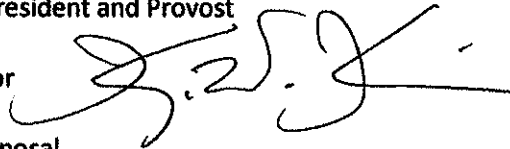


Memorandum

Date: April 28, 2011

To: Elizabeth D. Capaldi, Executive Vice President and Provost

From: Kwang-Wu Kim, Dean and Director



Re: Bachelor of Arts in Digital Culture Proposal

I have reviewed the attached proposal requesting the establishment of the Bachelor of Arts in Digital Culture in the School of Arts, Media and Engineering in the Herberger Institute for Design and the Arts, which will replace the current focus area in digital culture that we offer in our cross-institute bachelor's degrees. This interdisciplinary degree will allow students in the arts, design, engineering, science and humanities to explore systems and processes that integrate digital technology with the human experience.

The Herberger Institute undergraduate curriculum committee reviewed the proposal and it has their unanimous support. My signature above indicates my support and approval for the establishment of the Bachelor of Arts in Digital Culture.

Included in this proposal are the following documents:

1. Letter of support from Thanassis Rikakis, director of the School of Arts, Media and Engineering
2. Proposal to establish a new undergraduate degree program
3. Appendices 1-8: Curriculum plans and major maps for the 8 secondary areas
 - Appendix 1: Design: principles of space and product design
 - Appendix 2: Music: principles of music composition and theory
 - Appendix 3: Art: principles of visual composition and theory
 - Appendix 4: Theatre: principles of design and production
 - Appendix 5: Film: principles of filmmaking practices
 - Appendix 6: Fulton Schools of Engineering: principles and methodology of media processing
 - Appendix 7: College of Technology and Innovation: principles and methodology of technology entrepreneurship, with a focus on new media entrepreneurship
 - Appendix 8: New College: Humanities, Arts and Cultural Studies: principles and methodology of Interdisciplinary Arts Performance
4. Appendices 9-11: Letters of Support from Fulton Schools of Engineering, College of Technology and Innovation and New College of Interdisciplinary Arts and Sciences



ARIZONA STATE UNIVERSITY

PROPOSAL TO ESTABLISH A NEW UNDERGRADUATE DEGREE

This template is to be used only by programs that have received specific written approval from the Provost's office to proceed with internal proposal development and review. A separate proposal must be submitted for each individual new degree program.

DEGREE PROGRAM INFORMATION

College/School(s) offering this degree: Herberger Institute for Design and the Arts

Unit(s) within college/school responsible for program: School of Arts, Media and Engineering

If this is for an official joint degree program, list all units and colleges/schools that will be involved in offering the degree program and providing the necessary resources: offered in collaboration with all Herberger Institute for Design and the Arts units and units from the Ira A. Fulton Schools of Engineering, College of Technology and Innovation, New College of Interdisciplinary Arts and Sciences – Division of Humanities, Arts and Cultural Studies, and College of Liberal Arts and Sciences.

Proposed Degree Name: Bachelor of Arts in Digital Culture

Undergraduate Degree Type: Bachelor of Arts

If Degree Type is Other, provide proposed degree type:

and proposed abbreviation:

Proposed title of major: Digital Culture

Is a program fee required? Yes [] No [x]

Is the unit willing and able to implement the program if the fee is denied? Yes [x] No []

Requested effective term: Spring and year: 2011

(The first semester and year for which students may begin applying to the program.)

PROPOSAL CONTACT INFORMATION

(Person to contact regarding this proposal)

Name: Heather Landes

Title: Associate Dean

Phone: 480.965.4204

email: heather.landes@asu.edu

DEAN APPROVAL

This proposal has been approved by all necessary unit and College/School levels of review, and the College/School(s) has the resources to offer this degree program. I recommend implementation of the proposed degree program. (Note: An electronic signature, an email from the dean or dean's designee, or a PDF of the signed signature page is acceptable.)

College Dean name:

College Dean signature _____ Date: _____

College Dean name: (if more than one college involved)

College Dean signature _____ Date: _____



**ARIZONA STATE UNIVERSITY
PROPOSAL TO ESTABLISH A NEW UNDERGRADUATE DEGREE**

This proposal template should be completed in full and submitted to the University Provost's Academic Council [[mailto: curriculumplanning@asu.edu](mailto:curriculumplanning@asu.edu)]. It must undergo all internal university review and approval steps including those at the unit, college, and university levels. A program **may not** be implemented until the Provost's Office notifies the academic unit that the program may be offered.

DEGREE PROGRAM INFORMATION

Undergraduate: Bachelor of Arts

**If Degree Type is Other, provide proposed degree type:
and proposed abbreviation:**

Proposed title of major: Digital Culture

1. PURPOSE AND NATURE OF PROGRAM

- A. Brief program description** (This is a catalog type description. Include the distinctive features of the program that make it unique. Do not include program or admission requirements.)

The Bachelor of Arts in Digital Culture is a broad-based liberal arts degree program designed for students who are interested in new media-based cultural practice. The Digital Culture initiative is recognizing the transformative role of digital technology in cultural practice and our day-to-day lives overall. The degree emphasizes the strongest emerging trend in cultural media: systems and processes that integrate digital technology with the everyday physical human experience. We call these systems New Media. Through a collaboration with more than 15 partnering ASU units, the Herberger Institute for Design and the Arts has created a dynamic, cross-campus, student-customizable curricula that not only prepares students with tangible skills in new media, but also with skills to continuously adapt and maintain a leadership role in cultural practice over the next 40 years.

The curriculum uses an innovative proficiency-based network to connect courses across academic disciplines, instead of traditional methods such as course prerequisites. Each course provides certain proficiencies. Students accumulate these proficiencies, which then unlock access to higher-level courses that in turn provide further proficiencies. This allows each student to choose a course path tailored to their interests and strengths. Students can combine integrative knowledge in new media with deeper understanding of components based on their interest (sound, visuals, movement, communication, social media networks, media processing, system design, etc.). The program has a designated advisor and an online course planner to assist students in arranging their digital culture educational experience.

Students develop their skills in a newly designed "hyper-collaborative environment," created to facilitate both structured and unstructured teaching, learning and research activities. The space is completely reconfigurable for use in interdisciplinary team settings, including formal and informal collaborations, as well as a venue for guest speakers, performances and events. Much of the computing infrastructure for teaching and creating is portable (laptops, low cost sensor systems, musical interfaces, light weight projectors). All this equipment is available to sign out for class and project use by faculty and students. Included in the space are a high-end workstation computer lab and two digital fabrication labs equipped with the latest media software and fabrication hardware. In this space the students become comfortable with the concepts of modular development (developing individual components and then combining them to create a complex system), collaborative project building and non-proprietary/shared creative space (as opposed to the traditional proprietary studio model).

Cultural practice in general, and creative practice in specific, have been instrumental components of the development of healthy sustainable societies. Much of cultural practice is now mediated through digital technology. We believe it is imperative to train the next generation of creative practitioners, scholars and educators to engage new media in a thoughtful manner, connect new technologies to established knowledge and expertise on creative practice and develop new paradigms for advancing humanist societies.

2. STUDENT LEARNING OUTCOMES AND ASSESMENT

- A. **List the knowledge, competencies, and skills** students should have when they graduate from the proposed degree program. (You can find examples of program Learning Outcomes at <http://www.asu.edu/oue/assessment.html>)

All BA in Digital Culture students will:

- Develop strong creative problem solving skills – especially for problems that involve diverse types of knowledge
- Develop strong collaboration skills including the ability to develop and implement projects with medium size teams (5-15 people)
- Develop strong social skills including the ability to work in the context of social networks
- Develop strong communication skills through active research as well as physical and digital communication
- Develop cognitive skills including critical thinking, creative thinking, innovative problem solving, decision making, and synthesis of disparate ideas and forms
- Understand and be able to apply theoretical and historical knowledge from the arts and design to technology development and dissemination
- Understand and be able to translate knowledge from science and engineering into formal and compositional principles for the arts and design
- Develop a hands-on understanding of the relation of technology to culture and society
- Cultivate aesthetics as a key principle of effective cultural paradigms (theories and applications)
- Acquire an understanding of self, one's culture and history, and one's environment through hands-on explorations of applications of new media systems in everyday life
- Acquire facility with key digital technology principles for producing, communicating, presenting, and for use in teaching and healthcare, and for studying cultural processes and products
- Embody a model of professionalism and an ability to evaluate and promote one's own career development and that of others
- Practice ethical decision making

Digital Culture Core Specific Outcomes:

Students gain knowledge of all the key proficiencies for developing new media systems with cultural applications and related processes and experiences. An interdisciplinary team of 10 faculty from the different partner units in digital culture (spanning arts, design, science, engineering and humanities) has identified a set of 27 proficiencies that form the base of new media research and development. Different networks of these proficiencies support different types of new media outcomes. All students develop a basic knowledge of most of the 27 proficiencies and a more advanced knowledge of a subset of those proficiencies. The specialization subset for each student is determined by his or her area of interest.

Although students have different distributions of gained proficiencies, all digital culture students develop working knowledge of the following:

- compositional, analytic and performance skills in media arts and design

- key proficiencies in this area include: visualization and sonification, editing and processing, embodiment and kinesthetics, improvisation and iterative design, form and composition, narrative construction
- computational and engineering principles of new media and their relationship to media arts and design elements of new media
 - key proficiencies in this area include: sensors and signals, modeling and inference, routine activity and decision making, computational media analysis, computational tools, algebra and calculus, digital archiving and publishing
- scientific and humanities principles of new media and their relationship to arts, design and engineering principles
 - key proficiencies in this area include: perception and cognition, social mechanisms and understanding, research methodology and writing
- knowledge of the history of and current trends in digital media and new media
 - key proficiencies in this area include: history and theory
- process and principles for integrating arts, design, engineering and science knowledge for the development of new media systems and experiences
 - key proficiencies in this area include: collaborative principles, project production and management, system design and development

Concentration Specific Outcomes:

Each student combines their broad knowledge of new media principles with knowledge of the basic principles of one of the contributing areas of digital culture.

Concentrations in the arts and design include 18 credits (6 courses) within a secondary discipline. These concentrations focus on foundational principles and are complemented by the many media arts and design courses offered inside the digital culture core curriculum. Concentrations from units outside of the Herberger Institute for Design and the Arts (the Ira A. Fulton Schools of Engineering, College of Technology and Innovation, New College – Division of Humanities, Arts and Cultural Studies, and College of Liberal Arts and Sciences) include 30 credits (10 courses) within a secondary discipline. We give below the focal outcomes of each concentration.

In the Herberger Institute for Design and the Arts:

Art: basic principles of visual composition and theory

Design: principles of space and product design

Music: basic principles of music composition and theory

Theatre and Film:

Basic principles of performance production OR

Basic principles of filmmaking

Herberger Institute for Design and the Arts:

Arts and Design studies

Units outside the Herberger Institute for Design and the Arts:

Ira A. Fulton Schools of Engineering: principles and methodology of media processing

College of Technology and Innovation: principles and methodology of technology

entrepreneurship, with a focus on new media entrepreneurship

New College – Division of Humanities, Arts and Cultural Studies: principles and methodology of Interdisciplinary Arts Performance

Concentrations equip each student with a subarea of specialization. Thus, when students come together to form teams to develop new media experiences and systems they combine their special interests and backgrounds to form rich and diverse teams that can develop well-rounded digital culture outcomes. The ability to combine digital culture experts with different areas of specialization is a skill that is highly demanded by industry and new media academia.

- B. Describe the plan and methods to assess** whether students have achieved the knowledge, competencies and skills identified in the Learning Outcomes. (You can find examples of assessment methods at (<http://www.asu.edu/oue/assessment.html>))

Each course assesses students through written exams and hands-on projects both on the central topics of the course (i.e. animation) but also on the proficiencies the course is providing. Thus, each course certifies that the student has achieved the proficiencies that unlock access to higher-level, related courses. Instructors of courses also provide feedback on the mastery of the required proficiencies by each incoming student so that we have a record of how well lower-level courses have covered proficiencies.

All students in the BA in Digital Culture degree program are required to complete a one year (two semesters) collaborative capstone experience in one of the four main application areas of digital culture: quality of living, learning, creative practice, or communications. Each capstone has five different sub-networks of six 300-level proficiencies that unlock access to that capstone. The student needs to show mastery of those proficiencies through the 300-level courses providing those proficiencies in order to enroll in the desired capstone. The curriculum path the student chooses to take determines the focus area of the capstone. The choice of the capstone comes to light gradually while the student is building his or her path of courses using the online course planner. The final decision on the capstone experience and the student's specific assignment and project within the capstone area is made in consultation with the capstone area faculty advisor.

Each capstone experience results in a functioning system or produced experience developed by a team and a theoretical paper authored by each student of the team discussing the student's specific contribution to the team project. Each capstone area also has 5 outgoing proficiencies. The faculty lead of the project uses the final project and the paper to grade the student for the capstone course and rate the ability of each student in the 5 outgoing proficiencies. Many capstones projects also have external advisors and mentors (from industry or community) helping to better connect students to real world applications. All capstone projects must be collaborative. The main pool of collaborators is the students in each of the capstone application areas. Each capstone project must have a real world partnership (community or industry partner or mentor or presenting/developing institution or facility).

Finally, we plan to track student placement and look to extract correlations between course paths and sub-networks of proficiencies and specific successful career paths, so that we can recommend successful paths to students and reassess those paths (and related courses and proficiencies) that are not supporting many successful careers for our graduates.

3. CURRICULUM OF THE PROPOSED PROGRAM

Total credit hours must be 120 to include: first year composition, general studies, core/required courses, program specific electives, and any additional requirements.

- A. Major Map.** Please prepare and attach a Major Map. If there are concentrations in this degree program, prepare a separate Major Map for each one. (Examples of Major Maps can be found at <http://provost.asu.edu/curriculum>)

See appendices 1 – 9.

- B. Total credit hours required for this program:** 120 hours

There are 6 Herberger Institute for Design and the Arts based options of concentrations. Each of these concentrations includes 18 credits (6 courses) of coursework in a concentration along with 55 hours of digital culture core credits (31 Digital Culture Studies, 12 Digital Media, 6 Digital Culture related courses, 6 Capstone), 6 hours of theoretical/historical credits, and 41 hours of general studies credits to build the degree.

The three non-Herberger Institute for Design and the Arts concentrations include 30 credits of secondary specialization (10 courses), 43 hours of digital culture credits (22 Digital Culture

Studies, 9 Digital Media, 6 Digital Culture Related courses, 6 Capstone), 6 hours of historical and theoretical credits, and 41 hours of general studies credits.

C. Core/Required Courses.

We attached 9 appendix documents each laying out the degree required courses for each of the 9 possible degree paths (determined by concentration).

- Appendix 1: Design: principles of space and product design
- Appendix 2: Music: basic principles of music composition and theory
- Appendix 3: Art: basic principles of visual composition and theory
- Appendix 4: Theatre: basic principles of design and production
- Appendix 5: Film: basic principles of filmmaking practices
- Appendix 6: Ira A. Fulton Schools of Engineering: principles and methodology of media processing
- Appendix 7: College of Technology and Innovation: principles and methodology of technology entrepreneurship, with a focus on new media entrepreneurship
- Appendix 8: New College: Division of Humanities, Arts and Cultural Studies: principles and methodology of Interdisciplinary Arts Performance
- Appendix 9: Herberger Institute for Design and the Arts: arts and design studies

Course Substitutions

Students can petition to substitute three hours per degree category (digital culture core, history and theory, concentration) for up to a maximum of 9 replacement hours. Replacement hours must be related to digital culture work and may be achieved through courses offered by any unit at ASU or approved transfer credits from another institution.

Entrepreneurship Certificate

Students in the Digital Culture degree wishing to pursue an entrepreneurship certificate may complete the following substitutions:

- replace one course in the history and theoretical studies section with WPC 294: My Life Venture
- replace one course in the digital culture section with WPC: 394 Creativity and Innovation
- replace one course in the concentration with: MGT 394: Introduction to Entrepreneurship and Value Creation

The above 9 replacement hours count towards the maximum 9 replacement hours. The digital culture capstone can be used for the entrepreneurship capstone provided students indicate what additional work they plan to complete for the entrepreneurship capstone requirements.

D. Program Specific Electives.

- Total required program elective credit hours:

Within each degree category and within each sub-category in the digital culture core there are a rich number of choices for students to elect courses that fit their interests. Since students select the specific courses within each required category this degree does not have traditional required courses (only required hours per category), nor traditional electives (in some sense all courses are electives). Furthermore, the students have 9 substitution hours to use for electives of their choice.

- List the name, prefix, and credit hours for any program specific electives for this program:
NA

E. Additional Program Requirements, if any. List and describe any capstone experiences, milestone, and/or additional requirements for this degree program:

Entry Requirements:

Freshmen admission requirements: 1100 SAT Reasoning OR 24 ACT score, OR graduated in the top fifteen percent of high school class. Applicant also must complete and submit an online program questionnaire.

Transfer admission requirements: 2.5 transfer GPA. Applicant must also complete and submit an online program questionnaire.

International student requirements: International students may have an additional English-language proficiency criterion. Foreign nationals must meet the same admission requirements shown above with the possible additional requirement of a minimum TOEFL score. If the university requires a TOEFL score from the applicant, (see <http://global.asu.edu/future/undergrad>) then admission to digital culture requires a minimum TOEFL score of 550 (paper-based), 213 (computer-based), 79 on iBT (Internet-based) or a minimum IELTS score of 6.5.

Capstone: All students in the BA in Digital Culture degree program are required to complete a one year (two semesters) collaborative capstone experience in one of the four main application areas of digital culture: quality of living, learning, creative practice, or communications. Each capstone has five different sub-networks of six 300-level proficiencies that unlock access to that capstone. The student needs to show mastery of those proficiencies through the 300-level courses providing those proficiencies in order to enroll in the desired capstone. The curriculum path the student chooses to take determines the focus area of the capstone. The choice of the capstone comes to light gradually while the student is building his or her path of courses using the online course planner. The final decision on the capstone experience and the student's specific assignment and project within the capstone area is made in consultation with the capstone area faculty advisor.

Each capstone experience results in a functioning system or produced experience developed by a team and a theoretical paper authored by each student of the team discussing the student's specific contribution to the team project. Each capstone area also has 5 outgoing proficiencies. The faculty lead of the project uses the final project and the paper to grade the student for the capstone course and rate the ability of each student in the 5 outgoing proficiencies. Many capstones projects also have external advisors and mentors (from industry or community) helping to better connect students to real world applications. All capstone projects must be collaborative. The main pool of collaborators is the students in each of the capstone application areas. Each capstone project must have a real world partnership (community or industry partner or mentor or presenting/developing institution or facility).

Milestones: At the end of the first year, students must have a minimum 3.0 cumulative GPA in Digital Culture coursework and a minimum 2.50 ASU cumulative GPA in order to continue on to their sophomore year in the Digital Culture degree. Students must complete MAT 210 with a C or better by their third term.

Upon completion of the Digital Culture program, students must have a minimum 3.0 cumulative GPA in Digital Culture coursework and a minimum 2.50 ASU cumulative GPA in order to earn the degree.

A student must have a minimum GPA of 2.50 to be eligible to transfer into the major from another major at ASU.

F. Are any concentrations to be established under this degree program? Yes No

• If “Yes”, please check one:

- Students must select a concentration as part of this degree program
- Concentrations are optional

• List courses & additional requirements for the proposed concentration (s):

Concentration Name	Total credit hours	Core/Required Courses for Concentration (include course name and prefix)	Total Core credit hours	Program Specific Electives (include course name and prefix)	Total Elective credit hours	Additional Requirements (i.e. milestones, capstones)
Design	120	See Appendix 1	73	See Appendix 1	See Appendix 1	6 hour capstone
Music	120	See Appendix 2	73	See Appendix 2	See Appendix 2	6 hour capstone
Art	120	See Appendix 3	73	See Appendix 3	See Appendix 3	6 hour capstone
Theatre	120	See Appendix 4	73	See Appendix 4	See Appendix 4	6 hour capstone
Filmmaking	120	See Appendix 5	73	See Appendix 5	See Appendix 5	6 hour capstone
Media Processing	120	See Appendix 6	73	See Appendix 6	See Appendix 6	6 hour capstone
Technology Entrepreneurship	120	See Appendix 7	73	See Appendix 7	See Appendix 7	6 hour capstone
Interdisciplinary Arts Performance	120	See Appendix 8	73	See Appendix 8	See Appendix 8	6 hour capstone
Arts and Design Studies	120	See Appendix 9	73	See Appendix 9	See Appendix 9	6 hour capstone

(Please expand table as needed. Right click in white space of last cell. Select “Insert Rows Below”)

4. NEW COURSE DEVELOPMENT

A. Will a new course prefix(es) be required for this degree program? Yes No

If yes, complete the Request for a New Prefix for each prefix and submit with this proposal:

http://provost.asu.edu/files/shared/curriculum/Prefix_Request.doc.

B. New Courses Required for Proposed Degree Program. List all new courses required for this program, including course prefix, number and course description.

We developed the courses for this degree for the Digital Culture focus areas in the BA in the Arts and BA in Design Studies degrees. These same courses are utilized for the BA in Digital Culture degree as well.

Courses also are planned as enrollment in the degree increases. The curricular plans indicate these planned courses.

5. PROGRAM NEED. Explain why the university needs to offer this program (include target audience and market).

The field of new media, and especially the subfields of new media dealing with culture, is growing rapidly. There is significant economic activity within new media and culture and significant impact on other areas (i.e., just about every company wants web 2.0 designers who also understand social media). The state of Arizona does not offer an interdisciplinary undergraduate degree in new media: a degree that combines arts, design, engineering, science and humanities expertise to prepare interdisciplinary experts in new media and culture. This means that new media industries do not consider expanding in Arizona because they do not foresee having the appropriately trained workforce from which to hire. It also means that, overall, companies and institutions in Arizona (non-new media entities) requiring new media services need to find these services outside the state. The lack of an interdisciplinary BA in Digital Culture also means that talented high school students wishing to attain such a degree leave the state. All these elements together hinder the development of a vibrant digital culture community in Arizona, make the state less attractive to younger generations considering relocation from another state and lower the ability of the state to develop a high-end technology and innovation driven economy. The proposed degree addresses many of these needs.

6. IMPACT ON OTHER PROGRAMS. List other academic units that might be impacted by the proposed program and describe the potential impact (e.g., how the implementation of this program might affect student headcount/enrollment, student recruitment, faculty participation, course content, etc. in other programs). Attach letters of collaboration/support from impacted programs.

All units at ASU that do related work (all Herberger Institute for Design and the Arts units, the School of Computing, Informatics, and Decision Systems Engineering and Electrical, Computing and Energy Engineering from the Ira A. Fulton Schools of Engineering, the College of Technology and Innovation and New College – Division of Humanities, Arts and Cultural Studies) have agreed to collaborate with this degree effort and create secondary complimentary areas in the degree. We also invited the School of Human Evolution and Social Change to create a concentration. Although they were interested they do not yet have enough courses to do so but may be able to do so in the future (see attached communication). This degree acts as the central hub of a network of units across ASU for training the next generation of digital culture experts. See appendices 10 – 12.

7. PROJECTED ENROLLMENT How many new students do you anticipate enrolling in this program each year for the next five years? Please utilize the following tabular format.

