. | | | |
| Complete First-Year Composition requirement. | | | |
| Complete MAT 210 course. | | | |
## Term 4 - 63 Credit Hours

**Critical course signified by ✓**

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<tr>
<th>Hours</th>
<th>Minimum Grade</th>
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<td>3</td>
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</table>

- Digital Media - Media Arts & Design OR Digital Culture Studies
- History/Theory Course
- Humanities, Arts and Design (HU) AND Historical Awareness (H)
- Natural Science - Quantitative (SQ) OR Natural Science - General (SG)
- Elective

Term hours subtotal: 16

## Term 5 - 63 - 78 Credit Hours

**Necessary course signified by ★**

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<th>Hours</th>
<th>Minimum Grade</th>
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</table>

- Upper Division Digital Culture Studies
- Upper Division Digital Culture Studies OR Related Digital Culture Course
- Upper Division Digital Media - Media Arts & Design OR Upper Division Digital Culture Studies
- Upper Division History/Theory Course
- Upper Division Theatre Design Course I
- Elective OR AME 484: Internship

Term hours subtotal: 15

### 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.

- Build a digital portfolio.

## Term 6 - 78 - 93 Credit Hours

**Necessary course signified by ★**

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</table>

- Upper Division Digital Culture Studies
- Upper Division Digital Media - Media Arts & Design OR Upper Division Digital Culture Studies
- Upper Division History/Theory Course
- Upper Division Theatre Design Course II
- Upper Division Literacy and Critical Inquiry (L)
- Complete Cultural Diversity in the U.S. (C) AND Global Awareness (G) AND Historical Awareness (H) course(s).

Term hours subtotal: 15

### Students may take THP 301 with department consent, however it will need to be taken 3 times to fulfill a Theatre Design Course II requirement.

- Explore an internship.

## Term 7 - 93 - 108 Credit Hours

**Necessary course signified by ★**

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<th>Hours</th>
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- AME 485: Digital Culture Capstone I
- Upper Division Digital Culture Studies
- Upper Division Related Digital Culture Course OR Upper Division Digital Media - Media Arts & Design
- Upper Division Theatre Design Course I
- Upper Division Humanities, Arts and Design (HU) OR Upper Division Social-Behavioral Sciences (SB)

Term hours subtotal: 15

### 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.

## Term 8 - 108 - 120 Credit Hours

**Necessary course signified by ★**

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- AME 486: Digital Culture Capstone II
- Upper Division Digital Culture Studies
- Upper Division Digital Media - Media Engineering

Term hours subtotal: 15

### Students may take THP 301 with department consent, however it will need to be taken 3 times to fulfill a Theatre Design Course II requirement.
### 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 Media
- 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 Art
- IAP 104: Foundations I: Fundamentals of Sound Art
<table>
<thead>
<tr>
<th>Digital Media - Media Engineering Course List</th>
<th>Related Digital Culture Course List</th>
<th>History/Theory Course List</th>
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<tbody>
<tr>
<td>AME 410: Interactive Materials</td>
<td>ALA OR AME OR ART OR CPI OR CSE OR EDS OR ENG OR ENT OR FIS OR FMP OR FMS OR FSH OR GIT OR GRA OR HDA OR HSE OR IAP OR IND OR INT OR MCO OR MDC OR MTC OR MUP OR MUS OR STS OR TEM OR THE OR THF OR THP OR TWC Elective</td>
<td>ALA 100: Introduction to Environmental Design (HU &amp; H &amp; G)</td>
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<td>AME 430: Mac Development for Media Arts</td>
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<td>ALA 102: Landscapes and Sustainability (HU &amp; G)</td>
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<td>AME 435: Mobile Development</td>
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<td>APH 300: World Architecture I/Western Cultures (HU &amp; H &amp; G)</td>
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<td>AME 470: Programming for Social and Interactive Media</td>
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<td>APH 313: History of Architecture I ((L or HU) &amp; G &amp; H)</td>
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<td>EEE 307: Signal Processing for Digital Culture</td>
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<td>APH 314: History of Architecture II ((L or HU) &amp; G &amp; H)</td>
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<td>ARA 202: Understanding Photographs</td>
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<td>ARS 102: Art from Renaissance to Modernism (HU &amp; H)</td>
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<td>ARS 345: Art and Television</td>
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<td>ARS 394: Anime</td>
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<td>ARS 438: Art of the 20th Century I (HU &amp; H)</td>
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<td>ARS 439: Art of the 20th Century II (HU &amp; H)</td>
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<td>DCE 300: Moving Histories (HU)</td>
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<td>DSC 101: Design Awareness (HU &amp; G)</td>
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<td>FMP 294: History of Film &amp; Television Production</td>
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<td>FMP 403: Independent Film (HU)</td>
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<td>FMP 405: Film and Television: Pioneers, Practices and Innovations (HU)</td>
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<td>GRA 111: Graphic Design History I (HU)</td>
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<td>GRA 112: Graphic Design History II</td>
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<td>IAP 304: Traditions of the Avant-Garde and Experimental Art (L or HU)</td>
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<td>IAP 305: 20th and 21st Century Art, Performance, and Media (L or HU)</td>
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<td>IND 316: 20th-Century Design I (HU &amp; H)</td>
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General University Requirements Legend

General Studies Core Requirements:

- Literacy and Critical Inquiry (L)
- Mathematical Studies (MA)
- Computer/Statistics/Quantitative Applications (CS)

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

- Humanities, Arts and Design (HU)
- Social-Behavioral Sciences (SB)
- Natural Science - Quantitative (SQ)
- Natural Science - General (SG)

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.