5-YEAR PROJECTED ANNUAL ENROLLMENT					
	1st Year 2011	2nd Year (Yr 1 continuing + new entering)	3rd Year (Yr 1 & 2 continuing + new entering)	4th Year (Yrs 1, 2, 3 continuing + new entering)	5th Year (Yrs 1, 2, 3, 4 continuing + new entering)
Number of Students Majoring (Headcount)	120*	150	200	250	250

*Includes students already enrolled in the digital culture focus area with the BA in the Arts or BA in Design Studies

8. ACCREDITATION OR LICENSING REQUIREMENTS (if applicable). Provide the names of the external agencies for accreditation, professional licensing, etc. that guide your curriculum for this program, if any. Describe any requirements for accreditation or licensing.

NA

9. FACULTY and STAFF

- a. **Current Faculty.** List the name, rank, highest degree, area of specialization/expertise and estimate of the level of involvement of all current faculty who will teach in the program.

Anderies, John – PhD

Associate Professor, School of Human Evolution and Social Change, College of Liberal Arts and Sciences

SHESC Themes: Global Dynamics and Regional Interactions, Societies and their Natural Environments

Field Specializations: Human Ecology, Human-Environment Interaction, Mathematical Bioeconomics, Modeling and Simulation

Regional Focus: International

Digital Culture Course(s):

- ASB 328 Rules, Games and Society

Birchfield, David – DMA

Associate Professor, School of Arts, Media and Engineering

Specialty: Music, Computation and Digital Media

Digital Culture Course(s):

- ANP/AME 394 How to Build a Digital-Physical System

Meyers, Jordan – BS

Faculty Associate, The Design School

Specialty: Industrial Design

Digital Culture Course(s):

- DSC 394 Digital Modeling

Campana, Ellen – PhD

Assistant Professor, School of Arts, Media and Engineering; Department of Psychology

Specialty: AME/Psychology, Psychology for Media Arts and Science

Digital Culture Course(s):

- PSY 324 Memory and Cognition

Coleman, Grisha – MFA

Assistant Professor, School of Arts, Media and Engineering, School of Dance

Specialty: AME/Dance, Movement, Computation and Digital Media

Digital Culture Course(s):

- DCE 294 Hybrid Action: Physical Intelligence in Digital Culture
- AME 394 Collaborative Projects in Digital Culture

Collins, Dan – PhD

Professor, School of Art

Specialty: 3D Modeling

Digital Culture Course(s):

- ART 294 3D Tools
- ART 494 Visual Prototyping

Fahlman, Betsy – PhD

Professor, School of Art

Specialty: Art History, American Art, Public Art, Internships, History of Photography, Women Artists

Digital Culture Course(s):

- ARS 250 History of Photography

Griffiths, Jason – MArch

Assistant Professor, The Design School

Specialty: Architecture, Landscape Architecture

Digital Culture Course(s):

- ANP/AME 394 How to Build a Digital-Physical System

Hackbarth, Glenn – MM, DMA

Professor, School of Art

Specialty: Music Theory and Composition: Composition

Digital Culture Course(s) planned as enrollment increases:

- Advanced Interactive Sound

Harp, Hilary – MFA

Assistant Professor, School of Art

Specialty: Sculpture

Digital Culture Course(s) and planned courses as enrollment increases:

- AME/ART 294 Intro to Interactive Environments
- Media Installations

Hayes, Elisabeth – EdD

Professor, Learning, Technology & Psychology in Education

Specialty – English

Digital Culture Course(s):

RDG 440 Computer Gaming, Learning, and Literacy **Heenan, Katherine – PhD**

Lecturer Sr., English Department

Specialty – English

Digital Culture Course(s) planned as enrollment increases:

- Writing in Cyberspace

Ingalls, Todd – MM

Associate Research Professor, School of Arts, Media and Engineering

Specialty: Interactive Arts/Motion Capture

Digital Culture Course(s):

- AME 194 Computational Thinking for Digital Culture and Media Arts
- AME 394 Compositional & Computational Principles for Media Arts

Janssen, Marco – PhD

Associate Professor, School of Human Evolution and Social Change

SHESC Themes: Global Dynamics and Regional Interactions, Societies and their Natural Environments

Field Specializations: Complex Adaptive Systems, Global Change, Human-Environment

Interaction, Institutional Analysis, Modeling and Simulation, Quantitative Methods

Regional Focus: International

Digital Culture Course(s):

- ASB 328 Rules, Games and Society
- ASB 430 Social Simulation

Jenik, Adriene – MFA

Professor and Director, School of Art

Specialty: telecommunications media art

Digital Culture Course(s) planned as enrollment increases:

- Digital Art and Culture

Kelliher, Aisling – PhD

Assistant Professor, School of Arts, Media and Engineering and The Design School

Specialty: Industrial Design, AME/Design, Media Communication Systems and Media Theory,

Master of Science in Design

Digital Culture Course(s) and planned courses as enrollment increases:

- AME 294 Media Editing
- Media Theory

Lasch, Christopher – MArch Faculty Associate, The Design School

Specialty: Digital Fabrication

Digital Culture Course(s) planned as enrollment increases:

- Digital Fabrication
- Designing Hybrid Spaces

Mesch, Claudia – PhD

Associate Professor, School of Art

Specialty: Industrial Design, AME/Design, Media Communication Systems and Media Theory,

Master of Science in Design

Digital Culture Course(s):

- ARS 394 History and Television
- ARS 438 Art of the 20th Century I
- ARS 460 Art Now

Newton, David – BS

Lecturer, The Design School

Specialty: explore the convergence of architecture, biology, and ecology

Digital Culture Course(s) and planned courses as enrollment increases:

- ANP 494 Digital Ecologies: Parametric Systems Design
- Design by Algorithm

Olson, Loren – BS

Assistant Clinical Professor, School of Arts, Media and Engineering

Digital Culture Course(s):

- AME 294 Programming for Media Arts
- AME 494 Animating Virtual Worlds

Pinholster, Jacob – MFA

Associate Professor and Associate Director, School of Theatre and Film

Specialty: mixed reality rehabilitation, interaction architecture, and media systems for education.

Digital Culture Course(s):

- FMP 294 Introduction to Animation
- FMP 394 Non-linear Editing for Film and Media

Qian, Gang – PhD

Assistant Professor, School of Arts, Media and Engineering, School of Electrical, Computer, and Energy Engineering

Specialty: AME/EE, Human Movement Analysis, Sensing, Computer Vision, Statistical Signal Processing

Digital Culture Course(s) planned as enrollment increases:

- Information Analysis and Search for Digital Culture

Rikakis, Thanassis – PhD

Professor and Director, School of Arts, Media and Engineering

Specialty: experiential media, mixed reality rehabilitation, interdisciplinary education, sound perception, and media arts systems for education

Digital Culture Course(s):

- AME 194 Introduction to Digital Culture

Schneider, Elizabeth – MFA

Associate Professor, School of Art

Specialty: Photography

Digital Culture Course(s):

- ART 294 The Still Image in Digital Culture

Spanias, Andreas – PhD

Professor, School of Electrical, Computer, and Energy Engineering

Specialty: Digital signal processing, multimedia signal processing, speech and audio coding, adaptive filters, real-time processing of sensor data, signal processing for the arts.

Digital Culture Course(s) planned as enrollment increases:

- Signal Analysis for Digital Culture

Stockrocki, Mary – EdD

Professor, School of Art

Digital Culture Course(s):

- ARE 494 Digital Ethnography in Virtual Worlds

Sundaram, Hari – PhD

Associate Professor, School of Arts, Media and Engineering and School of Computing, Informatics, and Decision Systems Engineering

Specialty: AME/CSE, Media Arts and Computing

Digital Culture Course(s) planned as enrollment increases:

- Data Structures, Analysis and Retrieval
- integrated System Development for Digital Culture

Tobias, Evan – PhD

Assistant Professor, School of Music

Specialty: Music Education

Digital Culture Course(s):

- MUE 294 Open Minds, Digital Ears
- MUE 394 Performing in Digital and Hybrid Music Groups

Tinapple, David – MFA

Assistant Professor, School of Arts, Media and Engineering

Specialty: Interactive Visual Media

Digital Culture Course(s) and planned courses as enrollment increases:

- AME/ART 294 Introduction to Interactive Environments
- AME 394 Collaborative Projects in Digital Culture
- Media Installations

Waggoner, Zachary – PhD

Lecturer, Department of English

Specialty: video game rhetoric, computers and writing, technological interfaces, and the rhetoric of gender in society.

Digital Culture Course(s):

- ENG 394 Videogame Theory

Wetmore, Jameson – PhD

Assistant Professor, School of Human Evolution and Social Change

SHESC Themes: Global Dynamics and Regional Interactions, Urban Societies

Field Specializations: Ethics and Technology, History and Sociology of Technology, Science and Technology Studies

Regional Focus: International

Digital Culture Course(s):

- ASB 344 Technology & Society

-
- b. **New Faculty.** Describe the new faculty hiring needed during the next three years to sustain the program. List the anticipated hiring schedule and financial sources for supporting the addition of these faculty.

We do not plan any additional faculty hires at this time. We do plan to hire various leaders in digital culture industry to serve as guest lecturers (faculty associates) to team-teach coursework and co-mentor capstones.

- c. **Administration of the program.** Explain how the program will be administered for the purposes of admissions, advising, course offerings, etc. Discuss the available staff support.

The School of Arts, Media and Engineering administers the degree. The staff has been reorganized and slightly expanded (through the digital culture gift) to serve both the graduate population, the undergraduates enrolled in the BA in the Arts or BA in Design Studies with a digital culture focus, and the future undergraduates in the BA in Digital Culture. The staff now includes a specialized advisor/education program coordinator dedicated to advising students enrolled in the Digital Culture degree, along with the support of the Herberger advising team. We do not believe additional staff is required for advising. Should the enrollment of the undergraduate population increase exponentially due to this new degree, we plan to maintain our 300-1 student-to-advisor ratio.

The students will gain admission into the degree through Admissions for the Herberger Institute for Design and the Arts. The students enrolling in the different concentrations will be co-advised by the Digital Culture coordinator and the advisor assigned to the area of focus from the collaborative unit. Overall advising and assessment of student progress is handled by the Office of Student Success through the Herberger Institute for Design and the Arts. We use the major map, DARS report and a specially designed course planner located on the Digital Culture website to track student progress through the program and support student course selection and planning.

In order to establish more cohesive communication throughout the units, the Digital Culture Undergraduate Committee will invite a member of each collaborative unit to participate in the committee. Every member will have the opportunity to give input on all committee decisions including: making curriculum recommendations, being involved in petition approvals and reviewing entry questionnaires. They will also have the responsibility of sharing any new changes in Digital Culture with their unit, and communicating back any changes in their unit's curriculum to the committee.

10. RESOURCES (necessary to launch and sustain the program)

- a. Describe any new resources required for this program's success, such as new support staff, new facilities, new library resources, new technology resources, etc.

The same resources (technical staff, buildings, labs) that are currently being used for the Digital Culture focus areas in the BA in the Arts and BA in Design Studies will be used for the BA in Digital Culture degree. These resources are supported by a private gift. We will not offer the Digital Culture focus areas as an option once the degree is approved, but will teach out those focus areas for the current students involved.

- b. Explain where you will get the resources to support this program.

See 10 a. above.

APPENDIX

OPERATIONAL INFORMATION FOR UNDERGRADUATE PROGRAMS

(This information is used to populate the [Degree Search](#) /catalog website.)

1. Program Description (150 words maximum)

The Bachelor of Arts in Digital Culture is a broad-based liberal arts degree program designed for students who are interested in new media-based cultural practice. The Digital Culture initiative is recognizing the transformative role of digital technology in cultural practice and our day-to-day lives overall. The degree emphasizes the strongest emerging trend in cultural media: systems and processes that integrate digital technology with the everyday physical human experience. We refer to these systems as New Media. Through a collaboration with more than 15 partnering ASU units, the Herberger Institute for Design and the Arts has created a dynamic, cross-campus, student-customizable curricula that not only prepares students with tangible skills in new media, but also with skills to continuously adapt and maintain a leadership role in cultural practice over the next 40 years.

Concentrations:

Art: *for students wishing to specialize in visual composition aspects of new media*

Students complement their knowledge of new media with an understanding of the historical and theoretical aspects of visual arts, foundational visual arts skills and hands on knowledge of visual composition through digital means.

Design: *for students wishing to specialize in hybrid (physical –digital) product and space design*

Students complement their knowledge of new media with an understanding of the principles of space and product design, the historical and theoretical aspects of design, and develop integrative design approaches to the digital and physical elements of hybrid products and spaces

Film: *for students wishing to integrate digital aspects of film into new media*

Students complement their knowledge of new media with an understanding of the foundations of filmmaking practices, historical and theoretical aspects of film, knowledge of the film industry and hands on knowledge of digital processes in filmmaking

Music: *for students wishing to specialize in digital sound aspects of new media*

Students complement their knowledge of new media with an understanding of the foundations and historical and theoretical structure of commercial and popular music, the principles of electronic music composition and digital sound, and develop digital sound creation and processing skills

Theatre: *for students wishing to integrate principles of design and production into new media applications*

Students complement their knowledge of new media with an understanding of the fundamentals and principles of theatre design including scene, lighting, sound, costume and multimedia design, while developing art and technical direction and digital design skills

[Ira A. Fulton Schools of Engineering:](#) *for students wishing to specialize in media processing aspects of new media*

Students complement their knowledge of new media with a more advanced understanding of programming, data structures, signals processing and system architecture aspects of new media.

College of Technology and Innovation: *for students wishing to specialize in new media entrepreneurship*

Students complement their knowledge of new media, with technology/new media entrepreneurship skills, knowledge of legal and ethical issues for technology and additional skills in graphic communication digital illustration and design methodology.

New College: Division of Humanities, Arts and Cultural Studies: *for students wishing to specialize in Interdisciplinary Arts Performance*

Students complement their knowledge of new media with skills in interdisciplinary arts and media, media literacy, digital editing and digital recording

Arts and Design Studies: *for students wishing to integrate cross-disciplinary studies in design and the arts into new media applications*

Students complement their knowledge of new media with broad-based cross-disciplinary studies in design and the arts.

2. Contact and Support Information

Office Location (Building & Room): CDS 101

Campus Telephone Number: 480.965.4495

Program email address: NA

Program website address: <http://digitalculture.asu.edu>

3. Additional Program Description Information

A. Additional program fee required for this program? Yes No

B. Does this program have a second language requirement? Yes No

4. Career Opportunities & Concentrations

Provide a brief description of career opportunities available for this degree program. If program will have concentrations, provide a brief description for each concentration. (150 words maximum)

Upon graduation, digital culture students have a wide array of career opportunities in new media involving the fields of Communications (i.e. CISCO, Google, Facebook); Gaming and Entertainment (Industrial Light and Magic, Electronic Arts, PixAr), Computing (Apple, Microsoft) and Media Arts (including engineering multi-media shows, video and sound production).

The digital culture curriculum also prepares students for roles in the development of modern media systems that address complex socio-technical problems, such as:

- * Social Networking and Reflection tools for promoting sustainability.
- * Diagnostic, monitoring assistive cyber-physical tools and systems that can be used by health care providers .
- * Systems for interactive, adaptive learning and computational assessment in educational organizations.
- * New systems for collaborative, participatory content creation and sharing.

Graduates of the Digital Culture degree who are interested in continuing their higher education will be well prepared to apply for admission to the top interdisciplinary new media programs in the nation, including the graduate programs through the School of Arts, Media and Engineering at ASU.

5. Additional Admission Requirements

If applicable list any admission requirements (freshman and/or transfer) that are higher than and/or in addition to the university minimum undergraduate admission requirements.)

Entry Requirements:

Freshmen admission requirements: 1100 SAT Reasoning OR 24 ACT score, OR graduated in the top fifteen percent of high school class. Also must fill out and submit an online program questionnaire.

Transfer admission requirements: 2.5 transfer GPA. Also must fill out and submit an online program questionnaire.

International student requirements: International students may have an additional English-language proficiency criterion. Foreign nationals must meet the same admission requirements shown above with the possible additional requirement of a minimum TOEFL score. If the university requires a TOEFL score from the applicant, (see <http://global.asu.edu/future/undergrad>) then admission to digital culture requires a minimum TOEFL score of 550 (paper-based), 213 (computer-based), 79 on iBT (Internet-based) or a minimum IELTS score of 6.5.

6. Keywords List all keywords used to search for this program. Keywords should be specific to the proposed program.

7. Advising Committee Code List the existing advising committee code associated with this degree.

We request the creation of a new Advising Committee Code to include the new BA in Digital Culture degree and the 9 new concentrations.

The advisor for this group is Erica Green (eggreen, 1203517674).

8. Minimum Math Requirement List the minimum math course required to satisfy this degree.

MAT 210 Brief Calculus with C or better.

9. Area(s) of Interest

A. Select **one (1)** primary Area of Interest from the list below that applies to this program.

- | | | | |
|-------------------------------------|---|--------------------------|--|
| <input type="checkbox"/> | <u>Architecture, Construction & Design</u> | <input type="checkbox"/> | <u>Engineering & Technology</u> |
| <input checked="" type="checkbox"/> | <u>Artistic Expression & Performance</u> | <input type="checkbox"/> | <u>Environmental Issues & Physical Science</u> |
| <input type="checkbox"/> | <u>Biological Sciences, Health & Wellness</u> | <input type="checkbox"/> | <u>Interdisciplinary Studies</u> |
| <input type="checkbox"/> | <u>Business, Management & Economics</u> | <input type="checkbox"/> | <u>Languages & Cultures</u> |
| <input type="checkbox"/> | <u>Communication & Media</u> | <input type="checkbox"/> | <u>Law & Justice</u> |
| <input type="checkbox"/> | <u>Computing & Mathematics</u> | <input type="checkbox"/> | <u>Social Science, Policies & Issues</u> |
| <input type="checkbox"/> | <u>Education & Teaching</u> | | |

B. Select **any** additional Areas of Interest that apply to this program from the list below.

- | | | | |
|-------------------------------------|---|-------------------------------------|--|
| <input checked="" type="checkbox"/> | <u>Architecture, Construction & Design</u> | <input checked="" type="checkbox"/> | <u>Engineering & Technology</u> |
| <input type="checkbox"/> | <u>Artistic Expression & Performance</u> | <input type="checkbox"/> | <u>Environmental Issues & Physical Science</u> |
| <input type="checkbox"/> | <u>Biological Sciences, Health & Wellness</u> | <input checked="" type="checkbox"/> | <u>Interdisciplinary Studies</u> |
| <input checked="" type="checkbox"/> | <u>Business, Management & Economics</u> | <input checked="" type="checkbox"/> | <u>Languages & Cultures</u> |
| <input checked="" type="checkbox"/> | <u>Communication & Media</u> | <input type="checkbox"/> | <u>Law & Justice</u> |
| <input checked="" type="checkbox"/> | <u>Computing & Mathematics</u> | <input type="checkbox"/> | <u>Social Science, Policies & Issues</u> |
| <input checked="" type="checkbox"/> | <u>Education & Teaching</u> | | |

APPENDIX 1.

CURRICULUM OF THE PROPOSED PROGRAM for BA in DIGITAL CULTURE WITH A CONCENTRATION in DESIGN

Total credit hours must be 120 to include: first year composition, general studies, core/required courses, program specific electives, and any additional requirements.

- Total required and/or core course credit hours:

41 hours: University General Studies Coursework

18 hours: Design Concentration of Studies

First choose one from the following (3 hours):

DSC 101	Design Awareness
GRA 101	Designing Life

Choose one from the following (3 hours):

IND 242	Materials and Design
IND 243	Design for Ecology and Social Equity
Planned	Dynamic Visual Representation

Choose one from the following (3 hours):

GRA 345	Design Rhetoric
IND 354	Principles of Product Design
INT 351	Ambient Environment
LPH 310	History of Landscape Architecture
APH 336	20 th Century Architecture I

Choose one from the following (3 hours):

APH 421	First Concepts: What is... The Writing, Philosophy, and Culture of Architecture
GRA 440	Finding Purpose
GRA 401	Creative Environment
APH 447	20 th Century Architecture II

Electives: Choose two from the following prefixes (6 hours, at least one upper division):
APH/IND/GRA/LPH/INT

6 hours: Historical/Theoretical (one upper division)

History or Theoretical Studies in the Arts or Design courses

55 hours: Digital Culture Core

31 hours: Digital Culture Studies Coursework (at least 21 hours upper division)

Required: ASU 101 equivalent

First take:

AME 194	Introduction to Digital Culture
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Then choose 9 courses from the following:

AME 194	Computational Thinking for Digital Culture and Media Arts
AME 294	Programming for Media Arts
AME/ART 294	Introduction to Interactive Environments
ART 294	3D Tools
DCE 294	Hybrid Action: Physical Intelligence in Digital Culture
AME 294	Media Editing
AME 394	Collaborative Projects & Research I
AME 394	Collaborative Projects & Research II
AME 394	Compositional & Computational Principles for Media Arts
AME 394	Motion Capture for Interactive Systems
AME/ANP 394	How to Build a Digital-Physical System
ANP 394	Digital Fabrication
DSC 394	Digital Modeling
PSY 324	Memory and Cognition
AME 494/598	Animating Virtual Worlds
AME 494	Integrated System Development for Digital Culture
ANP 494	Digital Ecologies: Parametric Systems Design
ART/AME 494/598	Media Installations
AME 494/598	Programming for Social Media
Planned	Digital Fabrication
Planned	Integrated System Development for Digital Culture
Planned	Media Installations
Planned	Programming for Social Media

12 hours: Digital Media Coursework (6 hours upper division, at least 3 hours from media engineering. 3 hours of studio can replace 1 Digital Media course)

Choose from the following:

<i>Media Arts and Design</i>	
ART 294	The Still Image in Digital Culture
FMP 294	Introduction to Animation
MUE 294	Open Minds, Digital Ears
FMP 394	Non-linear Editing for Film and Media
MUE 394	Performing in Digital and Hybrid Music Groups
MUE 494/598	Advanced Interactive Sound
ART 494	Visualization and Prototyping

Planned	Digital Art and Culture
Planned	Design by Algorithm
Planned	Designing Hybrid Spaces
<i>Media Engineering</i>	
EGR 494	Music and Engineering
Planned	Data structures, Analysis and Retrieval for Digital Culture
Planned	Signal Analysis for Digital Culture
Planned	Information Analysis and Search for Digital Culture

Can choose up to 3 hours of studio based on academic level in the program (1 hour):

AME 194	Digital Culture Studio I
AME 294	Digital Culture Studio II
AME 394	Digital Culture Studio III

6 hours: Related Digital Culture Coursework (3 hours upper division)

Choose from the following:

FMP 294	EDT 329	Games, Simulations and Virtual Environments
Story Development for C	CASB 328	Rules, Games and Society
	ASB 344	Technology and Society
	ARE 394	Digital Ethnography in Virtual Worlds
	RDG 440	Computer Gaming Learning and Literacy
	MCO 435	Social Media
	ASB 430	Social Simulation
	Planned	Experiential Media Theory and Methodology I
	Planned	Social Media and Digital Cultures (Special Topics)
	Planned	Writing in Cyberspace (Special Topics)

6 hours: Digital Culture Capstone

APPENDIX 2.

CURRICULUM OF THE PROPOSED PROGRAM for BA in DIGITAL CULTURE WITH A CONCENTRATION Concentration in MUSIC

Total credit hours must be 120 to include: first year composition, general studies, core/required courses, program specific electives, and any additional requirements.

- Total required and/or core course credit hours:

41 hours: University General Studies Coursework

18 hours: Music Concentration Studies

Choose one from the following first (3 hours):

MUS 100	Fundamentals of Music Notation
MTC 125	Basic Music Theory

Choose one from the following (3 hours):

MUS 294	Songwriting
MUS 294	Producing Hip Hop and Dance Music
MUS 294	Song Production with Garage Band

Choose one from the following (3 hours):

MTC 436	Electronic Studio Techniques I
MUP 319	Advanced Audio Engineering in the Arts
MTC 437	Electronic Studio Techniques II
MUE 441	Psychology of Music

Choose one from the following (3 hours):

MUS 354	Rock: The Early Years (HU)
MUS 354	Rock since 1970 (HU)
MUS 354	Hip Hop (HU)
MUS 354	Elvis (HU)
MUS 354	Beatles (HU)

Electives: Choose two from the following prefixes (6 hours, one upper division):

MUS/MUP/MUE/MTC

6 hours: Historical/Theoretical (one upper division)

History or Theoretical Studies in the Arts or Design courses

55 hours: Digital Culture Core

31 hours: Digital Culture Studies Coursework (at least 21 hours upper division)

Required: ASU 101 equivalent

First take:

AME 194	Introduction to Digital Culture
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Then choose 9 courses from the following:

AME 194	Computational Thinking for Digital Culture and Media Arts
AME 294	Programming for Media Arts
AME/ART 294	Introduction to Interactive Environments
ART 294	3D Tools
DCE 294	Hybrid Action: Physical Intelligence in Digital Culture
AME 294	Media Editing
AME 394	Collaborative Projects & Research in Digital Culture I
AME 394	Collaborative Projects & Research in Digital Culture II
AME 394	Compositional and Computation Principles for Media Arts
AME 394	Motion Capture for Integrated Systems
AME/ANP 394	How to Build a Digital-Physical System
DSC 394	Digital Modeling
PSY 324	Memory and Cognition
AME 494/598	Animating Virtual Worlds
ANP 494	Digital Ecologies: Parametric Systems Design
Planned	Integrated System Development for Digital Culture
Planned	Digital Fabrication
Planned	Media Installations
Planned	Programming for Social Media

12 hours: Digital Media Coursework (6 hours upper division, at least 3 hours from media engineering, 3 hours of studio can replace 1 Digital Media course)

Choose from the following:

<i>Media Arts and Design</i>	
ART 294	The Still Image in Digital Culture
FMP 294	Introduction to Animation
MUE 294	Open Minds, Digital Ears
FMP 394	Non-linear Editing for Film and Media
MUE 394	Performing in Digital and Hybrid Music Groups
MUE 494/598	Advanced Interactive Sound
ART 494	Visualization and Prototyping
Planned	Digital Art and Culture
Planned	Design by Algorithm
Planned	Designing Hybrid Spaces
<i>Media Engineering</i>	
EGR 494	Music and Engineering
Planned	Data structures, Analysis and Retrieval for Digital Culture
Planned	Signal Analysis for Digital Culture
Planned	Information Analysis and Search for Digital Culture

Can choose up to 3 hours of studio based on academic level in the program (1 hour):

AME 194	Digital Culture Studio I
AME 294	Digital Culture Studio II
AME 394	Digital Culture Studio III

6 hours: Related Digital Culture Coursework (3 hours upper division)

Choose from the following:

FMP 294	EDT 329	Games, Simulations and Virtual Environments
Story Development for C	CASB 328	Rules, Games and Society
	ASB 344	Technology and Society
	ART 394	Digital Ethnography in Virtual Worlds
	RDG 440	Computer Gaming Learning and Literacy
	MCO 435	Social Media
	ASB 430	Social Simulation
	ENG 394	Social Media and Digital Cultures (Special Topics)
	ENG 394	Writing in Cyberspace (Special Topics)
	Planned	Experiential Media Theory and Methodology I

6 hours: Digital Culture Capstone

APPENDIX 3.

CURRICULUM OF THE PROPOSED PROGRAM for BA in DIGITAL CULTURE WITH A CONCENTRATION in ART

Total credit hours must be 120 to include: first year composition, general studies, core/required courses, program specific electives, and any additional requirements.

- Total required and/or core course credit hours:

41 hours: University General Studies Coursework

18 hours: Required ART Concentration Studies

Art History - Lower Division – Choose one from the following (3 hours):

ARS 102	Art- Renaissance to Present
ARS 250	History of Photography

Studio – Lower Division - Choose one from the following (3 hours):

ART 111	Intro to Drawing
ART 113	Intro to 2-D Design
ART 112	Intro to Color

Studio – Lower Division – required (3 hours):

ART 294	Intermedia Practices
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Art History - Upper Division - Choose one from the following (3 hours):

ARS 394	Art and Television
ARS 438	Art of the 20 th Century I (pre-requisite ARS 102)
ARS 494	Introduction to Museums
ARS 460	Art Now

Studio - Upper Division - Choose one from the following (3 hours):

ART 394	Digital Processes for Printmaking
ART 346	3D Computer Imaging & Animation
ART 439	Intermedia Studio
ART 494	Art & Community
ART 494	Digital Fibers

Elective – Upper Division – Choose one additional course from the above Art History or Studio list. (3 hours)

*NOTE: Some upper division courses may require permission of instructor for DC students

6 hours: Historical/Theoretical (one upper division)

History or Theoretical Studies in the Arts or Design courses

55 hours: Digital Culture Core

31 hours: Digital Culture Studies Coursework (at least 21 hours upper division)

Required: ASU 101 equivalent

First take:

AME 194	Introduction to Digital Culture
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Then choose 9 courses from the following:

AME 194	Computational Thinking for Digital Culture and Media Arts
AME 294	Programming for Media Arts
AME/ART 294	Introduction to Interactive Environments
ART 294	3D Tools
DCE 294	Hybrid Action: Physical Intelligence in Digital Culture
AME 294	Media Editing
AME 394	Collaborative Projects & Research I
AME 394	Collaborative Projects & Research II
AME 394	Compositional & Computational Principles for Media Arts
AME 394	Motion Capture for Integrated Systems
AME/ANP 394	How to Build a Digital-Physical System
DSC 394	Digital Modeling
PSY 324	Memory and Cognition
AME 494/598	Animating Virtual Worlds
ANP 494	Digital Ecologies: Parametric Systems Design
Planned	Digital Fabrication
Planned	Integrated System Development for Digital Culture
Planned	Media Installations
Planned	Programming for Social Media

12 hours: Digital Media Coursework (6 hours upper division, at least 3 hours from media engineering. 3 hours of studio can replace 1 Digital Media course)

Choose from the following:

<i>Media Arts and Design</i>	
ART 294	The Still Image in Digital Culture
FMP 294	Introduction to Animation
MUE 294	Open Minds, Digital Ears
FMP 394	Non-linear Editing for Film and Media
MUE 394	Performing in Digital and Hybrid Music Groups
MUE 494/598	Advanced Interactive Sound
ART 494	Visual Prototyping
Planned	Digital Art and Culture
Planned	Design by Algorithm
Planned	Designing Hybrid Spaces
<i>Media Engineering</i>	

EGR 494	Music and Engineering
Planned	Data structures, Analysis and Retrieval for Digital Culture
Planned	Signal Analysis for Digital Culture
Planned	Information Analysis and Search for Digital Culture

Can choose up to 3 hours of studio based on academic level in the program (1 hour):

AME 194	Digital Culture Studio I
AME 294	Digital Culture Studio II
AME 394	Digital Culture Studio III

6 hours: Related Digital Culture Coursework (3 hours upper division)

Choose from the following:

FMP 294	Story Development for Game Design
EDT 329	Games, Simulations and Virtual Environments
ASB 328	Rules, Games and Society
ASB 344	Technology and Society
ARE 494	Digital Ethnography in Virtual Worlds
RDG 440	Computer Gaming Learning and Literacy
MCO 435	Social Media
ASB 430	Social Simulation
Planned	Experiential Media Theory and Methodology I
Planned	Social Media and Digital Cultures (Special Topics)
Planned	Writing in Cyberspace (Special Topics)

6 hours: Digital Culture Capstone

APPENDIX 4.

CURRICULUM OF THE PROPOSED PROGRAM for BA in DIGITAL CULTURE WITH A CONCENTRATION in THEATRE – Design & Production

Total credit hours must be 120 to include: first year composition, general studies, core/required courses, program specific electives, and any additional requirements.

- Total required and/or core course credit hours:

41 hours: University General Studies Coursework

18 hours: Theatre – (Design and Production) Concentration Studies

First choose one from the following (3 hours):

THF 215	Design & Composition for Theatre & Film
THP 313	Fundamentals of Design

Choose two from the following (6 hours):

THP 340	Scene Design
THP 345	Lighting Design
THP 350	Sound Design
THP 430	Costume Design
THP 494	Multimedia Design & Stage
THP/FMP 494	Art Direction

Choose two from the following (6 hours):

THP 494	AutoCAD
THP 430	Advanced Costume Construction
THP 442	Drawing
THP 444	Drafting for the Stage
THP 450	Theatre Organization and Management
THP 494	Technical Direction

Electives: Choose one from the following prefixes (3 hours):

THE/THP/FMP

6 hours: Historical/Theoretical (one upper division)

History or Theoretical Studies in the Arts or Design courses

55 hours: Digital Culture Core

31 hours: Digital Culture Studies Coursework (at least 21 hours upper division)

Required: ASU 101 equivalent

First take:

AME 194	Introduction to Digital Culture
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Then choose 9 courses from the following:

AME 194	Computational Thinking for Digital Culture and Media Arts
AME 294	Programming for Media Arts
AME/ART 294	Introduction to Interactive Environments
ART 294	3D Tools
DCE 294	Hybrid Action: Physical Intelligence in Digital Culture
AME 294	Media Editing
AME 394	Collaborative Projects & Research I
AME 394	Collaborative Projects & Research II
AME 394	Compositional & Computational Principles for Media Arts
AME 394	Motion Capture for Integrated Systems
AME/ANP 394	How to Build a Digital-Physical System
DSC 394	Digital Modeling
PSY 324	Memory and Cognition
AME 494/598	Animating Virtual Worlds
ANP 494	Digital Ecologies: Parametric Systems Design
Planned	Digital Fabrication
Planned	Integrated System Development for Digital Culture
Planned	Media Installations
Planned	Programming for Social Media

12 hours: Digital Media Coursework (6 hours upper division, at least 3 hours from media engineering. 3 hours of studio can replace 1 Digital Media course)

Choose from the following:

<i>Media Arts and Design</i>	
ART 294	The Still Image in Digital Culture
FMP 294	Introduction to Animation
MUE 294	Open Minds, Digital Ears
FMP 394	Non-linear Editing for Film and Media
MUE 394	Performing in Digital and Hybrid Music Groups
MUE 494/598	Advanced Interactive Sound
ART 494	Visualization and Prototyping
Planned	Digital Art and Culture
Planned	Design by Algorithm
Planned	Designing Hybrid Spaces
<i>Media Engineering</i>	
EGR 494	Music and Engineering
Planned	Data structures, Analysis and Retrieval for Digital Culture
Planned	Signal Analysis for Digital Culture
Planned	Information Analysis and Search for Digital Culture

Can choose up to 3 hours of studio based on academic level in the program (1 hour):

AME 194	Digital Culture Studio I
AME 294	Digital Culture Studio II
AME 394	Digital Culture Studio III

6 hours: Related Digital Culture Coursework (3 hours upper division)

Choose from the following:

FMP 294	Story Development for Game Design
EDT 329	Games, Simulations and Virtual Environments
ASB 328	Rules, Games and Society
ASB 344	Technology and Society
ARE 494	Digital Ethnography in Virtual Worlds
RDG 440	Computer Gaming Learning and Literacy
MCO 435	Social Media
ASB 430	Social Simulation
Planned	Experiential Media Theory and Methodology I
Planned	Social Media and Digital Cultures (Special Topics)
Planned	Writing in Cyberspace (Special Topics)

6 hours: Digital Culture Capstone

APPENDIX 5.

CURRICULUM OF THE PROPOSED PROGRAM for BA in DIGITAL CULTURE WITH A CONCENTRATION in FILM – Filmmaking Practices

Total credit hours must be 120 to include: first year composition, general studies, core/required courses, program specific electives, and any additional requirements.

- Total required and/or core course credit hours:

41 hours: University General Studies Coursework

18 hours: Film (Filmmaking Practices) Concentration Studies

First take the following – choose one from the following (3 hours):

FMP 201	Film: The Creative Process I (HU)
FMP 250	Sex and Violence in Film & TV: Ethics Survey

Then take the following (3 hours):

FMP 300	Focus on Film: Production Practicum I (non-FMP section)
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Choose one from the following (3 hours):

FMP 494	Producing Practices in Film & Television
FMP 394	Documentary Filmmaking
THE 403	Independent Film (HU)
THE 404	Foreign Films & Filmmakers
FMP 394/494	Technical Writing for Film & Television

Choose two from the following (6 hours):

FMP 405	Spielberg Lucas (HU)
FMP 405	Science Fiction on Film (HU)
FMP 405	Hollywood Musicals (HU)
FMP 405	Film: Great Performers and Directors (HU)
FMP 405	Film Festivals (HU)

Electives: Choose one from the following prefixes (3 hours):

THE/THP/FMP/FPR/FMS

3 hours: Historical/ Theoretical

One History or Theoretical Studies in the Arts or Design course (upper division)

55 hours: Digital Culture Core

31 hours: Digital Culture Studies Coursework (at least 21 hours upper division)

Required: ASU 101 equivalent

First take:

AME 194	Introduction to Digital Culture
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Then choose 9 courses from the following:

AME 194	Computational Thinking for Digital Culture and Media Arts
AME 294	Programming for Media Arts
AME/ART 294	Introduction to Interactive Environments
ART 294	3D Tools
DCE 294	Hybrid Action: Physical Intelligence in Digital Culture
AME 294	Media Editing
AME 394	Collaborative Projects & Research I
AME 394	Collaborative Projects & Research II
AME 394	Compositional & Computational Principles for Media Arts
AME 394	Motion Capture for Integrated Systems
AME/ANP 394	How to Build a Digital-Physical System
DSC 394	Digital Modeling
PSY 324	Memory and Cognition for Digital Culture
AME 494/598	Animating Virtual Worlds
ANP 494	Digital Ecologies: Parametric Systems Design
Planned	Digital Fabrication
Planned	Integrated System Development for Digital Culture
Planned	Media Installations
Planned	Programming for Social Media

12 hours: Digital Media Coursework (6 hours upper division, at least 3 hours from media engineering, 3 hours of studio can replace 1 Digital Media course)

Choose from the following:

<i>Media Arts and Design</i>	
ART 294	The Still Image in Digital Culture
FMP 294	Introduction to Animation
MUE 294	Open Minds, Digital Ears
FMP 394	Non-linear Editing for Film and Media
MUE 394	Performing in Digital and Hybrid Music Groups
MUE 494/598	Advanced Interactive Sound
ART 494	Visualization and Prototyping
Planned	Digital Art and Culture
Planned	Design by Algorithm
Planned	Designing Hybrid Spaces
<i>Media Engineering</i>	
EGR 494	Music and Engineering
Planned	Data structures, Analysis and Retrieval for Digital Culture
Planned	Signal Analysis for Digital Culture
Planned	Information Analysis and Search for Digital Culture

Can choose up to 3 hours of studio based on academic level in the program (1 hour):

AME 194	Digital Culture Studio I
AME 294	Digital Culture Studio II
AME 394	Digital Culture Studio III

6 hours: Related Digital Culture Coursework (3 hours upper division)

Choose from the following:

FMP 294	Story Development for Game Design
EDT 329	Games, Simulations and Virtual Environments
ASB 328	Rules, Games and Society
ASB 344	Technology and Society
ARE 494	Digital Ethnography in Virtual Worlds
RDG 440	Computer Gaming Learning and Literacy
MCO 435	Social Media
ASB 430	Social Simulation
Planned	Experiential Media Theory and Methodology I
Planned	Social Media and Digital Cultures (Special Topics)
Planned	Writing in Cyberspace (Special Topics)

6 hours: Digital Culture Capstone

APPENDIX 6.

CURRICULUM OF THE PROPOSED PROGRAM for BA in DIGITAL CULTURE WITH A CONCENTRATION in MEDIA PROCESSING

Total credit hours must be 120 to include: first year composition, general studies, core/required courses, program specific electives, and any additional requirements.

- Total required and/or core course credit hours:

41 hours: University General Studies Coursework

30 hours: Concentration Studies (18 hours upper division, must meet course prerequisites to take upper division courses)

Choose from the following:

CPI 111	Game Development I
CPI 211	Game Development II
CPI 310	Information and Data Management
CPI 411	Graphics for Games
CSE 110	Principles of Programming with Java
CSE 205	Object-Oriented Programming and Data Structures
CSE 310	Data Structures and Algorithms
CSE 463	Introduction to Human Computer Interaction
CSE 470	Computer Graphics
EEE 120	Digital Design Fundamentals
EEE 203	Signals and Systems I
EEE 304	Signals and Systems II
EEE 404	Real-Time DSP Systems
EEE 459	Communication Networks
FSE 100	Intro to Engineering
IEE 431	Engineering Administration
IEE 458	Project Management
MAT 242	Elementary Linear Algebra
MAT 243	Discrete Mathematical Structures
Planned	Data structures, Analysis and Retrieval for Digital Culture
Planned	Signal Analysis for Digital Culture
Planned	Information Analysis and Search for Digital Culture

6 hours: Historical/Theoretical (one upper division)

History or Theoretical Studies in the Arts or Design courses

43 hours: Digital Culture Core

22 hours: Digital Culture Studies Coursework (at least 12 hours upper division)

Required: ASU 101 equivalent

First take:

AME 194	Introduction to Digital Culture
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Then choose 9 courses from the following:

AME 194	Computational Thinking for Digital Culture and Media Arts
AME 294	Programming for Media Arts
AME/ART 294	Introduction to Interactive Environments
ART 294	3D Tools
DCE 294	Hybrid Action: Physical Intelligence in Digital Culture
AME 294	Media Editing
AME 394	Collaborative Projects & Research in Digital Culture I
AME 394	Collaborative Projects & Research in Digital Culture II
AME 394	Compositional & Computational Principles for Media Arts
AME 394	Motion Capture for Integrated Systems
AME/ANP 394	How to Build a Digital-Physical System
DSC 394	Digital Modeling
PSY 324	Memory and Cognition
AME 494/598	Animating Virtual Worlds
ANP 494	Digital Ecologies: Parametric Systems Design
Planned	Digital Fabrication
Planned	Integrated System Development for Digital Culture
Planned	Media Installations
Planned	Programming for Social Media

9 hours: Digital Media Coursework (6 hours upper division. 3 hours of studio can replace 1 Digital Media course)

Choose from the following:

<i>Media Arts and Design</i>	
ART 294	The Still Image in Digital Culture
FMP 294	Introduction to Animation
MUE 294	Open Minds, Digital Ears
FMP 394	Non-linear Editing in Film and Media
MUE 394	Performing in Digital and Hybrid Music Groups
MUE 494/598	Advanced Interactive Sound
ART 494	Visualization and Prototyping
Planned	Digital Art and Culture
Planned	Design by Algorithm
Planned	Designing Hybrid Spaces

Can choose up to 3 hours of studio based on academic level in the program (1 hour):

AME 194	Digital Culture Studio I
AME 294	Digital Culture Studio II

AME 394	Digital Culture Studio III
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6 hours: Related Digital Culture Coursework (3 hours upper division)

Choose from the following:

FMP 294	Story Development for Game Design
EDT 329	Games, Simulations and Virtual Environments
ASB 328	Rules, Games and Society
ASB 344	Technology and Society
ARE 494	Digital Ethnography in Virtual Worlds
RDG 440	Computer Gaming Learning and Literacy
MCO 435	Social Media
ASB 430	Social Simulation
Planned	Experiential Media Theory and Methodology I
Planned	Social Media and Digital Cultures (Special Topics)
Planned	Writing in Cyberspace (Special Topics)

6 hours: Digital Culture Capstone

APPENDIX 7.

CURRICULUM OF THE PROPOSED PROGRAM for BA in DIGITAL CULTURE WITH A CONCENTRATION IN TECHNOLOGICAL ENTREPRENEURSHIP

Total credit hours must be 120 to include: first year composition, general studies, core/required courses, program specific electives, and any additional requirements.

- Total required and/or core course credit hours:

41 hours: University General Studies Coursework

30 hours: Concentration Studies (at least 18 upper division, must meet course prerequisites to take upper division courses)

Choose **18 hours** from the following (at least 12 hours must be upper division):

GIT 135	Graphic Communications
GIT 210	Creative Thinking and Design Visualization
GIT 215	Introduction to Graphic Programming
GIT 230	Digital Illustration in Publications
GIT 303	Digital Publishing
GIT 312	3D Computer Graphics Modeling
GIT 314	Multimedia Design, Planning, and Storyboards
GIT 335	Computer Systems Technology
GIT 337	Web Content Design
GIT 384	Commercial Digital Photography
GIT 411	Computer Animation
GIT 412	Multimedia Authoring, Scripting, and Production
GIT 414	Web Site Design
GIT 441	Graphic Information Systems
GIT 494	New Media Internet Technologies (Special Topics)

Choose **12 hours** from the following (at least 6 hours must be upper division):

OMT 194	Introduction to Technology Development
OMT 294	Design Methodology
OMT 394	Innovation and Creativity Methods
OMT 394	Market Opportunity Analysis
OMT 402	Legal Issues for Technologists
OMT 430	Ethical Issues in Technology
OMT 480	Organizational Effectiveness

6 hours: Historical/Theoretical (one upper division)

History or Theoretical Studies in the Arts or Design courses

43 hours: Digital Culture Core

22 hours: Digital Culture Studies Coursework (at least 12 hours upper division)

Required: ASU 101 equivalent

First take:

AME 194	Introduction to Digital Culture
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Then choose 9 courses from the following:

AME 194	Computational Thinking for Digital Culture and Media Arts
AME 294	Programming for Media Arts
AME/ART 294	Introduction to Interactive Environments
ART 294	3D Tools
DCE 294	Hybrid Action: Physical Intelligence in Digital Culture
AME 294	Media Editing
AME 394	Collaborative Projects & Research I
AME 394	Collaborative Projects & Research II
AME 394	Compositional & Computational Principles for Media Arts
AME 394	Motion Capture for Integrated Systems
AME/ANP 394	How to Build a Digital-Physical System
DSC 394	Digital Modeling
PSY 324	Memory and Cognition
AME 494/598	Animating Virtual Worlds
ANP 494	Digital Ecologies: Parametric Systems Design
Planned	Digital Fabrication
Planned	Integrated System Development for Digital Culture
Planned	Media Installations
Planned	Programming for Social Media

9 hours: Digital Media Coursework (6 hours upper division, at least 3 hours from media engineering, 3 hours of studio can replace 1 Digital Media course)

Choose from the following:

<i>Media Arts and Design</i>	
ART 294	The Still Image in Digital Culture
FMP 294	Introduction to Animation
MUE 294	Open Minds, Digital Ears
FMP 394	Non-linear Editing for Film and Media
MUE 394	Performing in Digital and Hybrid Music Groups
MUE 494/598	Advanced Interactive Sound
ART 494	Visual Prototyping
Planned	Digital Art and Culture
Planned	Design by Algorithm
Planned	Designing Hybrid Spaces

Can choose up to 3 hours of studio based on academic level in the program (1 hour):

AME 194	Digital Culture Studio I
AME 294	Digital Culture Studio II
AME 394	Digital Culture Studio III

6 hours: Related Digital Culture Coursework (3 hours upper division)

Choose from the following:

FMP 294	EDT 329	Games, Simulations and Virtual Environments
Story Development for (ASB 328	Rules, Games and Society
	ASB 344	Technology and Society
	ARE 494	Digital Ethnography in Virtual Worlds
	RDG 440	Computer Gaming Learning and Literacy
	MCO 435	Social Media
	ASB 430	Social Simulation
	Planned	Experiential Media Theory and Methodology I
	Planned	Social Media and Digital Cultures (Special Topics)
	Planned	Writing in Cyberspace (Special Topics)

6 hours: Digital Culture Capstone (or CTI capstone project)

APPENDIX 8.

CURRICULUM OF THE PROPOSED PROGRAM for BA in DIGITAL CULTURE WITH A CONCENTRATION in INTERACTIVE ARTS PERFORMANCE

Total credit hours must be 120 to include: first year composition, general studies, core/required courses, program specific electives, and any additional requirements.

- Total required and/or core course credit hours:

41 hours: University General Studies Coursework

30 hours: Concentration Studies (at least 18 upper division)

Choose from the following:

IAP 103	Fundamentals of Interdisciplinary Media
IAP 104	Fundamentals of Sound Art
IAP 201	Intro. to Interdisciplinary Arts
IAP 202	Languages of Interdisciplinary Arts
IAP 294	Digital Installation
IAP 307	Art and War
IAP 322	Digital Multitrack Recording
IAP 325	Advanced Digital Multitrack Recording
IAP 334	Conceptual Development
IAP 361	Digital Editing and Media Literacy
IAP 363	Sound, Image, Media
IAP 364	Documentaries
IAP 365	Digital Interactivity
IAP 368	Digital Graphics Technologies
IAP 464	Media and Diversity
IAP 465	Media Technologies and the Arts
IAP 466	Digital Interactivity Advanced
IAP 467	Acoustic Ecology
IAP 469	Advanced Digital Audio
IAP 494	Advanced Audio Interactivity
IAP 494	Advanced Digital Video Production

6 hours: Historical/Theoretical (one upper division)

History or Theoretical Studies in the Arts or Design courses

43 hours: Digital Culture Core

22 hours: Digital Culture Studies Coursework (at least 12 hours upper division)

Required: ASU 101 equivalent

First take:

AME 194	Introduction to Digital Culture
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Then choose 9 courses from the following:

AME 194	Computational Thinking for Digital Culture and Media Arts
AME 294	Programming for Media Arts
AME/ART 294	Introduction to Interactive Environments
ART 294	3D Tools
DCE 294	Hybrid Action: Physical Intelligence in Digital Culture
AME 294	Media Editing
AME 394	Collaborative Projects & Research I
AME 394	Collaborative Projects & Research II
AME 394	Compositional & Computational Principles for Media
AME 394	Motion Capture for Integrated Systems
AME/ANP 394	How to Build a Digital-Physical System
DSC 394	Digital Modeling
PSY 324	Memory and Cognition
AME 494/598	Animating Virtual Worlds
ANP 494	Digital Ecologies: Parametric Systems Design
Planned	Digital Fabrication
Planned	Integrated System Development for Digital Culture
Planned	Media Installations
Planned	Programming for Social Media

9 hours: Digital Media Coursework (6 hours upper division, at least 3 hours from media engineering, 3 hours of studio can replace 1 Digital Media course)

Choose from the following:

<i>Media Arts and Design</i>	
ART 294	The Still Image in Digital Culture
FMP 294	Introduction to Animation
MUE 294	Open Minds, Digital Ears
FMP 394	Non-linear Editing for Film and Media
MUE 394	Performing in Digital and Hybrid Music Groups
MUE 494/598	Advanced Interactive Sound
ART 494	Visualization and Prototyping
Planned	Digital Art and Culture
Planned	Design by Algorithm
Planned	Designing Hybrid Spaces
<i>Media Engineering</i>	
EGR 494	Music and Engineering
Planned	Data structures, Analysis and Retrieval for Digital Culture
Planned	Signal Analysis for Digital Culture
Planned	Information Analysis and Search for Digital Culture

Can choose up to 3 hours of studio based on academic level in the program (1 hour):

AME 194	Digital Culture Studio I
AME 294	Digital Culture Studio II
AME 394	Digital Culture Studio III

6 hours: Related Digital Culture Coursework (3 hours upper division)

Choose from the following:

FMP 294	EDT 329	Games, Simulations and Virtual Environments
Story Development for C	ASB 328	Rules, Games and Society
	ASB 344	Technology and Society
	ARE 494	Digital Ethnography in Virtual Worlds
	RDG 440	Computer Gaming Learning and Literacy
	MCO 435	Social Media
	ASB 430	Social Simulation
	Planned	Experiential Media Theory and Methodology I
	Planned	Social Media and Digital Cultures (Special Topics)
	Planned	Writing in Cyberspace (Special Topics)

6 hours: Digital Culture Capstone

APPENDIX 9.

CURRICULUM OF THE PROPOSED PROGRAM for BA in DIGITAL CULTURE WITH A CONCENTRATION in the Arts and Design Studies

Total credit hours must be 120 to include: first year composition, general studies, core/required courses, program specific electives, and any additional requirements.

- Total required and/or core course credit hours:

41 hours: University General Studies Coursework

18 hours: Arts and Design Studies Concentration Area of Studies

The Arts

Take the following (12 hours):

HDA 294	Creativity and Innovation in the Arts and Design
ARA 394	Writing About the Arts (Arts and Design Criticism)
HDA 494	Public Practice: Engagement and Community
THP 352	Arts Entrepreneurship

Electives (3 hours): Choose one Herberger Institute for Design and the Arts Design or Arts historical studies course with non-Western focus

Electives (3 hours): Choose one course from the following prefixes:
ARS, DCE, MHL, THE

- Or -

Design Studies

Take the following (15 hours):

GRA 101	Designing Life
INT 121	Intro to Computer Modeling or APH 212 Culture of Place
GRA 225	Communication/Interaction Design Theory
GRA 401	Creative Environments
INT 394	Design and Human Behavior

Electives (3 hours): Choose one upper division course from the following prefixes:
APH/IND/GRA/LPH/INT

Or choose one from the following:

HDA 294	Creativity and Innovation in the Arts and Design
ARA 494	Writing About the Arts (Arts and Design Criticism)

6 hours: Historical/Theoretical (one upper division)

History or Theoretical Studies in the Arts or Design courses

55 hours: Digital Culture Core

31 hours: Digital Culture Studies Coursework (at least 21 hours upper division)

Required: ASU 101 equivalent

First take:

AME 194	Introduction to Digital Culture
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Then choose 9 courses from the following:

AME 194	Computational Thinking for Digital Culture and Media Arts
AME 294	Programming for Media Arts
AME/ART 294	Introduction to Interactive Environments
ART 294	3D Tools
DCE 294	Hybrid Action: Physical Intelligence in Digital Culture
AME 294	Media Editing
AME 394	Collaborative Projects & Research in Digital Culture I
AME 394	Collaborative Projects & Research in Digital Culture II
AME 394	Compositional & Computational Principles for Media Arts
AME 394	Motion Capture for Integrated Systems
AME/ANP 394	How to Build a Digital-Physical System
DSC 394	Digital Modeling
AME 494/598	Animating Virtual Worlds
ANP 494	Digital Ecologies: Parametric Systems Design
PSY 324	Memory and Cognition
Planned	Digital Fabrication
Planned	Integrated System Development for Digital Culture
Planned	Media Installations
Planned	Programming for Social Media

12 hours: Digital Media Coursework (6 hours upper division, at least 3 hours from media engineering. 3 hours of studio can replace 1 Digital Media course)

Choose from the following:

<i>Media Arts and Design</i>	
ART 294	The Still Image in Digital Culture
FMP 294	Story Development for Game Design
FMP 294	Introduction to Animation
MUE 294	Open Minds, Digital Ears
FMP 394	Non-linear Editing for Film and Media
MUE 394	Performing in Digital and Hybrid Music Groups
MUE 494/598	Advanced Interactive Sound
ART 494	Visualization and Prototyping
Planned	Digital Art and Culture
Planned	Design by Algorithm
Planned	Designing Hybrid Spaces
<i>Media Engineering</i>	
EGR 494	Music and Engineering
Planned	Data structures, Analysis and Retrieval for Digital

	Culture
Planned	Signal Analysis for Digital Culture
Planned	Information Analysis and Search for Digital Culture

Can choose up to 3 hours of studio based on academic level in the program (1 hour):

AME 194	Digital Culture Studio I
AME 294	Digital Culture Studio II
AME 394	Digital Culture Studio III

6 hours: Related Digital Culture Coursework (3 hours upper division)

Choose from the following:

EDT 329	Games, Simulations and Virtual Environments
ASB 328	Rules, Games and Society
ASB 344	Technology and Society
ARE 494	Digital Ethnography in Virtual Worlds
RDG 440	Computer Gaming Learning and Literacy
MCO 435	Social Media
ASB 430	Social Simulation
Planned	Experiential Media Theory and Methodology I
Planned	Social Media and Digital Cultures (Special Topics)
Planned	Writing in Cyberspace (Special Topics)

6 hours: Digital Culture Capstone



Major Map: Digital Culture (Concentration: Design) – Bachelor of Arts (B.A.)

Herberger Institute for Design and the Arts for Design and the Arts | Catalog Year: 2011-2012

Course Subject and Title <i>(courses in bold/shading are critical)</i>	Hrs.	Upper Division	Competed Transfer Pathway: <input type="checkbox"/> MAPP <input type="checkbox"/> TAG <input type="checkbox"/> ATP <input type="checkbox"/> None		Completed General Education: <input type="checkbox"/> AGECE <input type="checkbox"/> IGETC/CSUGE <input type="checkbox"/> None	
			Transfer Course/Grade	Minimum Grade if Required	Additional Critical Tracking Notes	
TERM ONE: 0-16 CREDIT HOURS						
AME 194: ASU Digital Culture Experience	1	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • AME 194 is for ASU freshman students only. Not required of transfer students • An SAT, ACT, Accuplacer, or TOEFL score determines placement into first-year composition courses • ASU Math Placement Exam score determines placement in Mathematics course • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
ENG 101 and 102: First-Year Composition OR ENG 107 and 108: English for Foreign Students OR ENG 105: Advanced First-Year Composition	3	<input type="checkbox"/>		Grade of C		
#Concentration Course:	3	<input type="checkbox"/>		Grade of C		
AME 194: Introduction to Digital Culture	3	<input type="checkbox"/>		Grade of C		
MAT 210: Brief Calculus (MA)	3	<input type="checkbox"/>		Grade of C		
Humanities, Fine Arts, Design (HU) with Awareness Area – Global (G) and Historical (H):	3	<input type="checkbox"/>				
TERM TWO: 17-31 CREDIT HOURS						
ENG 101 and 102: First-Year Composition OR ENG 107 and 108: English for Foreign Students OR ENG 105: Advanced First-Year Composition	3	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA • Milestones: At the end of the first year, students must have a minimum 3.0 cumulative GPA in Digital Culture coursework and a minimum 2.5 ASU cumulative GPA in order to continue on to their sophomore year in the Digital Culture degree. Students must complete MAT 210 with a C or better by their third term. 	
#Digital Culture Studies Course:	3	<input type="checkbox"/>		Grade of C		
#Digital Media Course:	3	<input type="checkbox"/>		Grade of C		
Social and Behavioral Sciences (SB) with Awareness Area – Cultural Diversity (C):	3	<input type="checkbox"/>				
Computer/Statistics/Quantitative applications (CS):	3	<input type="checkbox"/>				
TERM THREE: 32-47 CREDIT HOURS						
#Concentration Course:	3	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Complete First-Year Composition requirement: ENG 101 & 102 OR ENG 107 & 108 or 105 • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
#Digital Media Course:	3	<input type="checkbox"/>		Grade of C		
#Historical/Theoretical Studies:	3	<input type="checkbox"/>		Grade of C		
Natural Science – Quantitative (SQ):	4	<input type="checkbox"/>				
Social and Behavioral Sciences (SB):	3	<input type="checkbox"/>				
TERM FOUR: 48-62 CREDIT HOURS						
#Concentration Course:	3	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
#Digital Culture Studies Course:	3	<input type="checkbox"/>		Grade of C		
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
Literacy and Critical Inquiry (L):	3	<input type="checkbox"/>				
Humanities, Fine Arts, Design (HU):	3	<input type="checkbox"/>				
TERM FIVE: 63-78 CREDIT HOURS						
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Digital Media Course:	3	<input checked="" type="checkbox"/>		Grade of C		
#Related Digital Culture:	3	<input type="checkbox"/>		Grade of C		
Natural Science – Quantitative or General (SQ/SG):	4	<input type="checkbox"/>				
TERM SIX: 79-93 CREDIT HOURS						
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Historical/Theoretical Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Literacy and Critical Inquiry (L):	3	<input checked="" type="checkbox"/>				
TERM SEVEN: 94-108 CREDIT HOURS						
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Related Digital Culture:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Capstone Experience:	3	<input checked="" type="checkbox"/>		Grade of C		
TERM EIGHT: 109-120 CREDIT HOURS						
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
#Upper Division Digital Media Course:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Capstone Experience:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Humanities/Fine Art (HU) or Social /Behavioral Science (SB):	3	<input checked="" type="checkbox"/>				

Graduation Requirements Summary:

Total Hours (120 minimum)	Total UD Hours (minimum 45)	Cumulative GPA (2.00 minimum)	Total Hrs at ASU (minimum 30)	Resident Credit for Academic Recognition (minimum 56)	Total Comm. College Hrs. (maximum 64)
120	54	2.00	67	56	53

General University Requirements: Legend

- General Studies Core Requirements:
 - Literacy and Critical Inquiry (L) (6 credit hours)
 - Mathematical Studies (MA) (3 credit hours)
 - Computer/Statistics/Quantitative applications (CS) (3 credit hours)
 - Humanities, Fine Arts, and Design (HU) (6-9 credit hours)
 - Social and Behavioral Sciences (SB) (6-9 credit hours)
 - Natural Science-Quantitative (SQ) (4 – 8 credit hours) (cumulative SQ/SG credit must equal 8 credit hours)
 - Natural Science-General (SG) (0-4 credit hours) (cumulative SQ/SG credit must equal 8 credit hours)
- General Studies Awareness Requirements (may be combined with other general studies requirements)
 - Cultural Diversity in the US (C) (3 credit hours)
 - Global Awareness (G) (3 credit hours)
 - Historical Awareness (H) (3 credit hours)
- First-Year Composition (ENG 101 & 102 OR ENG 107 & 108 or 105)

Additional Notes:

Design Concentration of Studies: 18 hours (9 hours upper division)*	Digital Culture Studies: 31 hours (21 upper division)*	Digital Media: 12 hours (6 upper division; must include coursework from both areas. 3 hours of studio can replace 1 Digital Media course)*	Related Digital Culture: 6 hours (3 upper division)*
<p><i>First choose one from the following:</i></p> <p>DSC 101 Design Awareness</p> <p>GRA 101 Designing Life</p> <p><i>Choose one from the following:</i></p> <p>IND 242 Materials and Design</p> <p>IND 243 Design for Ecology and Social Equity</p> <p><i>Choose one from the following:</i></p> <p>GRA 345 Design Rhetoric</p> <p>IND 354 Principles of Product Design</p> <p>INT 351 Ambient Environment</p> <p>LPH 310 History of Landscape Architecture</p> <p>APH 336 20th Century Architecture I</p> <p><i>Choose one from the following:</i></p> <p>APH 421 First Concepts</p> <p>GRA 440 Finding Purpose</p> <p>GRA 401 Creative Environments</p> <p>APH 447 20th Century Architecture II</p> <p><i>Choose two from the following prefixes:</i></p> <p>APH/IND/GRA/LPH/INT</p>	<p>ASU 101</p> <p><i>First take:</i> AME 194: Intro to Digital Culture</p> <p><i>Then choose 9 from the following:</i></p> <p>AME 194 Computational Thinking for Digital Culture and Media Arts AME/ART 294 Intro to Interactive Environments</p> <p>AME 294 Media Editing</p> <p>ART 294 3D Tools</p> <p>AME 294 Programming for Media Arts</p> <p>DCE 294 Hybrid Action: Physical Intelligence in Digital Culture ANP/AME 394 How to Build a Digital-Physical System AME 394 Motion Capture for Integrated Systems</p> <p>DSC 394 Digital Modeling</p> <p>PSY 324 Memory and Cognition</p> <p>AME 394 Collaborative Projects & Research I & II AME 394 Compositional & Computational Principles for Media Arts</p> <p>ANP 494 Digital Ecologies: Parametric Systems Design</p> <p>AME 494/598 Animating Virtual Worlds</p>	<p align="center"><i>Media Arts and Design</i></p> <p>ART 294 The Still Image in Digital Culture</p> <p>FMP 294 Introduction to Animation</p> <p>MUE 294 Open Minds, Digital Ears</p> <p>FMP 394 Non-linear Editing for Film and Media</p> <p>MUE 394 Performing in Digital & Hybrid Music Groups</p> <p>MUE 494/598 Advanced Interactive Sound</p> <p>ART 494 Visual Prototyping</p> <p align="center"><i>Media Engineering</i></p> <p>EGR 494 Music and Engineering</p> <p>More courses are planned for the Media Engineering area. Check with the Digital Culture Education Coordinator.</p> <p align="center"><i>Studio (each section counts as 1 hour)</i></p> <p>AME 194 Digital Culture Studio I AME 294 Digital Culture Studio II AME 394 Digital Culture Studio III</p>	<p>FMP 294 Story Development for Game Design</p> <p>EDT 329 Games, Simulations & Virtual Environments</p> <p>ASB 328 Rules, Games & Society</p> <p>ASB 344 Technology and Society</p> <p>ARE 494 Digital Ethnography in Virtual Worlds</p> <p>RDG 440 Computer Gaming Learning & Literacy</p> <p>ASB 430 Social Simulation</p> <p>MCO 435 Media 2.0 Social Media</p> <div style="background-color: #cccccc; padding: 5px;"> <p>Historical/Theoretical: 6 hours (3 upper division)* Please see list on page 3</p> </div>
Capstone Experience: (6 upper division)*			

Internship, thesis or other independent research project. Final synthesis project.
Determined in consultation with faculty mentor.

Historical/Theoretical List: 6 hours (3 upper division)*

ALA 100 Intro to Environmental Design
ALA 102 Architecture, Landscape Architecture, & Society
AME 494 History & Analysis of Media Arts
APH 213 History of Architecture I
APH 214 History of Architecture II
APH 300 World Arch/Western Civilizations
APH 336 20th Century Architecture I
APH 337 20th Century Architecture II
ARA 202 Understanding Photographs
ARA 498 Photography & Language
ARS 102 Art from Renaissance to Present
ARS 294 Art & Television
ARS 394/494 20th Century Art History
ARS 438 Art of the 20th Century I
ARS 439 Art of the 20th Century II
ARS 460 Art Now
DCE 401 Dance History
DSC 101 Design Awareness
ENG 394 Videogame Theory
GRA 111 Graphic Design History I
GRA 112 Graphic Design History II
HUD 201 Intro Housing & Community Develop
IAP 305 20th/21st Century Art, Media, Technology & Performance
IND 316 20th Century Design I
IND 317 20th Century Design II
INT 111 Interior Design Issues & Theories
INT 310 Interior Design History I
INT 311 Interior Design History II
LPH 210 History of Landscape Architecture
LPH 211 Contemporary Landscape Architecture
MHL 394/494 20th Century Music History
MHL 440 Music Since 1900
THE 320 History of Theatre I
THE 321 History of Theatre II
THE 322 Theatre History & Culture
THE 403 Independent Film
THE 404 Foreign Film
THE 405 Film Great Performers & Directors; multiple topics
THE 494 20th Century Theatre History
THP 482 Theatre for Social Change

*Students in the Digital Culture focus can petition to replace three credits per digital culture category (digital culture studies, digital media, digital culture related, history and theory, capstone) up to a maximum of 9 replacement credits. Replacement credits must be related to digital culture work and may be achieved through courses offered by any unit of ASU including Polytechnic, West (IAP), and FMS or approved transfer credits from another institution.

Course Subject and Title <i>(courses in bold/shading are critical)</i>			Completed Transfer Pathway: <input type="checkbox"/> MAPP <input type="checkbox"/> TAG <input type="checkbox"/> ATP <input type="checkbox"/> None		Completed General Education: <input type="checkbox"/> AGEC <input type="checkbox"/> IGETC/CSUGE <input type="checkbox"/> None	
Hrs.	Upper Division	Transfer Course/Grade	Minimum Grade if Required	Additional Critical Tracking Notes		
TERM ONE: 0-16 CREDIT HOURS						
AME 194: ASU Digital Culture Experience	1	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> AME 194 is for ASU freshman students only. Not required of transfer students An SAT, ACT, Accuplacer, or TOEFL score determines placement into first-year composition courses ASU Math Placement Exam score determines placement in Mathematics course Digital Culture & Concentration coursework: Refer to additional notes for course selection. Minimum 3.0 cumulative GPA required in Digital Culture coursework Minimum 2.5 ASU cumulative GPA 	
ENG 101 and 102: First-Year Composition OR ENG 107 and 108: English for Foreign Students OR ENG 105: Advanced First-Year Composition	3	<input type="checkbox"/>		Grade of C		
#Concentration Course:	3	<input type="checkbox"/>		Grade of C		
AME 194: Introduction to Digital Culture	3	<input type="checkbox"/>		Grade of C		
MAT 210: Brief Calculus (MA)	3	<input type="checkbox"/>		Grade of C		
Humanities, Fine Arts, Design (HU) with Awareness Area – Global (G) and Historical (H):	3	<input type="checkbox"/>				
TERM TWO: 17-31 CREDIT HOURS						
ENG 101 and 102: First-Year Composition OR ENG 107 and 108: English for Foreign Students OR ENG 105: Advanced First-Year Composition	3	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> Digital Culture & Concentration coursework: Refer to additional notes for course selection. Minimum 3.0 cumulative GPA required in Digital Culture coursework Minimum 2.5 ASU cumulative GPA Milestones: At the end of the first year, students must have a minimum 3.0 cumulative GPA in Digital Culture coursework and a minimum 2.5 ASU cumulative GPA in order to continue on to their sophomore year in the Digital Culture degree. Students must complete MAT 210 with a C or better by their third term. 	
#Digital Culture Studies Course:	3	<input type="checkbox"/>		Grade of C		
#Digital Media Course:	3	<input type="checkbox"/>		Grade of C		
Social and Behavioral Sciences (SB) with Awareness Area – Cultural Diversity (C):	3	<input type="checkbox"/>				
Computer/Statistics/Quantitative applications (CS):	3	<input type="checkbox"/>				
TERM THREE: 32-47 CREDIT HOURS						
#Concentration Course:	3	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> Complete First-Year Composition requirement: ENG 101 & 102 OR ENG 107 & 108 or 105 Digital Culture & Concentration coursework: Refer to additional notes for course selection. Minimum 3.0 cumulative GPA required in Digital Culture coursework Minimum 2.5 ASU cumulative GPA 	
#Digital Media Course:	3	<input type="checkbox"/>		Grade of C		
#Historical/Theoretical Studies:	3	<input type="checkbox"/>		Grade of C		
Natural Science – Quantitative (SQ):	4	<input type="checkbox"/>				
Social and Behavioral Sciences (SB):	3	<input type="checkbox"/>				
TERM FOUR: 48-62 CREDIT HOURS						
#Concentration Course:	3	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> Digital Culture & Concentration coursework: Refer to additional notes for course selection. Minimum 3.0 cumulative GPA required in Digital Culture coursework Minimum 2.5 ASU cumulative GPA 	
#Digital Culture Studies Course:	3	<input type="checkbox"/>		Grade of C		
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
Literacy and Critical Inquiry (L):	3	<input type="checkbox"/>				
Humanities, Fine Arts, Design (HU):	3	<input type="checkbox"/>				
TERM FIVE: 63-78 CREDIT HOURS						
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> Digital Culture & Concentration coursework: Refer to additional notes for course selection. Minimum 3.0 cumulative GPA required in Digital Culture coursework Minimum 2.5 ASU cumulative GPA 	
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Digital Media Course:	3	<input checked="" type="checkbox"/>		Grade of C		
#Related Digital Culture:	3	<input type="checkbox"/>		Grade of C		
Natural Science – Quantitative or General (SQ/SG):	4	<input type="checkbox"/>				
TERM SIX: 79-93 CREDIT HOURS						
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> Digital Culture & Concentration coursework: Refer to additional notes for course selection. Minimum 3.0 cumulative GPA required in Digital Culture coursework Minimum 2.5 ASU cumulative GPA 	
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Historical/Theoretical Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Literacy and Critical Inquiry (L):	3	<input checked="" type="checkbox"/>				
TERM SEVEN: 94-108 CREDIT HOURS						
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> Digital Culture & Concentration coursework: Refer to additional notes for course selection. Minimum 3.0 cumulative GPA required in Digital Culture coursework Minimum 2.5 ASU cumulative GPA 	
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Related Digital Culture:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Capstone Experience:	3	<input checked="" type="checkbox"/>		Grade of C		
TERM EIGHT: 109-120 CREDIT HOURS						
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> Digital Culture & Concentration coursework: Refer to additional notes for course selection. Minimum 3.0 cumulative GPA required in Digital Culture coursework Minimum 2.5 ASU cumulative GPA 	
#Upper Division Digital Media Course:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Capstone Experience:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Humanities/Fine Art (HU) or Social /Behavioral Science (SB):	3	<input checked="" type="checkbox"/>				

Graduation Requirements Summary:

Total Hours (120 minimum)	Total UD Hours (minimum 45)	Cumulative GPA (2.00 minimum)	Total Hrs at ASU (minimum 30)	Resident Credit for Academic Recognition (minimum 56)	Total Comm. College Hrs. (maximum 64)
120	54	2.00	67	56	53

General University Requirements: Legend

- General Studies Core Requirements:
 - Literacy and Critical Inquiry (L) (6 credit hours)
 - Mathematical Studies (MA) (3 credit hours)
 - Computer/Statistics/Quantitative applications (CS) (3 credit hours)
 - Humanities, Fine Arts, and Design (HU) (6-9 credit hours)
 - Social and Behavioral Sciences (SB) (6-9 credit hours)
 - Natural Science-Quantitative (SQ) (4 – 8 credit hours) (cumulative SQ/SG credit must equal 8 credit hours)
 - Natural Science-General (SG) (0-4 credit hours) (cumulative SQ/SG credit must equal 8 credit hours)
- General Studies Awareness Requirements (may be combined with other general studies requirements)
 - Cultural Diversity in the US (C) (3 credit hours)
 - Global Awareness (G) (3 credit hours)
 - Historical Awareness (H) (3 credit hours)
- First-Year Composition (ENG 101 & 102 OR ENG 107 & 108 or 105)

Additional Notes:

Music Concentration of Studies: 18 hours (9 hours upper division)*	Digital Culture Studies: 31 hours (21 upper division)*	Digital Media: 12 hours (6 upper division; must include coursework from both areas. 3 hours of studio can replace 1 Digital Media course)*	Related Digital Culture: 6 hours (3 upper division)*
<p><i>First choose one from the following:</i></p> <p>MUS 100 Fundamentals of Music Notation</p> <p>MTC 125 Basic Music Theory</p> <p><i>Choose one from the following:</i></p> <p>MUS 294 Songwriting</p> <p>MUS 294 Producing Hip Hop and Dance Music</p> <p>MUS 294 Song Production with Garage Band</p> <p><i>Choose one from the following:</i></p> <p>MTC 436 Electronic Studio Techniques I</p> <p>MUP 319 Advanced Audio Techniques for the Arts</p> <p>MTC 437 Electronic Studio Techniques II</p> <p>MUE 441 Psychology of Music</p> <p><i>Choose one from the following:</i></p> <p>MUS 354 Rock: The Early Years(HU)</p> <p>MUS 354 Rock since 1970(HU)</p> <p>MUS 354 Hip Hop (HU)</p> <p>MUS 354 Elvis (HU)</p> <p>MUS 354 Beatles (HU)</p> <p><i>Choose two from the following prefixes (one upper division):</i></p> <p>MUS/MUP/MUE/MTC</p>	<p>ASU 101</p> <p><i>First take:</i> AME 194: Introduction to Digital Culture</p> <p><i>Then choose 9 from:</i> AME 194 Computational Thinking for Digital Culture and Media Arts AME/ART 294 Intro to Interactive Environments</p> <p>AME 294 Media Editing</p> <p>ART 294 3D Tools</p> <p>AME 294 Programming for Media Arts</p> <p>DCE 294 Hybrid Action: Physical Intelligence in Digital Culture</p> <p>ANP/AME 394 How to Build a Digital-Physical System</p> <p>AME 394 Motion Capture for Integrated Systems</p> <p>DSC 394 Digital Modeling</p> <p>PSY 324 Memory and Cognition for Digital Culture</p> <p>AME 394 Collaborative Projects & Research I & II</p> <p>AME 394 Compositional & Computational Principles for Media Arts</p> <p>ANP 494 Digital Ecologies: Parametric Systems Design</p> <p>AME 494/598 Animating Virtual Worlds</p>	<p><i>Media Arts and Design</i></p> <p>ART 294 The Still Image in Digital Culture</p> <p>FMP 294 Introduction to Animation</p> <p>MUE 294 Open Minds, Digital Ears</p> <p>FMP 394 Non-linear Editing for Film and Media</p> <p>MUE 394 Performing in Digital & Hybrid Music Groups</p> <p>MUE 494/598 Advanced Interactive Sound</p> <p>ART 494 Visual Prototyping</p> <p><i>Media Engineering</i></p> <p>EGR 494 Music and Engineering</p> <p>More courses are planned for the Media Engineering area. Check with the Digital Culture Education Coordinator.</p> <p><i>Studio (each section counts as 1 hour)</i></p> <p>AME 194 Digital Culture Studio I AME 294 Digital Culture Studio II AME 394 Digital Culture Studio III</p>	<p>FMP 294 Story Development for Game Design</p> <p>EDT 329 Games, Simulations & Virtual Environments</p> <p>ASB 328 Rules, Games & Society</p> <p>ASB 344 Technology and Society</p> <p>ARE 494 Digital Ethnography in Virtual Worlds</p> <p>RDG 440 Computer Gaming Learning & Literacy</p> <p>ASB 430 Social Simulation</p> <p>MCO 435 Media 2.0 Social Media</p> <div style="background-color: #cccccc; padding: 5px;"> <p>Historical/Theoretical: 6 hours (3 upper division)*</p> <p>Please see list on page 3</p> </div>
<p>Capstone Experience: (6 upper division)*</p> <p>Internship, thesis or other independent research project. Final synthesis project. Determined in consultation with faculty mentor.</p>			

Historical/Theoretical List: 6 hours (3 upper division)*

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ALA 102 Architecture, Landscape Architecture, & Society
AME 494 History & Analysis of Media Arts
APH 213 History of Architecture I
APH 214 History of Architecture II
APH 300 World Arch/Western Civilizations
APH 336 20th Century Architecture I
APH 337 20th Century Architecture II
ARA 202 Understanding Photographs
ARA 498 Photography & Language
ARS 102 Art from Renaissance to Present
ARS 294 Art & Television
ARS 394/494 20th Century Art History
ARS 438 Art of the 20th Century I
ARS 439 Art of the 20th Century II
ARS 460 Art Now
DCE 401 Dance History
DSC 101 Design Awareness
ENG 394 Videogame Theory
GRA 111 Graphic Design History I
GRA 112 Graphic Design History II
HUD 201 Intro Housing & Community Develop
IAP 305 20th/21st Century Art, Media, Technology & Performance
IND 316 20th Century Design I
IND 317 20th Century Design II
INT 111 Interior Design Issues & Theories
INT 310 Interior Design History I
INT 311 Interior Design History II
LPH 210 History of Landscape Architecture
LPH 211 Contemporary Landscape Architecture
MHL 394/494 20th Century Music History
MHL 440 Music Since 1900
THE 320 History of Theatre I
THE 321 History of Theatre II
THE 322 Theatre History & Culture
THE 403 Independent Film
THE 404 Foreign Film
THE 405 Film Great Performers & Directors; multiple topics
THE 494 20th Century Theatre History
THP 482 Theatre for Social Change

*Students in the Digital Culture focus can petition to replace three credits per digital culture category (digital culture studies, digital media, digital culture related, history and theory, capstone) up to a maximum of 9 replacement credits. Replacement credits must be related to digital culture work and may be achieved through courses offered by any unit of ASU including Polytechnic, West (IAP), and FMS or approved transfer credits from another institution.

Major Map: Digital Culture (Concentration: Art) – Bachelor of Arts (B.A.)

Herberger Institute for Design and the Arts for Design and the Arts | Catalog Year: 2011-2012

Course Subject and Title <i>(courses in bold/shading are critical)</i>	Hrs.	Upper Division	Competed Transfer Pathway: <input type="checkbox"/> MAPP <input type="checkbox"/> TAG <input type="checkbox"/> ATP <input type="checkbox"/> None		Completed General Education: <input type="checkbox"/> AGECE <input type="checkbox"/> IGETC/CSUGE <input type="checkbox"/> None	
			Transfer Course/Grade	Minimum Grade if Required	Additional Critical Tracking Notes	
TERM ONE: 0-16 CREDIT HOURS						
AME 194: ASU Digital Culture Experience	1	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • AME 194 is for ASU freshman students only. Not required of transfer students • An SAT, ACT, Accuplacer, or TOEFL score determines placement into first-year composition courses • ASU Math Placement Exam score determines placement in Mathematics course • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
ENG 101 and 102: First-Year Composition OR ENG 107 and 108: English for Foreign Students OR ENG 105: Advanced First-Year Composition	3	<input type="checkbox"/>		Grade of C		
#Concentration Course:	3	<input type="checkbox"/>		Grade of C		
AME 194: Introduction to Digital Culture	3	<input type="checkbox"/>		Grade of C		
MAT 210: Brief Calculus (MA)	3	<input type="checkbox"/>		Grade of C		
Humanities, Fine Arts, Design (HU) with Awareness Area – Global (G) and Historical (H):	3	<input type="checkbox"/>				
TERM TWO: 17-31 CREDIT HOURS						
ENG 101 and 102: First-Year Composition OR ENG 107 and 108: English for Foreign Students OR ENG 105: Advanced First-Year Composition	3	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA • Milestones: At the end of the first year, students must have a minimum 3.0 cumulative GPA in Digital Culture coursework and a minimum 2.5 ASU cumulative GPA in order to continue on to their sophomore year in the Digital Culture degree. Students must complete MAT 210 with a C or better by their third term. 	
#Digital Culture Studies Course:	3	<input type="checkbox"/>		Grade of C		
#Digital Media Course:	3	<input type="checkbox"/>		Grade of C		
Social and Behavioral Sciences (SB) with Awareness Area – Cultural Diversity (C):	3	<input type="checkbox"/>				
Computer/Statistics/Quantitative applications (CS):	3	<input type="checkbox"/>				
TERM THREE: 32-47 CREDIT HOURS						
#Concentration Course:	3	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Complete First-Year Composition requirement: ENG 101 & 102 OR ENG 107 & 108 or 105 • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
#Digital Media Course:	3	<input type="checkbox"/>		Grade of C		
#Historical/Theoretical Studies:	3	<input type="checkbox"/>		Grade of C		
Natural Science – Quantitative (SQ):	4	<input type="checkbox"/>				
Social and Behavioral Sciences (SB):	3	<input type="checkbox"/>				
TERM FOUR: 48-62 CREDIT HOURS						
#Concentration Course:	3	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
#Digital Culture Studies Course:	3	<input type="checkbox"/>		Grade of C		
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
Literacy and Critical Inquiry (L):	3	<input type="checkbox"/>				
Humanities, Fine Arts, Design (HU):	3	<input type="checkbox"/>				
TERM FIVE: 63-78 CREDIT HOURS						
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Digital Media Course:	3	<input checked="" type="checkbox"/>		Grade of C		
#Related Digital Culture:	3	<input type="checkbox"/>		Grade of C		
Natural Science – Quantitative or General (SQ/SG):	4	<input type="checkbox"/>				
TERM SIX: 79-93 CREDIT HOURS						
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Historical/Theoretical Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Literacy and Critical Inquiry (L):	3	<input checked="" type="checkbox"/>				
TERM SEVEN: 94-108 CREDIT HOURS						
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Related Digital Culture:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Capstone Experience:	3	<input checked="" type="checkbox"/>		Grade of C		
TERM EIGHT: 109-120 CREDIT HOURS						
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
#Upper Division Digital Media Course:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Capstone Experience:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Humanities/Fine Art (HU) or Social /Behavioral Science (SB):	3	<input checked="" type="checkbox"/>				

Graduation Requirements Summary:

Total Hours (120 minimum)	Total UD Hours (minimum 45)	Cumulative GPA (2.00 minimum)	Total Hrs at ASU (minimum 30)	Resident Credit for Academic Recognition (minimum 56)	Total Comm. College Hrs. (maximum 64)
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General University Requirements: Legend

- General Studies Core Requirements:
 - Literacy and Critical Inquiry (L) (6 credit hours)
 - Mathematical Studies (MA) (3 credit hours)
 - Computer/Statistics/Quantitative applications (CS) (3 credit hours)
 - Humanities, Fine Arts, and Design (HU) (6-9 credit hours)
 - Social and Behavioral Sciences (SB) (6-9 credit hours)
 - Natural Science-Quantitative (SQ) (4 – 8 credit hours) (cumulative SQ/SG credit must equal 8 credit hours)
 - Natural Science-General (SG) (0-4 credit hours) (cumulative SQ/SG credit must equal 8 credit hours)
- General Studies Awareness Requirements (may be combined with other general studies requirements)
 - Cultural Diversity in the US (C) (3 credit hours)
 - Global Awareness (G) (3 credit hours)
 - Historical Awareness (H) (3 credit hours)
- First-Year Composition (ENG 101 & 102 OR ENG 107 & 108 or 105)

Additional Notes:

Art Concentration of Studies: 18 hours (9 hours upper division)*	Digital Culture Studies: 31 hours (21 upper division)*	Digital Media: 12 hours (6 upper division; must include coursework from both areas. 3 hours of studio can replace 1 Digital Media course)*	Related Digital Culture: 6 hours (3 upper division)*
<p><i>Choose one from the following:</i></p> <p>ARS 102 Art- Renaissance to Present</p> <p>ARS 250 History of Photography</p> <p><i>Choose one from the following:</i></p> <p>ART 111 Intro to Drawing</p> <p>ART 113 Intro to 2-D Design</p> <p>ART 112 Intro to Color</p> <p><i>Studio - Required:</i></p> <p>ART 294 Intermedia Practices</p> <p><i>Choose one from the following (upper division):</i></p> <p>ARS 394 Art and Television</p> <p>ARS 438 Art of the 20th Century I</p> <p>ARS 494 Introduction to Museums</p> <p>ARS 460 Art Now</p> <p><i>Choose one from the following (upper division):</i></p> <p>ART 394 Digital Processes for Printmaking</p> <p>ART 346 3D Computer Imaging & Animation</p> <p>ART 439 Intermedia Studio</p> <p>ART 494 Art & Community</p> <p>ART 494 Digital Fibers</p> <p><i>Choose one additional from the above ARS or ART upper division lists.</i></p> <p>*NOTE: Some upper division courses may require permission of instructor for DC students</p>	<p>ASU 101</p> <p><i>First take:</i> AME 194: Introduction to Digital Culture</p> <p><i>Then choose 9 from:</i> AME 194 Computational Thinking for Digital Culture and Media Arts AME/ART 294 Intro to Interactive Environments</p> <p>AME 294 Media Editing</p> <p>ART 294 3D Tools</p> <p>AME 294 Programming for Media Arts</p> <p>DCE 294 Hybrid Action: Physical Intelligence in Digital Culture</p> <p>ANP/AME 394 How to Build a Digital-Physical System</p> <p>AME 394 Motion Capture for Integrated Systems</p> <p>DSC 394 Digital Modeling</p> <p>AME/PSY 394 Memory and Cognition for Digital Culture</p> <p>AME 394 Collaborative Projects & Research I & II</p> <p>AME 394 Compositional & Computational Principles for Media Arts</p> <p>ANP 494 Digital Ecologies: Parametric Systems Design</p> <p>AME 494/598 Animating Virtual Worlds</p>	<p><i>Media Arts and Design</i></p> <p>ART 294 The Still Image in Digital Culture</p> <p>FMP 294 Introduction to Animation</p> <p>MUE 294 Open Minds, Digital Ears</p> <p>FMP 394 Non-linear Editing for Film and Media</p> <p>MUE 394 Performing in Digital & Hybrid Music Groups</p> <p>MUE 494/598 Advanced Interactive Sound</p> <p>ART 494 Visual Prototyping</p> <p><i>Media Engineering</i></p> <p>EGR 494 Music and Engineering</p> <p>More courses are planned for the Media Engineering area. Check with the Digital Culture Education Coordinator.</p> <p><i>Studio (each section counts as 1 hour)</i></p> <p>AME 194 Digital Culture Studio I AME 294 Digital Culture Studio II AME 394 Digital Culture Studio III</p>	<p>FMP 294 Story Development for Game Design</p> <p>EDT 329 Games, Simulations & Virtual Environments</p> <p>ASB 328 Rules, Games & Society</p> <p>ASB 344 Technology and Society</p> <p>ARE 494 Digital Ethnography in Virtual Worlds</p> <p>RDG 440 Computer Gaming Learning & Literacy</p> <p>ASB 430 Social Simulation</p> <p>MCO 435 Media 2.0 Social Media</p> <p style="background-color: #cccccc;">Historical/Theoretical: 6 hours (3 upper division)*</p> <p>Please see list on page 3</p>
Capstone Experience: (6 upper division)*			

Internship, thesis or other independent research project. Final synthesis project.
Determined in consultation with faculty mentor.

Historical/Theoretical List: 6 hours (3 upper division)*

ALA 100 Intro to Environmental Design
ALA 102 Architecture, Landscape Architecture, & Society
AME 494 History & Analysis of Media Arts
APH 213 History of Architecture I
APH 214 History of Architecture II
APH 300 World Arch/Western Civilizations
APH 336 20th Century Architecture I
APH 337 20th Century Architecture II
ARA 202 Understanding Photographs
ARA 498 Photography & Language
ARS 102 Art from Renaissance to Present
ARS 294 Art & Television
ARS 394/494 20th Century Art History
ARS 438 Art of the 20th Century I
ARS 439 Art of the 20th Century II
ARS 460 Art Now
DCE 401 Dance History
DSC 101 Design Awareness
ENG 394 Videogame Theory
GRA 111 Graphic Design History I
GRA 112 Graphic Design History II
HUD 201 Intro Housing & Community Develop
IAP 305 20th/21st Century Art, Media, Technology & Performance
IND 316 20th Century Design I
IND 317 20th Century Design II
INT 111 Interior Design Issues & Theories
INT 310 Interior Design History I
INT 311 Interior Design History II
LPH 210 History of Landscape Architecture
LPH 211 Contemporary Landscape Architecture
MHL 394/494 20th Century Music History
MHL 440 Music Since 1900
THE 320 History of Theatre I
THE 321 History of Theatre II
THE 322 Theatre History & Culture
THE 403 Independent Film
THE 404 Foreign Film
THE 405 Film Great Performers & Directors; multiple topics
THE 494 20th Century Theatre History
THP 482 Theatre for Social Change

*Students in the Digital Culture focus can petition to replace three credits per digital culture category (digital culture studies, digital media, digital culture related, history and theory, capstone) up to a maximum of 9 replacement credits. Replacement credits must be related to digital culture work and may be achieved through courses offered by any unit of ASU including Polytechnic, West (IAP), and FMS or approved transfer credits from another institution.

Course Subject and Title <i>(courses in bold/shading are critical)</i>	Hrs.	Upper Division	Competed Transfer Pathway: <input type="checkbox"/> MAPP <input type="checkbox"/> TAG <input type="checkbox"/> ATP <input type="checkbox"/> None		Completed General Education: <input type="checkbox"/> AGECE <input type="checkbox"/> IGTC/CSUGE <input type="checkbox"/> None	
			Transfer Course/Grade	Minimum Grade if Required	Additional Critical Tracking Notes	
TERM ONE: 0-16 CREDIT HOURS						
AME 194: ASU Digital Culture Experience	1	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> AME 194 is for ASU freshman students only. Not required of transfer students An SAT, ACT, Accuplacer, or TOEFL score determines placement into first-year composition courses ASU Math Placement Exam score determines placement in Mathematics course Digital Culture & Concentration coursework: Refer to additional notes for course selection. Minimum 3.0 cumulative GPA required in Digital Culture coursework Minimum 2.5 ASU cumulative GPA 	
ENG 101 and 102: First-Year Composition OR ENG 107 and 108: English for Foreign Students OR ENG 105: Advanced First-Year Composition	3	<input type="checkbox"/>		Grade of C		
#Concentration Course:	3	<input type="checkbox"/>		Grade of C		
AME 194: Introduction to Digital Culture	3	<input type="checkbox"/>		Grade of C		
MAT 210: Brief Calculus (MA)	3	<input type="checkbox"/>		Grade of C		
Humanities, Fine Arts, Design (HU) with Awareness Area – Global (G) and Historical (H):	3	<input type="checkbox"/>				
TERM TWO: 17-31 CREDIT HOURS						
ENG 101 and 102: First-Year Composition OR ENG 107 and 108: English for Foreign Students OR ENG 105: Advanced First-Year Composition	3	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> Digital Culture & Concentration coursework: Refer to additional notes for course selection. Minimum 3.0 cumulative GPA required in Digital Culture coursework Minimum 2.5 ASU cumulative GPA Milestones: At the end of the first year, students must have a minimum 3.0 cumulative GPA in Digital Culture coursework and a minimum 2.5 ASU cumulative GPA in order to continue on to their sophomore year in the Digital Culture degree. Students must complete MAT 210 with a C or better by their third term. 	
#Digital Culture Studies Course:	3	<input type="checkbox"/>		Grade of C		
# Digital Media Course:	3	<input type="checkbox"/>		Grade of C		
Social and Behavioral Sciences (SB) with Awareness Area – Cultural Diversity (C):	3	<input type="checkbox"/>				
Computer/Statistics/Quantitative applications (CS):	3	<input type="checkbox"/>				
TERM THREE: 32-47 CREDIT HOURS						
#Concentration Course:	3	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> Complete First-Year Composition requirement: ENG 101 & 102 OR ENG 107 & 108 or 105 Digital Culture & Concentration coursework: Refer to additional notes for course selection. Minimum 3.0 cumulative GPA required in Digital Culture coursework Minimum 2.5 ASU cumulative GPA 	
#Digital Media Course:	3	<input type="checkbox"/>		Grade of C		
#Historical/Theoretical Studies:	3	<input type="checkbox"/>		Grade of C		
Natural Science – Quantitative (SQ):	4	<input type="checkbox"/>				
Social and Behavioral Sciences (SB):	3	<input type="checkbox"/>				
TERM FOUR: 48-62 CREDIT HOURS						
#Concentration Course:	3	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> Digital Culture & Concentration coursework: Refer to additional notes for course selection. Minimum 3.0 cumulative GPA required in Digital Culture coursework Minimum 2.5 ASU cumulative GPA 	
#Digital Culture Studies Course:	3	<input type="checkbox"/>		Grade of C		
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
Literacy and Critical Inquiry (L):	3	<input type="checkbox"/>				
Humanities, Fine Arts, Design (HU):	3	<input type="checkbox"/>				
TERM FIVE: 63-78 CREDIT HOURS						
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> Digital Culture & Concentration coursework: Refer to additional notes for course selection. Minimum 3.0 cumulative GPA required in Digital Culture coursework Minimum 2.5 ASU cumulative GPA 	
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Digital Media Course:	3	<input checked="" type="checkbox"/>		Grade of C		
#Related Digital Culture:	3	<input type="checkbox"/>		Grade of C		
Natural Science – Quantitative or General (SQ/SG):	4	<input type="checkbox"/>				
TERM SIX: 79-93 CREDIT HOURS						
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> Digital Culture & Concentration coursework: Refer to additional notes for course selection. Minimum 3.0 cumulative GPA required in Digital Culture coursework Minimum 2.5 ASU cumulative GPA 	
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Historical/Theoretical Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Literacy and Critical Inquiry (L):	3	<input checked="" type="checkbox"/>				
TERM SEVEN: 94-108 CREDIT HOURS						
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> Digital Culture & Concentration coursework: Refer to additional notes for course selection. Minimum 3.0 cumulative GPA required in Digital Culture coursework Minimum 2.5 ASU cumulative GPA 	
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Related Digital Culture:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Capstone Experience:	3	<input checked="" type="checkbox"/>		Grade of C		
TERM EIGHT: 109-120 CREDIT HOURS						
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> Digital Culture & Concentration coursework: Refer to additional notes for course selection. Minimum 3.0 cumulative GPA required in Digital Culture coursework Minimum 2.5 ASU cumulative GPA 	
#Upper Division Digital Media Course:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Capstone Experience:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Humanities/Fine Art (HU) or Social /Behavioral Science (SB):	3	<input checked="" type="checkbox"/>				

Graduation Requirements Summary:

Total Hours (120 minimum)	Total UD Hours (minimum 45)	Cumulative GPA (2.00 minimum)	Total Hrs at ASU (minimum 30)	Resident Credit for Academic Recognition (minimum 56)	Total Comm. College Hrs. (maximum 64)
120	54	2.00	67	56	53

General University Requirements: Legend

- General Studies Core Requirements:
 - Literacy and Critical Inquiry (L) (6 credit hours)
 - Mathematical Studies (MA) (3 credit hours)
 - Computer/Statistics/Quantitative applications (CS) (3 credit hours)
 - Humanities, Fine Arts, and Design (HU) (6-9 credit hours)
 - Social and Behavioral Sciences (SB) (6-9 credit hours)
 - Natural Science-Quantitative (SQ) (4 – 8 credit hours) (cumulative SQ/SG credit must equal 8 credit hours)
 - Natural Science-General (SG) (0-4 credit hours) (cumulative SQ/SG credit must equal 8 credit hours)
- General Studies Awareness Requirements (may be combined with other general studies requirements)
 - Cultural Diversity in the US (C) (3 credit hours)
 - Global Awareness (G) (3 credit hours)
 - Historical Awareness (H) (3 credit hours)
- First-Year Composition (ENG 101 & 102 OR ENG 107 & 108 or 105)

Additional Notes:

Theatre Concentration of Studies: 18 hours (9 hours upper division)*	Digital Culture Studies: 31 hours (21 upper division)*	Digital Media: 12 hours (6 upper division; must include coursework from both areas. 3 hours of studio can replace 1 Digital Media course)*	Related Digital Culture: 6 hours (3 upper division)*
<p><i>First choose one from the following:</i></p> <p>THF 215 Design & Composition for Theatre & Film</p> <p>THP 313 Fundamentals of Design</p> <p><i>Choose two from the following:</i></p> <p>THP 340 Scene Design</p> <p>THP 345 Lighting Design</p> <p>THP 350 Sound Design</p> <p>THP 430 Costume Design</p> <p>THP 494 Introduction to Multimedia Design</p> <p>THP/FMP 494 Art Direction</p> <p><i>Choose two from the following:</i></p> <p>THP 494 AutoCAD</p> <p>THP 430 Advanced Costume Construction</p> <p>THP 442 Drawing</p> <p>THP 444 Drafting for the Stage</p> <p>THP 450 Theatre Organization and Management</p> <p>THP 494 Technical Direction</p> <p><i>Choose one from the following prefixes:</i></p> <p>THE/THP/FMP</p>	<p>ASU 101</p> <p><i>First take:</i> AME 194 Introduction to Digital Culture</p> <p><i>Then choose 9 from:</i> AME 194 Computational Thinking for Digital Culture and Media Arts AME/ART 294 Intro to Interactive Environments</p> <p>AME 294 Media Editing</p> <p>ART 294 3D Tools</p> <p>AME 294 Programming for Media Arts</p> <p>DCE 294 Hybrid Action: Physical Intelligence in Digital Culture ANP/AME 394 How to Build a Digital-Physical System AME 394 Motion Capture for Integrated Systems</p> <p>DSC 394 Digital Modeling</p> <p>PSY 324 Memory and Cognition</p> <p>AME 394 Collaborative Projects & Research I & II AME 394 Compositional & Computational Principles for Media Arts</p> <p>ANP 494 Digital Ecologies: Parametric Systems Design</p> <p>AME 494/598 Animating Virtual Worlds</p>	<p><i>Media Arts and Design</i></p> <p>ART 294 The Still Image in Digital Culture</p> <p>FMP 294 Introduction to Animation</p> <p>MUE 294 Open Minds Digital Ears</p> <p>FMP 394 Non-linear Editing for Film and Media</p> <p>MUE 394 Performing in Digital & Hybrid Music Groups</p> <p>MUE 494/598 Advanced Interactive Sound</p> <p>ART 494 Visual Prototyping</p> <p><i>Media Engineering</i></p> <p>EGR 494 Music and Engineering</p> <p>More courses are planned for the Media Engineering area. Check with the Digital Culture Education Coordinator.</p> <p><i>Studio (each section counts as 1 hour)</i></p> <p>AME 194 Digital Culture Studio I AME 294 Digital Culture Studio II AME 394 Digital Culture Studio III</p>	<p>FMP 294 Story Development for Game Design</p> <p>EDT 329 Games, Simulations & Virtual Environments</p> <p>ASB 328 Rules, Games & Society</p> <p>ASB 344 Technology and Society</p> <p>ARE 494 Digital Ethnography in Virtual Worlds</p> <p>RDG 440 Computer Gaming Learning & Literacy</p> <p>ASB 430 Social Simulation</p> <p>MCO 435 Media 2.0 Social Media</p> <p style="background-color: #cccccc;">Historical/Theoretical: 6 hours (3 upper division)*</p> <p>Please see list on page 3</p>
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ARA 202 Understanding Photographs
ARA 498 Photography & Language
ARS 102 Art from Renaissance to Present
ARS 294 Art & Television
ARS 394/494 20th Century Art History
ARS 438 Art of the 20th Century I
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ARS 460 Art Now
DCE 401 Dance History
DSC 101 Design Awareness
ENG 394 Videogame Theory
GRA 111 Graphic Design History I
GRA 112 Graphic Design History II
HUD 201 Intro Housing & Community Develop
IAP 305 20th/21st Century Art, Media, Technology & Performance
IND 316 20th Century Design I
IND 317 20th Century Design II
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INT 310 Interior Design History I
INT 311 Interior Design History II
LPH 210 History of Landscape Architecture
LPH 211 Contemporary Landscape Architecture
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THE 320 History of Theatre I
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			Transfer Course/Grade	Minimum Grade if Required	Additional Critical Tracking Notes	
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#Concentration Course:	3	<input type="checkbox"/>		Grade of C		
AME 194: Introduction to Digital Culture	3	<input type="checkbox"/>		Grade of C		
MAT 210: Brief Calculus (MA)	3	<input type="checkbox"/>		Grade of C		
Humanities, Fine Arts, Design (HU) with Awareness Area – Global (G) and Historical (H):	3	<input type="checkbox"/>				
TERM TWO: 17-31 CREDIT HOURS						
ENG 101 and 102: First-Year Composition OR ENG 107 and 108: English for Foreign Students OR ENG 105: Advanced First-Year Composition	3	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA • Milestones: At the end of the first year, students must have a minimum 3.0 cumulative GPA in Digital Culture coursework and a minimum 2.5 ASU cumulative GPA in order to continue on to their sophomore year in the Digital Culture degree. Students must complete MAT 210 with a C or better by their third term. 	
#Digital Culture Studies Course:	3	<input type="checkbox"/>		Grade of C		
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Social and Behavioral Sciences (SB) with Awareness Area – Cultural Diversity (C):	3	<input type="checkbox"/>				
Computer/Statistics/Quantitative applications (CS):	3	<input type="checkbox"/>				
TERM THREE: 32-47 CREDIT HOURS						
#Concentration Course:	3	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Complete First-Year Composition requirement: ENG 101 & 102 OR ENG 107 & 108 or 105 • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
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Humanities, Fine Arts, Design (HU):	3	<input type="checkbox"/>				
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#Upper Division Historical/Theoretical Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Literacy and Critical Inquiry (L):	3	<input checked="" type="checkbox"/>				
TERM SEVEN: 94-108 CREDIT HOURS						
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
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TERM EIGHT: 109-120 CREDIT HOURS						
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#Upper Division Digital Media Course:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Capstone Experience:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Humanities/Fine Art (HU) or Social /Behavioral Science (SB):	3	<input checked="" type="checkbox"/>				

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 - Social and Behavioral Sciences (SB) (6-9 credit hours)
 - Natural Science-Quantitative (SQ) (4 – 8 credit hours) (cumulative SQ/SG credit must equal 8 credit hours)
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 - Historical Awareness (H) (3 credit hours)
- First-Year Composition (ENG 101 & 102 OR ENG 107 & 108 or 105)

Additional Notes:

Film Concentration of Studies: 18 hours (9 hours upper division)*	Digital Culture Studies: 31 hours (21 upper division)*	Digital Media: 12 hours (6 upper division; must include coursework from both areas. 3 hours of studio can replace 1 Digital Media course)*	Related Digital Culture: 6 hours (3 upper division)*
<p><i>First choose one from the following:</i></p> <p>FMP 201 Film: The Creative Process I (HU)</p> <p>FMP 250 Sex and Violence in Film & TV: Ethics Survey</p> <p><i>Then take the following:</i></p> <p>FMP 300 Focus on Film: Production Practicum I (non-FMP section)</p> <p><i>Choose one from the following:</i></p> <p>FMP 494 Producing Practices in Film & Television</p> <p>FMP 394 Documentary Filmmaking</p> <p>THE 403 Independent Film (HU)</p> <p>THE 404 Foreign Films & Filmmakers</p> <p>FMP 394/494 Technical Writing for Film & Television</p> <p><i>Choose two from the following:</i></p> <p>FMP 405 Spielberg Lucas (HU)</p> <p>FMP 405 Science Fiction on Film (HU)</p> <p>FMP 405 Hollywood Musicals (HU)</p> <p>FMP 405 Film: Great Performers and Directors (HU)</p> <p>FMP 405 Film Festivals (HU)</p> <p><i>Choose one from the following prefixes:</i></p> <p>THE/THP/FMP/FPR/FMS</p>	<p>ASU 101</p> <p><i>First take:</i></p> <p>AME 194: Introduction to Digital Culture</p> <p><i>Then choose 9 from:</i></p> <p>AME 194 Computational Thinking for Digital Culture and Media Arts</p> <p>AME/ART 294 Intro to Interactive Environments</p> <p>DSC 294 Media Editing</p> <p>ART 294 3D Tools</p> <p>AME 294 Programming for Media Arts</p> <p>DCE 294 Hybrid Action: Physical Intelligence in Digital Culture</p> <p>ANP/AME 394 How to Build a Digital-Physical System</p> <p>AME 394 Motion Capture for Integrated Systems</p> <p>DSC 394 Digital Modeling</p> <p>PSY 324 Memory and Cognition</p> <p>AME 394 Collaborative Projects & Research I & II</p> <p>AME 394 Compositional & Computational Principles for Media Arts</p> <p>ANP 494 Digital Ecologies: Parametric Systems Design</p> <p>AME 494/598 Animating Virtual Worlds</p>	<p><i>Media Arts and Design</i></p> <p>ART 294 The Still Image in Digital Culture</p> <p>FMP 294 Introduction to Animation</p> <p>MUE 294 Open Minds, Digital Ears</p> <p>FMP 394 Non-linear Editing for Film and Media</p> <p>MUE 394 Performing in Digital & Hybrid Music Groups</p> <p>MUE 494/598 Advanced Interactive Sound</p> <p>ART 494 Visual Prototyping</p> <p><i>Media Engineering</i></p> <p>EGR 494 Music and Engineering</p> <p>More courses are planned for the Media Engineering area. Check with the Digital Culture Education Coordinator.</p> <p><i>Studio (each section counts as 1 hour)</i></p> <p>AME 194 Digital Culture Studio I</p> <p>AME 294 Digital Culture Studio II</p> <p>AME 394 Digital Culture Studio III</p>	<p>FMP 294 Story Development for Game Design</p> <p>EDT 329 Games, Simulations & Virtual Environments</p> <p>ASB 3328 Rules, Games & Society</p> <p>ASB 344 Technology and Society</p> <p>ARE 494 Digital Ethnography in Virtual Worlds</p> <p>RDG 440 Computer Gaming Learning & Literacy</p> <p>ASB 430 Social Simulation</p> <p>MCO 435 Media 2.0 Social Media</p> <p>Historical/Theoretical: 6 hours (3 upper division)*</p> <p>Please see list on page 3</p>
<p>Capstone Experience: (6 upper division)*</p> <p>Internship, thesis or other independent research project. Final synthesis project. Determined in consultation with faculty mentor.</p>			

Historical/Theoretical List: 6 hours (3 upper division)*

ALA 100 Intro to Environmental Design
ALA 102 Architecture, Landscape Architecture, & Society
AME 494 History & Analysis of Media Arts
APH 213 History of Architecture I
APH 214 History of Architecture II
APH 300 World Arch/Western Civilizations
APH 336 20th Century Architecture I
APH 337 20th Century Architecture II
ARA 202 Understanding Photographs
ARA 498 Photography & Language
ARS 102 Art from Renaissance to Present
ARS 294 Art & Television
ARS 394/494 20th Century Art History
ARS 438 Art of the 20th Century I
ARS 439 Art of the 20th Century II
ARS 460 Art Now
DCE 401 Dance History
DSC 101 Design Awareness
ENG 394 Videogame Theory
GRA 111 Graphic Design History I
GRA 112 Graphic Design History II
HUD 201 Intro Housing & Community Develop
IAP 305 20th/21st Century Art, Media, Technology & Performance
IND 316 20th Century Design I
IND 317 20th Century Design II
INT 111 Interior Design Issues & Theories
INT 310 Interior Design History I
INT 311 Interior Design History II
LPH 210 History of Landscape Architecture
LPH 211 Contemporary Landscape Architecture
MHL 394/494 20th Century Music History
MHL 440 Music Since 1900
THE 320 History of Theatre I
THE 321 History of Theatre II
THE 322 Theatre History & Culture
THE 403 Independent Film
THE 404 Foreign Film
THE 405 Film Great Performers & Directors; multiple topics
THE 494 20th Century Theatre History
THP 482 Theatre for Social Change

*Students in the Digital Culture focus can petition to replace three credits per digital culture category (digital culture studies, digital media, digital culture related, history and theory, capstone) up to a maximum of 9 replacement credits. Replacement credits must be related to digital culture work and may be achieved through courses offered by any unit of ASU including Polytechnic, West (IAP), and FMS or approved transfer credits from another institution.

Course Subject and Title <i>(courses in bold/shading are critical)</i>	Hrs.	Upper Division	Competed Transfer Pathway: <input type="checkbox"/> MAPP <input type="checkbox"/> TAG <input type="checkbox"/> ATP <input type="checkbox"/> None		Completed General Education: <input type="checkbox"/> AGECE <input type="checkbox"/> IGTC/CSUGE <input type="checkbox"/> None	
			Transfer Course/Grade	Minimum Grade if Required	Additional Critical Tracking Notes	
TERM ONE: 0-16 CREDIT HOURS						
AME 194: ASU Digital Culture Experience	1	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • AME 194 is for ASU freshman students only. Not required of transfer students • An SAT, ACT, Accuplacer, or TOEFL score determines placement into first-year composition courses • ASU Math Placement Exam score determines placement in Mathematics course • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
ENG 101 and 102: First-Year Composition OR ENG 107 and 108: English for Foreign Students OR ENG 105: Advanced First-Year Composition	3	<input type="checkbox"/>		Grade of C		
#Concentration Course:	3	<input type="checkbox"/>		Grade of C		
AME 194: Introduction to Digital Culture	3	<input type="checkbox"/>		Grade of C		
MAT 210: Brief Calculus (MA)	3	<input type="checkbox"/>		Grade of C		
Humanities, Fine Arts, Design (HU) with Awareness Area – Global (G) and Historical (H):	3	<input type="checkbox"/>				
TERM TWO: 17-31 CREDIT HOURS						
ENG 101 and 102: First-Year Composition OR ENG 107 and 108: English for Foreign Students OR ENG 105: Advanced First-Year Composition	3	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA • Milestones: At the end of the first year, students must have a minimum 3.0 cumulative GPA in Digital Culture coursework and a minimum 2.5 ASU cumulative GPA in order to continue on to their sophomore year in the Digital Culture degree. Students must complete MAT 210 with a C or better by their third term. 	
#Digital Culture Studies Course:	3	<input type="checkbox"/>		Grade of C		
#Concentration Course:	3	<input type="checkbox"/>		Grade of C		
Social and Behavioral Sciences (SB) with Awareness Area – Cultural Diversity (C):	3	<input type="checkbox"/>				
Computer/Statistics/Quantitative applications (CS):	3	<input type="checkbox"/>				
TERM THREE: 32-47 CREDIT HOURS						
#Concentration Course:	3	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Complete First-Year Composition requirement: ENG 101 & 102 OR ENG 107 & 108 or 105 • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
#Digital Media Course:	3	<input type="checkbox"/>		Grade of C		
#Historical/Theoretical:	3	<input type="checkbox"/>		Grade of C		
Natural Science – Quantitative (SQ):	4	<input type="checkbox"/>				
Social and Behavioral Sciences (SB):	3	<input type="checkbox"/>				
TERM FOUR: 48-62 CREDIT HOURS						
#Concentration Course:	3	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C		
# Digital Culture Studies:	3	<input type="checkbox"/>		Grade of C		
Literacy and Critical Inquiry (L):	3	<input type="checkbox"/>				
Humanities, Fine Arts, Design (HU):	3	<input type="checkbox"/>				
TERM FIVE: 63-78 CREDIT HOURS						
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Digital Media Course:	3	<input checked="" type="checkbox"/>		Grade of C		
#Related Digital Culture:	3	<input type="checkbox"/>		Grade of C		
Natural Science – Quantitative or General (SQ/SG):	4	<input type="checkbox"/>				
TERM SIX: 79-93 CREDIT HOURS						
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Historical/Theoretical Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Literacy and Critical Inquiry (L):	3	<input checked="" type="checkbox"/>				
TERM SEVEN: 94-108 CREDIT HOURS						
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Related Digital Culture:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Capstone Experience:	3	<input checked="" type="checkbox"/>		Grade of C		
TERM EIGHT: 109-120 CREDIT HOURS						
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
#Upper Division Digital Media Course:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Capstone Experience:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Humanities/Fine Art (HU) or Social /Behavioral Science (SB):	3	<input checked="" type="checkbox"/>				

Graduation Requirements Summary:

Total Hours (120 minimum)	Total UD Hours (minimum 45)	Cumulative GPA (2.00 minimum)	Total Hrs at ASU (minimum 30)	Resident Credit for Academic Recognition (minimum 56)	Total Comm. College Hrs. (maximum 64)
120	54	2.00	67	56	53

General University Requirements: Legend

- General Studies Core Requirements:
 - Literacy and Critical Inquiry (L) (6 credit hours)
 - Mathematical Studies (MA) (3 credit hours)
 - Computer/Statistics/Quantitative applications (CS) (3 credit hours)
 - Humanities, Fine Arts, and Design (HU) (6-9 credit hours)
 - Social and Behavioral Sciences (SB) (6-9 credit hours)
 - Natural Science-Quantitative (SQ) (4 – 8 credit hours) (cumulative SQ/SG credit must equal 8 credit hours)
 - Natural Science-General (SG) (0-4 credit hours) (cumulative SQ/SG credit must equal 8 credit hours)
- General Studies Awareness Requirements (may be combined with other general studies requirements)
 - Cultural Diversity in the US (C) (3 credit hours)
 - Global Awareness (G) (3 credit hours)
 - Historical Awareness (H) (3 credit hours)
- First-Year Composition (ENG 101 & 102 OR ENG 107 & 108 or 105)

Additional Notes:

Media Processing Concentration of Studies: 30 hours (18 hours upper division)*	Digital Culture Studies: 22 hours (12 upper division)*	Digital Media: 9 hours (6 upper division; 3 hours of studio can replace 1 Digital Media course)*	Related Digital Culture: 6 hours (3 upper division)*
CPI 111 Game Development I CPI 211 Game Development II CPI 310 Information and Data Management CPI 411 Graphics for Games CSE 110 Principles of Programming with Java CSE 205 Object-Oriented Programming and Data Structures CSE 310 Data Structures and Algorithms CSE 463 Introduction to Human Computer Interaction CSE 470 Computer Graphics EEE 120 Digital Design Fundamentals EEE 203 Signals and Systems I EEE 304 Signals and Systems II EEE 404 Real-Time DSP Systems EEE 459 Communication Networks FSE 100 Intro to Engineering IEE 431 Engineering Administration IEE 458 Project Management MAT 242 Elementary Linear Algebra MAT 243 Discrete Mathematical Structures	ASU 101 <i>First take:</i> AME 194 Introduction to Digital Culture <i>Then choose 9 from:</i> AME 194 Computational Thinking for Digital Culture and Media Arts AME/ART 294 Intro to Interactive Environments AME 294 Media Editing ART 294 3D Tools AME 294 Programming for Media Arts DCE 294 Hybrid Action: Physical Intelligence in Digital Culture ANP/AME 394 How to Build a Digital-Physical System AME 394 Motion Capture for Integrated Systems DSC 394 Digital Modeling PSY 324 Memory and Cognition AME 394 Collaborative Projects & Research I & II AME 394 Compositional & Computational Principles for Media Arts ANP 494 Digital Ecologies: Parametric Systems Design AME 494/598 Animating Virtual Worlds	<p style="text-align: center;"><i>Media Arts and Design</i></p> ART 294 The Still Image in Digital Culture FMP 294 Introduction to Animation MUE 294 Open Minds, Digital Ears FMP 394 Non-linear Editing for Film and Media MUE 394 Performing in Digital & Hybrid Music Groups MUE 494/598 Advanced Interactive Sound ART 494 Visual Prototyping <p style="text-align: center;"><i>Studio (each section counts as 1 hour)</i></p> AME 194 Digital Culture Studio I AME 294 Digital Culture Studio II AME 394 Digital Culture Studio III	FMP 294 Story Development for Game Design EDT 329 Games, Simulations & Virtual Environments ASB 328 Rules, Games & Society ASB 344 Technology and Society ARE 494 Digital Ethnography in Virtual Worlds RDG 440 Computer Gaming Learning & Literacy ASB 430 Social Simulation MCO 435 Media 2.0 Social Media AME 494/594 Experiential Media Theory and Methodology <p>Historical/Theoretical: 6 hours (3 upper division)*</p> Please see list on page 3
<p>Capstone Experience: (6 upper division)*</p> Internship, thesis or other independent research project. Final synthesis project. Determined in consultation with faculty mentor.			

Historical/Theoretical List: 6 hours (3 upper division)*

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AME 494 History & Analysis of Media Arts
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APH 214 History of Architecture II
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APH 337 20th Century Architecture II
ARA 202 Understanding Photographs
ARA 498 Photography & Language
ARS 102 Art from Renaissance to Present
ARS 294 Art & Television
ARS 394/494 20th Century Art History
ARS 438 Art of the 20th Century I
ARS 439 Art of the 20th Century II
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DCE 401 Dance History
DSC 101 Design Awareness
ENG 394 Videogame Theory
GRA 111 Graphic Design History I
GRA 112 Graphic Design History II
HUD 201 Intro Housing & Community Develop
IAP 305 20th/21st Century Art, Media, Technology & Performance
IND 316 20th Century Design I
IND 317 20th Century Design II
INT 111 Interior Design Issues & Theories
INT 310 Interior Design History I
INT 311 Interior Design History II
LPH 210 History of Landscape Architecture
LPH 211 Contemporary Landscape Architecture
MHL 394/494 20th Century Music History
MHL 440 Music Since 1900
THE 320 History of Theatre I
THE 321 History of Theatre II
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THE 403 Independent Film
THE 404 Foreign Film
THE 405 Film Great Performers & Directors; multiple topics
THE 494 20th Century Theatre History
THP 482 Theatre for Social Change

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			Transfer Course/Grade	Minimum Grade if Required	Additional Critical Tracking Notes	
TERM ONE: 0-16 CREDIT HOURS						
AME 194: ASU Digital Culture Experience	1	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> AME 194 is for ASU freshman students only. Not required of transfer students An SAT, ACT, Accuplacer, or TOEFL score determines placement into first-year composition courses ASU Math Placement Exam score determines placement in Mathematics course Digital Culture & Concentration coursework: Refer to additional notes for course selection. Minimum 3.0 cumulative GPA required in Digital Culture coursework Minimum 2.5 ASU cumulative GPA 	
ENG 101 and 102: First-Year Composition OR ENG 107 and 108: English for Foreign Students OR ENG 105: Advanced First-Year Composition	3	<input type="checkbox"/>		Grade of C		
#Concentration Course:	3	<input type="checkbox"/>		Grade of C		
AME 194: Introduction to Digital Culture	3	<input type="checkbox"/>		Grade of C		
MAT 210: Brief Calculus (MA)	3	<input type="checkbox"/>		Grade of C		
Humanities, Fine Arts, Design (HU) with Awareness Area – Global (G) and Historical (H):	3	<input type="checkbox"/>				
TERM TWO: 17-31 CREDIT HOURS						
ENG 101 and 102: First-Year Composition OR ENG 107 and 108: English for Foreign Students OR ENG 105: Advanced First-Year Composition	3	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> Digital Culture & Concentration coursework: Refer to additional notes for course selection. Minimum 3.0 cumulative GPA required in Digital Culture coursework Minimum 2.5 ASU cumulative GPA Milestones: At the end of the first year, students must have a minimum 3.0 cumulative GPA in Digital Culture coursework and a minimum 2.5 ASU cumulative GPA in order to continue on to their sophomore year in the Digital Culture degree. Students must complete MAT 210 with a C or better by their third term. 	
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#Concentration Course:	3	<input type="checkbox"/>		Grade of C		
Social and Behavioral Sciences (SB) with Awareness Area – Cultural Diversity (C):	3	<input type="checkbox"/>				
Computer/Statistics/Quantitative applications (CS):	3	<input type="checkbox"/>				
TERM THREE: 32-47 CREDIT HOURS						
#Concentration Course:	3	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> Complete First-Year Composition requirement: ENG 101 & 102 OR ENG 107 & 108 or 105 Digital Culture & Concentration coursework: Refer to additional notes for course selection. Minimum 3.0 cumulative GPA required in Digital Culture coursework Minimum 2.5 ASU cumulative GPA 	
#Digital Media Course:	3	<input type="checkbox"/>		Grade of C		
#Historical/Theoretical Studies:	3	<input type="checkbox"/>		Grade of C		
Natural Science – Quantitative (SQ):	4	<input type="checkbox"/>				
Social and Behavioral Sciences (SB):	3	<input type="checkbox"/>				
TERM FOUR: 48-62 CREDIT HOURS						
#Concentration Course:	3	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> Digital Culture & Concentration coursework: Refer to additional notes for course selection. Minimum 3.0 cumulative GPA required in Digital Culture coursework Minimum 2.5 ASU cumulative GPA 	
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C		
# Digital Culture Studies:	3	<input type="checkbox"/>		Grade of C		
Literacy and Critical Inquiry (L):	3	<input type="checkbox"/>				
Humanities, Fine Arts, Design (HU):	3	<input type="checkbox"/>				
TERM FIVE: 63-78 CREDIT HOURS						
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TERM SIX: 79-93 CREDIT HOURS						
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> Digital Culture & Concentration coursework: Refer to additional notes for course selection. Minimum 3.0 cumulative GPA required in Digital Culture coursework Minimum 2.5 ASU cumulative GPA 	
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C		
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Upper Division Literacy and Critical Inquiry (L):	3	<input checked="" type="checkbox"/>				
TERM SEVEN: 94-108 CREDIT HOURS						
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> Digital Culture & Concentration coursework: Refer to additional notes for course selection. Minimum 3.0 cumulative GPA required in Digital Culture coursework Minimum 2.5 ASU cumulative GPA 	
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Related Digital Culture:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Capstone Experience:	3	<input checked="" type="checkbox"/>		Grade of C		
TERM EIGHT: 109-120 CREDIT HOURS						
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> Digital Culture & Concentration coursework: Refer to additional notes for course selection. Minimum 3.0 cumulative GPA required in Digital Culture coursework Minimum 2.5 ASU cumulative GPA 	
#Upper Division Digital Media Course:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Capstone Experience:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Humanities/Fine Art (HU) or Social /Behavioral Science (SB):	3	<input checked="" type="checkbox"/>				

Graduation Requirements Summary:

Total Hours (120 minimum)	Total UD Hours (minimum 45)	Cumulative GPA (2.00 minimum)	Total Hrs at ASU (minimum 30)	Resident Credit for Academic Recognition (minimum 56)	Total Comm. College Hrs. (maximum 64)
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General University Requirements: Legend

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 - Literacy and Critical Inquiry (L) (6 credit hours)
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 - Humanities, Fine Arts, and Design (HU) (6-9 credit hours)
 - Social and Behavioral Sciences (SB) (6-9 credit hours)
 - Natural Science-Quantitative (SQ) (4 – 8 credit hours) (cumulative SQ/SG credit must equal 8 credit hours)
 - Natural Science-General (SG) (0-4 credit hours) (cumulative SQ/SG credit must equal 8 credit hours)
- General Studies Awareness Requirements (may be combined with other general studies requirements)
 - Cultural Diversity in the US (C) (3 credit hours)
 - Global Awareness (G) (3 credit hours)
 - Historical Awareness (H) (3 credit hours)
- First-Year Composition (ENG 101 & 102 OR ENG 107 & 108 or 105)

Additional Notes:

Technological Entrepreneurship Concentration of Studies: 30 hours (18 hours upper division)*	Digital Culture Studies: 22 hours (12 upper division)*	Digital Media: 9 hours (6 upper division; must include coursework from both areas. 3 hours of studio can replace 1 Digital Media course)*	Related Digital Culture: 6 hours (3 upper division)*
<p><i>Choose 18 hours from the following (at least 12 hours must be upper division):</i></p> <p>GIT 135 Graphic Communications</p> <p>GIT 210 Creative Thinking and Design Visualization</p> <p>GIT 215 Introduction to Graphic Programming</p> <p>GIT 230 Digital Illustration in Publications</p> <p>GIT 303 Digital Publishing</p> <p>GIT 312 3D Computer Graphics Modeling</p> <p>GIT 314 Multimedia Design, Planning, and Storyboards</p> <p>GIT 335 Computer Systems Technology</p> <p>GIT 337 Web Content Design</p> <p>GIT 384 Commercial Digital Photography</p> <p>GIT 411 Computer Animation</p> <p>GIT 412 Multimedia Authoring, Scripting, and Production</p> <p>GIT 414 Web Site Design</p> <p>GIT 441 Graphic Information Systems</p> <p>GIT 494 New Media Internet Technologies (Special Topics)</p> <p><i>Choose 12 hours from the following (at least 6 hours must be upper division):</i></p> <p>OMT 194 Introduction to Technology Development</p> <p>OMT 294 Design Methodology</p> <p>OMT 394 Innovation and Creativity Methods</p> <p>OMT 394 Market Opportunity Analysis</p> <p>OMT 402 Legal Issues for Technologists</p> <p>OMT 430 Ethical Issues in Technology</p> <p>OMT 480 Organizational Effectiveness</p>	<p>ASU 101</p> <p><i>First take:</i> AME 194 Intro to Digital Media</p> <p><i>Then choose 9 from:</i> AME 194 Computational Thinking for Digital Culture and Media Arts AME/ART 294 Intro to Interactive Environments</p> <p>AME 294 Media Editing</p> <p>ART 294 3D Tools</p> <p>AME 294 Programming for Media Arts</p> <p>DCE 294 Hybrid Action: Physical Intelligence in Digital Culture</p> <p>ANP/AME 394 How to Build a Digital-Physical System</p> <p>AME 394 Motion Capture for Integrated Systems</p> <p>DSC 394 Digital Modeling</p> <p>PSY 324 Memory and Cognition</p> <p>AME 394 Collaborative Projects & Research I & II</p> <p>AME 394 Compositional & Computational Principles for Media Arts</p> <p>ANP 494 Digital Ecologies: Parametric Systems Design</p> <p>AME 494/598 Animating Virtual Worlds</p>	<p style="text-align: center;"><i>Media Arts and Design</i></p> <p>ART 294 The Still Image in Digital Culture</p> <p>FMP 294 Introduction to Animation</p> <p>MUE 294 Open Minds. Digital Ears</p> <p>FMP 394 Non-linear Editing for Film and Media</p> <p>MUE 394 Performing in Digital & Hybrid Music Groups</p> <p>MUE 494/598 Advanced Interactive Sound</p> <p>ART 494 Visual Prototyping</p> <p style="text-align: center;"><i>Studio (each section counts as 1 hour)</i></p> <p>AME 194 Digital Culture Studio I AME 294 Digital Culture Studio II AME 394 Digital Culture Studio III</p>	<p>FMP 294 Story Development for Game Design</p> <p>EDT 329 Games, Simulations & Virtual Environments</p> <p>ASB 328 Rules, Games & Society</p> <p>ASB 344 Technology and Society</p> <p>ARE 494 Digital Ethnography in Virtual Worlds</p> <p>RDG 440 Computer Gaming Learning & Literacy</p> <p>ASB 430 Social Simulation</p> <p>MCO 435 Media 2.0 Social Media</p>
	Historical/Theoretical: 6 hours (3 upper division)*		
			Capstone Experience: (6 upper division)*
			<p>Internship, thesis or other independent research project. Final synthesis project. Determined in consultation with faculty mentor.</p>

Historical/Theoretical List: 6 hours (3 upper division)*

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ALA 102 Architecture, Landscape Architecture, & Society
AME 494 History & Analysis of Media Arts
APH 213 History of Architecture I
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APH 300 World Arch/Western Civilizations
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ARA 202 Understanding Photographs
ARA 498 Photography & Language
ARS 102 Art from Renaissance to Present
ARS 294 Art & Television
ARS 394/494 20th Century Art History
ARS 438 Art of the 20th Century I
ARS 439 Art of the 20th Century II
ARS 460 Art Now
DCE 401 Dance History
DSC 101 Design Awareness
ENG 394 Videogame Theory
GRA 111 Graphic Design History I
GRA 112 Graphic Design History II
HUD 201 Intro Housing & Community Develop
IAP 305 20th/21st Century Art, Media, Technology & Performance
IND 316 20th Century Design I
IND 317 20th Century Design II
INT 111 Interior Design Issues & Theories
INT 310 Interior Design History I
INT 311 Interior Design History II
LPH 210 History of Landscape Architecture
LPH 211 Contemporary Landscape Architecture
MHL 394/494 20th Century Music History
MHL 440 Music Since 1900
THE 320 History of Theatre I
THE 321 History of Theatre II
THE 322 Theatre History & Culture
THE 403 Independent Film
THE 404 Foreign Film
THE 405 Film Great Performers & Directors; multiple topics
THE 494 20th Century Theatre History
THP 482 Theatre for Social Change

*Students in the Digital Culture focus can petition to replace three credits per digital culture category (digital culture studies, digital media, digital culture related, history and theory, capstone) up to a maximum of 12 replacement credits. Replacement credits must be related to digital culture work and may be achieved through courses offered by any unit of ASU including Polytechnic, West (IAP), and FMS or approved transfer credits from another institution.

Course Subject and Title <i>(courses in bold/shading are critical)</i>	Hrs.	Upper Division	Completed Transfer Pathway: <input type="checkbox"/> MAPP <input type="checkbox"/> TAG <input type="checkbox"/> ATP <input type="checkbox"/> None		Completed General Education: <input type="checkbox"/> AGECE <input type="checkbox"/> IGEC/CSUGE <input type="checkbox"/> None	
			Transfer Course/Grade	Minimum Grade if Required	Additional Critical Tracking Notes	
TERM ONE: 0-16 CREDIT HOURS						
AME 194: ASU Digital Culture Experience	1	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • AME 194 is for ASU freshman students only. Not required of transfer students • An SAT, ACT, Accuplacer, or TOEFL score determines placement into first-year composition courses • ASU Math Placement Exam score determines placement in Mathematics course • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
ENG 101 and 102: First-Year Composition OR ENG 107 and 108: English for Foreign Students OR ENG 105: Advanced First-Year Composition	3	<input type="checkbox"/>		Grade of C		
#Concentration Course:	3	<input type="checkbox"/>		Grade of C		
AME 194: Introduction to Digital Culture	3	<input type="checkbox"/>		Grade of C		
MAT 210: Brief Calculus (MA)	3	<input type="checkbox"/>		Grade of C		
Humanities, Fine Arts, Design (HU) with Awareness Area – Global (G) and Historical (H):	3	<input type="checkbox"/>				
TERM TWO: 17-31 CREDIT HOURS						
ENG 101 and 102: First-Year Composition OR ENG 107 and 108: English for Foreign Students OR ENG 105: Advanced First-Year Composition	3	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA • Milestones: At the end of the first year, students must have a minimum 3.0 cumulative GPA in Digital Culture coursework and a minimum 2.5 ASU cumulative GPA in order to continue on to their sophomore year in the Digital Culture degree. Students must complete MAT 210 with a C or better by their third term. 	
#Digital Culture Studies Course:	3	<input type="checkbox"/>		Grade of C		
#Concentration Course:	3	<input type="checkbox"/>		Grade of C		
Social and Behavioral Sciences (SB) with Awareness Area – Cultural Diversity (C):	3	<input type="checkbox"/>				
Computer/Statistics/Quantitative applications (CS):	3	<input type="checkbox"/>				
TERM THREE: 32-47 CREDIT HOURS						
#Concentration Course:	3	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Complete First-Year Composition requirement: ENG 101 & 102 OR ENG 107 & 108 or 105 • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
#Digital Media Course:	3	<input type="checkbox"/>		Grade of C		
#Historical/Theoretical Studies:	3	<input type="checkbox"/>		Grade of C		
Natural Science – Quantitative (SQ):	4	<input type="checkbox"/>				
Social and Behavioral Sciences (SB):	3	<input type="checkbox"/>				
TERM FOUR: 48-62 CREDIT HOURS						
#Concentration Course:	3	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C		
# Digital Culture Studies:	3	<input type="checkbox"/>		Grade of C		
Literacy and Critical Inquiry (L):	3	<input type="checkbox"/>				
Humanities, Fine Arts, Design (HU):	3	<input type="checkbox"/>				
TERM FIVE: 63-78 CREDIT HOURS						
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Digital Media Course:	3	<input checked="" type="checkbox"/>		Grade of C		
#Related Digital Culture:	3	<input type="checkbox"/>		Grade of C		
Natural Science – Quantitative or General (SQ/SG):	4	<input type="checkbox"/>				
TERM SIX: 79-93 CREDIT HOURS						
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Historical/Theoretical Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Literacy and Critical Inquiry (L):	3	<input checked="" type="checkbox"/>				
TERM SEVEN: 94-108 CREDIT HOURS						
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Related Digital Culture:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Capstone Experience:	3	<input checked="" type="checkbox"/>		Grade of C		
TERM EIGHT: 109-120 CREDIT HOURS						
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
#Upper Division Digital Media Course:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Capstone Experience:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Humanities/Fine Art (HU) or Social /Behavioral Science (SB):	3	<input checked="" type="checkbox"/>				

Graduation Requirements Summary:

Total Hours (120 minimum)	Total UD Hours (minimum 45)	Cumulative GPA (2.00 minimum)	Total Hrs at ASU (minimum 30)	Resident Credit for Academic Recognition (minimum 56)	Total Comm. College Hrs. (maximum 64)
120	54	2.00	67	56	53

General University Requirements: Legend

- General Studies Core Requirements:
 - Literacy and Critical Inquiry (L) (6 credit hours)
 - Mathematical Studies (MA) (3 credit hours)
 - Computer/Statistics/Quantitative applications (CS) (3 credit hours)
 - Humanities, Fine Arts, and Design (HU) (6-9 credit hours)
 - Social and Behavioral Sciences (SB) (6-9 credit hours)
 - Natural Science-Quantitative (SQ) (4 – 8 credit hours) (cumulative SQ/SG credit must equal 8 credit hours)
 - Natural Science-General (SG) (0-4 credit hours) (cumulative SQ/SG credit must equal 8 credit hours)
- General Studies Awareness Requirements (may be combined with other general studies requirements)
 - Cultural Diversity in the US (C) (3 credit hours)
 - Global Awareness (G) (3 credit hours)
 - Historical Awareness (H) (3 credit hours)
- First-Year Composition (ENG 101 & 102 OR ENG 107 & 108 or 105)

Additional Notes:

IAP Concentration of Studies: 30 hours (18 hours upper division)*	Digital Culture Studies: 22 hours (12 upper division)*	Digital Media: 9 hours (6 upper division; must include coursework from both areas. 3 hours of studio can replace 1 Digital Media course)*	Related Digital Culture: 6 hours (3 upper division)*	
IAP 103 Fundamentals of Interdisciplinary Media	ASU 101	<i>Media Arts and Design</i>	FMP 294 Story Development for Game Design	
IAP 104 Fundamentals of Sound Art	<i>First take:</i> AME 194 Introduction to Digital Culture		EDT 329 Games, Simulations & Virtual Environments	
IAP 201 Intro. to Interdisciplinary Arts	<i>Then choose 9 from:</i> AME 194 Computational Thinking for Digital Culture and Media Arts AME/ART 294 Intro to Interactive Environments		ART 294 The Still Image in Digital Culture	
IAP 202 Languages of Interdisciplinary Arts	AME 294 Media Editing		FMP 294 Introduction to Animation	
IAP 294 Digital Installation	ART 294 3D Tools		MUE 294 Open Minds, Digital Ears	ASB 328 Rules, Games & Society
IAP 307 Art and War	AME 294 Programming for Media Arts		FMP 394 Non-linear Editing for Film and Media	ASB 344 Technology and Society
IAP 322 Digital Multitrack Recording	DCE 294 Hybrid Action: Physical Intelligence in Digital Culture		MUE 394 Performing in Digital & Hybrid Music Groups	ARE 494 Digital Ethnography in Virtual Worlds
IAP 325 Advanced Digital Multitrack Recording	ANP/AME 394 How to Build a Digital-Physical System		MUE 494/598 Advanced Interactive Sound	RDG 440 Computer Gaming Learning & Literacy
IAP 334 Conceptual Development	AME 394 Motion Capture for Integrated Systems			ASB 430 Social Simulation
IAP 361 Digital Editing and Media Literacy	DSC 394 Digital Modeling		ART 494 Visualizing and Prototyping	MCO 435 Media 2.0 Social Media
IAP 363 Sound, Image, Media	PSY 324 Memory and Cognition			
IAP 364 Documentaries	AME 394 Collaborative Projects & Research I & II		<i>Media Engineering</i>	
IAP 365 Digital Interactivity	AME 394 Compositional & Computational Principles for Media Arts			Historical/Theoretical: 6 hours (3 upper division)*
IAP 368 Digital Graphics Technologies				Please see list on page 3
IAP 464 Media and Diversity	ANP 494 Digital Ecologies: Parametric Systems Design	EGR 494 Music and Engineering		
IAP 465 Media Technologies and the Arts	AME 494/598 Animating Virtual Worlds	More courses are planned for the Media Engineering area. Check with the Digital Culture Education Coordinator.		
IAP 466 Digital Interactivity Advanced		<i>Studio (each section counts as 1 hour)</i>		
IAP 467 Acoustic Ecology		AME 194 Digital Culture Studio I		
IAP 469 Advanced Digital Audio		AME 294 Digital Culture Studio II		
IAP 494 Advanced Audio Interactivity		AME 394 Digital Culture Studio III		
IAP 494 Advanced Digital Video Production				
Capstone Experience: (6 upper division)*				
Internship, thesis or other independent research project. Final synthesis project. Determined in consultation with faculty mentor.				

Historical/Theoretical List: 6 hours (3 upper division)*

ALA 100 Intro to Environmental Design
ALA 102 Architecture, Landscape Architecture, & Society
AME 494 History & Analysis of Media Arts
APH 213 History of Architecture I
APH 214 History of Architecture II
APH 300 World Arch/Western Civilizations
APH 336 20th Century Architecture I
APH 337 20th Century Architecture II
ARA 202 Understanding Photographs
ARA 498 Photography & Language
ARS 102 Art from Renaissance to Present
ARS 294 Art & Television
ARS 394/494 20th Century Art History
ARS 438 Art of the 20th Century I
ARS 439 Art of the 20th Century II
ARS 460 Art Now
DCE 401 Dance History
DSC 101 Design Awareness
ENG 394 Videogame Theory
GRA 111 Graphic Design History I
GRA 112 Graphic Design History II
HUD 201 Intro Housing & Community Develop
IAP 305 20th/21st Century Art, Media, Technology & Performance
IND 316 20th Century Design I
IND 317 20th Century Design II
INT 111 Interior Design Issues & Theories
INT 310 Interior Design History I
INT 311 Interior Design History II
LPH 210 History of Landscape Architecture
LPH 211 Contemporary Landscape Architecture
MHL 394/494 20th Century Music History
MHL 440 Music Since 1900
THE 320 History of Theatre I
THE 321 History of Theatre II
THE 322 Theatre History & Culture
THE 403 Independent Film
THE 404 Foreign Film
THE 405 Film Great Performers & Directors; multiple topics
THE 494 20th Century Theatre History
THP 482 Theatre for Social Change

*Students in the Digital Culture focus can petition to replace three credits per digital culture category (digital culture studies, digital media, digital culture related, history and theory, capstone) up to a maximum of 9 replacement credits. Replacement credits must be related to digital culture work and may be achieved through courses offered by any unit of ASU including Polytechnic, West (IAP), and FMS or approved transfer credits from another institution.

Course Subject and Title <i>(courses in bold/shading are critical)</i>	Hrs.	Upper Division	Completed Transfer Pathway: <input type="checkbox"/> MAPP <input type="checkbox"/> TAG <input type="checkbox"/> ATP <input type="checkbox"/> None		Completed General Education: <input type="checkbox"/> AGECE <input type="checkbox"/> IGEC/CSUGE <input type="checkbox"/> None	
			Transfer Course/Grade	Minimum Grade if Required	Additional Critical Tracking Notes	
TERM ONE: 0-16 CREDIT HOURS						
AME 194: ASU Digital Culture Experience	1	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • AME 194 is for ASU freshman students only. Not required of transfer students • An SAT, ACT, Accuplacer, or TOEFL score determines placement into first-year composition courses • ASU Math Placement Exam score determines placement in Mathematics course • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
ENG 101 and 102: First-Year Composition OR ENG 107 and 108: English for Foreign Students OR ENG 105: Advanced First-Year Composition	3	<input type="checkbox"/>		Grade of C		
#Concentration Course:	3	<input type="checkbox"/>		Grade of C		
AME 194: Introduction to Digital Culture	3	<input type="checkbox"/>		Grade of C		
MAT 210: Brief Calculus (MA)	3	<input type="checkbox"/>		Grade of C		
Humanities, Fine Arts, Design (HU) with Awareness Area – Global (G) and Historical (H):	3	<input type="checkbox"/>				
TERM TWO: 17-31 CREDIT HOURS						
ENG 101 and 102: First-Year Composition OR ENG 107 and 108: English for Foreign Students OR ENG 105: Advanced First-Year Composition	3	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA • Milestones: At the end of the first year, students must have a minimum 3.0 cumulative GPA in Digital Culture coursework and a minimum 2.5 ASU cumulative GPA in order to continue on to their sophomore year in the Digital Culture degree. Students must complete MAT 210 with a C or better by their third term. 	
#Digital Culture Studies Course:	3	<input type="checkbox"/>		Grade of C		
#Digital Media Course:	3	<input type="checkbox"/>		Grade of C		
Social and Behavioral Sciences (SB) with Awareness Area – Cultural Diversity (C):	3	<input type="checkbox"/>				
Computer/Statistics/Quantitative applications (CS):	3	<input type="checkbox"/>				
TERM THREE: 32-47 CREDIT HOURS						
#Concentration Course:	3	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Complete First-Year Composition requirement: ENG 101 & 102 OR ENG 107 & 108 or 105 • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
#Digital Media Course:	3	<input type="checkbox"/>		Grade of C		
#Historical/Theoretical Studies:	3	<input type="checkbox"/>		Grade of C		
Natural Science – Quantitative (SQ):	4	<input type="checkbox"/>				
Social and Behavioral Sciences (SB):	3	<input type="checkbox"/>				
TERM FOUR: 48-62 CREDIT HOURS						
#Concentration Course:	3	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
#Digital Culture Studies Course:	3	<input type="checkbox"/>		Grade of C		
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
Literacy and Critical Inquiry (L):	3	<input type="checkbox"/>				
Humanities, Fine Arts, Design (HU):	3	<input type="checkbox"/>				
TERM FIVE: 63-78 CREDIT HOURS						
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Digital Media Course:	3	<input checked="" type="checkbox"/>		Grade of C		
#Related Digital Culture:	3	<input type="checkbox"/>		Grade of C		
Natural Science – Quantitative or General (SQ/SG):	4	<input type="checkbox"/>				
TERM SIX: 79-93 CREDIT HOURS						
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Historical/Theoretical Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Literacy and Critical Inquiry (L):	3	<input checked="" type="checkbox"/>				
TERM SEVEN: 94-108 CREDIT HOURS						
#Upper Division Concentration Course:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
#Upper Division Related Digital Culture:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Capstone Experience:	3	<input checked="" type="checkbox"/>		Grade of C		
TERM EIGHT: 109-120 CREDIT HOURS						
#Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"> • Digital Culture & Concentration coursework: Refer to additional notes for course selection. • Minimum 3.0 cumulative GPA required in Digital Culture coursework • Minimum 2.5 ASU cumulative GPA 	
#Upper Division Digital Media Course:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Capstone Experience:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Humanities/Fine Art (HU) or Social /Behavioral Science (SB):	3	<input checked="" type="checkbox"/>				

Graduation Requirements Summary:

Total Hours (120 minimum)	Total UD Hours (minimum 45)	Cumulative GPA (2.00 minimum)	Total Hrs at ASU (minimum 30)	Resident Credit for Academic Recognition (minimum 56)	Total Comm. College Hrs. (maximum 64)
120	54	2.00	67	56	53

General University Requirements: Legend

- General Studies Core Requirements:
 - Literacy and Critical Inquiry (L) (6 credit hours)
 - Mathematical Studies (MA) (3 credit hours)
 - Computer/Statistics/Quantitative applications (CS) (3 credit hours)
 - Humanities, Fine Arts, and Design (HU) (6-9 credit hours)
 - Social and Behavioral Sciences (SB) (6-9 credit hours)
 - Natural Science-Quantitative (SQ) (4 – 8 credit hours) (cumulative SQ/SG credit must equal 8 credit hours)
 - Natural Science-General (SG) (0-4 credit hours) (cumulative SQ/SG credit must equal 8 credit hours)
- General Studies Awareness Requirements (may be combined with other general studies requirements)
 - Cultural Diversity in the US (C) (3 credit hours)
 - Global Awareness (G) (3 credit hours)
 - Historical Awareness (H) (3 credit hours)
- First-Year Composition (ENG 101 & 102 OR ENG 107 & 108 or 105)

Additional Notes:

Arts and Design Studies Concentration Studies: 18 hours (9 hours upper division)*	Digital Culture Studies: 31 hours (21 upper division)*	Digital Media: 12 hours (6 upper division; must include coursework from both areas. 3 hours of studio can replace 1 Digital Media course)*	Related Digital Culture: 6 hours (3 upper division)*
<p>The Arts:</p> <p>The Arts: <i>Take the following (12 hours):</i></p> <p>HDA 294 Creativity and Innovation in the Arts ARA 494 Writing Arts and Design Criticism HDA 494 Public Practice: Engagement and Community THP 352 Arts Entrepreneurship</p> <p><i>Electives (6 hours):</i></p> <p>Choose one Herberger Institute Design or Arts historical studies course with non-Western focus</p> <p>Choose one course from the following prefixes which is not also in the digital culture core: ARA/ARS/ART/DCE/FMP/MHL/THE</p> <p style="text-align: center;">-OR-</p> <p>Design Studies: <i>Take the following (15 hours):</i> GRA 101 Designing Life INT 121 Intro to Computer Modeling GRA 225 Communication/Interaction Design Theory GRA 401 Creative Environments INT 394 Design and Human Behavior</p> <p>Electives (3 hours): Choose one upper division course from the following prefixes- APH/IND/GRA/LPH/INT <i>Or choose one from:</i></p> <p>HDA 294 Creativity and Innovation in the Arts ARA 494 Writing Arts and Design Criticism</p>	<p>ASU 101</p> <p><i>First take:</i> AME 194 Introduction to Digital Culture</p> <p><i>Then choose 9 from:</i> AME 194 Computational Thinking for Digital Culture and Media Arts AME/ART 294 Intro to Interactive Environments AME 294 Media Editing ART 294 3D Tools AME 294 Programming for Media Arts</p> <p>DCE 294 Hybrid Action: Physical Intelligence in Digital Culture</p> <p>ANP/AME 394 How to Build a Digital-Physical System AME 394 Motion Capture for Integrated Systems DSC 394 Digital Modeling PSY 324 Memory and Cognition AME 394 Collaborative Projects & Research I & II AME 394 Compositional & Computational Principles for Media Arts ANP 394 Digital Fabrication ANP 494 Digital Ecologies: Parametric Systems Design AME 494/598 Animating Virtual Worlds</p>	<p style="text-align: center;"><i>Media Arts and Design</i></p> <p>ART 294 The Still Image in Digital Culture FMP 294 Introduction to Animation MUE 294 Open Minds, Digital Ears FMP 394 Non-linear Editing in Film and Media</p> <p>MUE 394 Performing in Digital & Hybrid Music Groups</p> <p>MUE 494/598 Advanced Interactive Sound</p> <p>ART 494 Visual Prototyping</p> <p style="text-align: center;"><i>Media Engineering</i></p> <p>EGR 494 Music and Engineering</p> <p>More courses are planned for the Media Engineering area. Check with the Digital Culture Education Coordinator.</p> <p style="text-align: center;"><i>Studio (each section counts as 1 hour)</i></p>	<p>FMP 294 Story Development for Game Design</p> <p>EDT 329 Games, Simulations & Virtual Environments</p> <p>ASB 328 Rules, Games & Society ASB 344 Technology and Society</p> <p>ARE 494 Digital Ethnography in Virtual Worlds</p> <p>RDG 440 Computer Gaming Learning & Literacy ASB 430 Social Simulation MCO 435 Media 2.0 Social Media</p> <div style="background-color: #cccccc; padding: 5px;"> <p>Historical/Theoretical: 6 hours (3 upper division)*</p> <p>Please see list on page 3</p> </div>

	AME 194 Digital Culture Studio I AME 294 Digital Culture Studio II AME 394 Digital Culture Studio III	
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Capstone Experience: (6 upper division)*		
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Internship, thesis or other independent research project. Final synthesis project. Determined in consultation with faculty mentor.		
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Historical/Theoretical List: 6 hours (3 upper division)*

ALA 100 Intro to Environmental Design
ALA 102 Architecture, Landscape Architecture, & Society
AME 494 History & Analysis of Media Arts
APH 213 History of Architecture I
APH 214 History of Architecture II
APH 300 World Arch/Western Civilizations
APH 336 20th Century Architecture I
APH 337 20th Century Architecture II
ARA 202 Understanding Photographs
ARA 498 Photography & Language
ARS 102 Art from Renaissance to Present
ARS 294 Art & Television
ARS 394/494 20th Century Art History
ARS 438 Art of the 20th Century I
ARS 439 Art of the 20th Century II
ARS 460 Art Now
DCE 401 Dance History
DSC 101 Design Awareness
ENG 394 Videogame Theory
GRA 111 Graphic Design History I
GRA 112 Graphic Design History II
HUD 201 Intro Housing & Community Develop
IAP 305 20th/21st Century Art, Media, Technology & Performance
IND 316 20th Century Design I
IND 317 20th Century Design II
INT 111 Interior Design Issues & Theories
INT 310 Interior Design History I
INT 311 Interior Design History II
LPH 210 History of Landscape Architecture
LPH 211 Contemporary Landscape Architecture
MHL 394/494 20th Century Music History
MHL 440 Music Since 1900
THE 320 History of Theatre I
THE 321 History of Theatre II
THE 322 Theatre History & Culture
THE 403 Independent Film
THE 404 Foreign Film
THE 405 Film Great Performers & Directors; multiple topics
THE 494 20th Century Theatre History
THP 482 Theatre for Social Change

*Students in the Digital Culture focus can petition to replace three credits per digital culture category (digital culture studies, digital media, digital culture related, history and theory, capstone) up to a maximum of 9 replacement credits. Replacement credits must be related to digital culture work and may be achieved through courses offered by any unit of ASU including Polytechnic, West (IAP), and FMS or approved transfer credits from another institution.

APPENDIX 9.

Supporting Documentation for Secondary Area: Media Processing

From: Thanassis Rikakis
Sent: Thursday, March 03, 2011 5:35 PM
To: John Fowler
Cc: James Collofello; Erica Green; Hari Sundaram
Subject: Re: BA in DC degree with fse secondary area - draft take 1

Thanks John, they look very appropriate.

Erica, please add to the FSE path doc I sent you

Thanks all
t

On 3/3/11 3:38 PM, "John Fowler" <john.fowler@asu.edu> wrote:
Thanassiss,

How about the following courses?

IEE 431 Engineering Administration. (3) F

Introducing quantitative and qualitative approaches to management functions, engineering administration, organizational analysis, decision making, and communication. Prerequisite: senior standing.

IEE 458 Project Management (3) S

Life-cycle processes for selecting and managing large scale projects to ensure successful completion. Topics include project phases, defining milestones, work breakdown structure, group decision making and teamwork, organizational structure, human resource management, technological and economic feasibility, configuration management, budget control, and resource allocation and scheduling. Use of modern tools for planning and controlling project performance.

John

From: Thanassis Rikakis
Sent: Thursday, March 03, 2011 9:57 AM

To: John Fowler
Cc: James Collofello; Erica Green; Hari Sundaram
Subject: Re: BA in DC degree with fse secondary area - draft take 1

Thanks John, looking for one or two courses that can help students earning a BA in Digital Culture with a focus on media processing. These are people that will go on to work for the media industry (apple, pixars, disney, google, cisco etc) and may need to manage teams
Jim thought you would have a couple of good ones for us to add to the degree
Best
thanassis

On 3/2/11 9:34 PM, "John Fowler" <john.fowler@asu.edu> wrote:
Thanassiss,

What engineering management courses are you interested in?

John

From: Thanassis Rikakis
Sent: Wednesday, March 02, 2011 12:34 PM
To: James Collofello; Erica Green
Cc: Kurt VanLehn; Yann-Hang Lee; Jon Delany; John Fowler; Andreas Spanias; Hari Sundaram
Subject: BA in DC degree with fse secondary area - draft take 1

Hello all and many thanks for all your input yesterday.

I drafted the degree based on our discussions yesterday and I am attaching the first draft. Please let me know if there are things missing or wrong in the secondary area. Erica will also check to see that the sequences posted allow students to meet requirements so they can advance to higher level courses with all appropriate prerequisites. I also need a couple of titles/numbers for the engineering management courses.

Thanks much, looking forward to your feedback
Best
thanassis

On 2/17/11 11:48 AM, "Thanassis Rikakis" <thanassis.rikakis@asu.edu> wrote:
Thanks much Jim, I agree with your suggestions. Basing a possible engineering path in the BA in digital culture degree on existing SCIDSE courses is the way to go. I suggest we also add few courses from the

signal processing group in ECEE. I am therefore including Andreas Spanias in this communication

Erin, can we see if we can find an hour where we can get most of the following people in Jim's office upstairs to discuss this? We might not be able to get everyone there but lets go for a time that the majority can make. We need to get this discussion in in the next ten days or so if possible.

Kurt VanLehn, Yann-Hang, Jon Delany, John Fowler, Andreas Spanias, Hari Sundaram, Jim Collafello (Audra can help with Jim's schedule)

Thanks all, looking forward

thanassis

On 2/17/11 9:32 AM, "James Collofello" <JAMES.COLLOFELLO@asu.edu> wrote:

Thanassis,

I would suggest that we begin looking for courses in SCIDSE. In addition to the CS, CSE, IE and Informatics programs, we are beginning a new engineering management program that may have relevant courses. I would suggest you have your admin schedule a meeting with Kurt, Yann-Hang, Jon Delany, John Fowler and myself in the Brickyard. Audra, my admin, can also assist with my scheduling. If there is a EE contact that you would like to invite to this meeting as well, please feel free to do so.

jim

James S. Collofello
Associate Dean of Academic and Student Affairs
Professor of Computer Science and Engineering
School of Computing Informatics and Decision Systems Engineering
Ira A. Fulton Schools of Engineering
Arizona State University

From: Thanassis Rikakis
Sent: Wednesday, February 16, 2011 5:43 PM
To: James Collofello; Paul Johnson
Subject: Re: Exploring engineering path in BA in digital culture

Jim, thanks for the quick and positive answer
Here are some quick answers below as part of your questions
Please let me know if you have further questions
Best

thanassis

On 2/16/11 4:17 PM, "James Collofello" <JAMES.COLLOFELLO@asu.edu> wrote:
Thanassis,

I certainly would like to work with you on this. Here are a few questions to start:

1. How many students do you estimate would be following the engineering path?

BY 2013-14 digital culture is expected to have 300 majors; I would foresee/want to see at least 100 of those to be in the engineering path

2. Is there a breakdown of upper and lower division courses in the 30 hours?

I would expect the split would be 50% 50%. FSE has more lower division courses that would fit digital culture than upper division so there could be less choice in upper division courses for students but that is fine.

3. What approach do you suggest to identify the target courses?

I suggest we call a meeting with a rep from each of the units that can provide courses (open existing courses to this). SCIDSE and ECEE would probably have the bulk but I expect mechanical would also want to add few. So I would start with a meeting with these three units.

4. Can we recruit your very best students into our programs?

Only students that have a good incoming GPA and maintain a B or above GPA in digital culture can stay in the major. So digital culture is for good students. We will advertise the engineering path equally strong as the design/arts path. But I think that the best way to look at this path is as a path advertised as an option by FSE; I see this as being a degree option that FSE offers (like the media arts and sciences phd that is coconferred by hida and fse). What this gets you guys is that you get to include this in your degree options so you can attract high quality undergrads that want a BA in engineering related to digital culture (engineering and liberal education type of degree). There are many excellent students looking for this education.

jim

James S. Collofello
Associate Dean of Academic and Student Affairs

Professor of Computer Science and Engineering
School of Computing Informatics and Decision Systems Engineering
Ira A. Fulton Schools of Engineering
Arizona State University

From: Thanassis Rikakis
Sent: Wednesday, February 16, 2011 12:47 PM
To: Paul Johnson; James Collofello
Subject: Exploring engineering path in BA in digital culture

Hello Jim, Hello Paul

I am following up on our conversation over lunch regarding the BA in digital culture degree. We would be very interested in opening an engineering path in this BA. Overall format would be:

- 40 credits general studies
- 30 credits FSE courses related to digital culture issues (from existing courses)
- 40 credits digital culture courses (chosen from the 40 courses being offered by 12 units as part of the digital culture curriculum)
- 10 credits collaborative projects and capstone

total 120

The 30 credits FSE courses can be selected from a list you guys provide from existing courses; so no new effort will be needed. We need to finalize any new paths in the degree by mid march so we can get them in place by August so if you are interested please do let me know. This BA can be a nice alternative for FSE students that want to work in digital media and prefer a degree that has a strong engineering core and mixes design and art with that.

Thanks guys
Best
thanassis

APPENDIX 10.

**Supporting Documentation for Secondary Area: Technology Entrepreneurship,
with a focus on New Media Entrepreneurship**

From: Thanassis Rikakis

Sent: Wednesday, March 02, 2011 12:56 PM

To: Mitzi Montoya; Chell Roberts

Cc: Erica Green; Heather Landes

Subject: Re: Exploring CTI path in BA in digital culture

Mitzi, I am attaching a draft of the proposed BA degree in Digital Culture with a secondary area in technological entrepreneurship out of CTI. (we can also rename the secondary area to media entrepreneurship if you want)

Can you please fill in the empty table with the secondary area courses using the TEM and Media Entrepreneurship courses you discussed in your e-mail? We need to get all paths in by end of next week so if we can get this back from you by next week it would be great. Let us know if you have further questions

Very excited to be taking the next step in this partnership

Best

t

This sounds great Mitzi, thanks for the quick reply.

From first look the TEM courses, the digital media entrepreneurship and the social entrepreneurship courses sound best fitted to our majors. And since those courses will be online this could work out great. Can we get a list please?

The Digital Culture courses can be found at: <http://digitalculture.asu.edu/education/courses>
If you want to see details on them please log in into the course planner at <http://digitalculture.asu.edu> using your asurite and you can see details on each course.

Once we get your list and formulate the digitalculture/cti path we will send it to you and chell for review and edits.

Very exciting to be moving forwards with this.

Best
thanassis

From: Mitzi Montoya
Sent: Monday, February 28, 2011 7:40 PM
To: Thanassis Rikakis; Chell Roberts
Cc: Erica Green; Heather Landes
Subject: RE: Exploring CTI path in BA in digital culture

Hi Thanassis –
Congrats on the recent launch of the Digital Culture degree last Friday. Great event!

We are launching the new Technological Entrepreneurship & Management (TEM) BS degree in the Fall of 2011. We have several courses from that program that would work in the Digital Culture degree. The structure of the BS TEM includes 35 hours of General Studies, 45 hours of STEM Core, 20 hours of TEM fundamentals, and 20 hours of a focus area. The focus areas include social entrepreneurship, product design, process innovation, digital media entrepreneurship (which are Chell's courses), and alternative energy entrepreneurship (which are Engineering Technology and Applied Sciences courses) – all courses are CTI courses. The TEM fundamentals courses and select focus areas will be fully online starting this Fall so this should facilitate your students' access to our courses.

Let me know which aspects of the TEM degree sound like a fit for Digital Culture students and I'll send along the course list.

Best –
Mitzi

From: Thanassis Rikakis
Sent: Monday, February 28, 2011 5:36 PM
To: Mitzi Montoya; Chell Roberts
Cc: Erica Green; Heather Landes
Subject: Exploring CTI path in BA in digital culture

Hello Mitzi, Hello Chell

As we discussed last semester, we are moving to the second stage of implementation of our BA in Digital Culture. Within this stage, we would want students applying for a BA in Digital Culture to have the opportunity to choose a path that combines the HIDA digital culture courses with CTI engineering/science courses. Overall format would be:

40 credits general studies

30 credits CTI engineering/science courses that are potentially related to digital media/digital culture

40 credits digital culture courses (chosen from the 40 courses being offered by 12 units as part of the digital culture curriculum)

10 credits collaborative projects and capstone (can be realized at CTI or HDIA or across both)
total 120

The 30 credits of CTI courses can be selected from a list you guys provide from existing courses; so no new effort will be needed. We need to finalize any new paths in the BA in digital culture degree by mid march so we can get them in place by August so if you are interested please do let me know.

This BA can be an opportunity to get HIDA students taking CTI courses and vice versa and get our student populations better connected. It might also be an alternative for CTI applicants that may want to do a BA rather than a BS (if you want you can advertise this path from CTI as an alternative for the non hard core engineering types). Finally, if this path works out well we can use it as a blue print for co-designing a BS in digital media entrepreneurship (or what ever you guys want to call this BS) offered out of CTI with contributions from digital culture courses.

Hope to hear from you soon

Best

thanassis

APPENDIX 11.

Supporting Documentation for Secondary Area: Interactive Arts Performance

From: Monica Casper
Sent: Thursday, March 31, 2011 11:39 AM
To: Thanassis Rikakis; Cathy Kerrey work; Duku Anokye
Cc: Heather Landes; Erica Green; Lucy Berchini; Erin Jeffries
Subject: Re: Potential HARCS path in HIDA BA in digital culture?

Dear Thanassis,

Thanks so much for your responses to our queries. We're excited about this collaboration, and at this point, we have no further thoughts or concerns. Do you need an official letter of support from Duku or me?

We're making a few changes to the IAP degree shortly; once our check-sheet is updated, we'll send that along to you folks.

All my best,
Monica

MONICA J. CASPER, Ph.D.

Professor and Director

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Phone: 602-543-6024; Fax: 602-543-3006

<http://newcollege.asu.edu/directory/1289900>

<http://www.monicajasper.com/>

<http://nyupress.org/series.aspx?seriesId=75>

From: Thanassis Rikakis <Thanassis.Rikakis@asu.edu>

Date: Thu, 24 Mar 2011 11:40:40 -0700

To: Monica Casper <Monica.Casper@asu.edu>, Cathy Kerrey work <cathy.kerrey@asu.edu>, Duku Anokye <Akua.Anokye@asu.edu>

Cc: Heather Landes <Heather.Landes@asu.edu>, Erica Green <Erica.G.Green@asu.edu>, Lucy Berchini <Lucy.Berchini@asu.edu>, Erin Jeffries <Erin.Jeffries@asu.edu>

Subject: Re: Potential HARCS path in HIDA BA in digital culture?

Hello HARCS colleagues.

I am just checking in to see if you have any further thoughts on the proposed HARCS path in the digital culture degree (we are trying to pull all material together in the next couple of weeks).

Thanks much

Best

thanassis

On 3/10/11 9:28 AM, "Thanassis Rikakis" <thanassis.rikakis@asu.edu> wrote:

Hello all and many thanks for working with us to put together this potential degree path. We are also very excited for this opportunity. Please find my answers below in your e-mail.

Thanks again
thanassis

On 3/9/11 4:40 PM, "Monica Casper" <Monica.Casper@asu.edu> wrote:

Dear Thanassis,

Duku and I have reviewed your proposal for the BA in Digital Culture with a Secondary Area in IAP. I've also shared it with some of our IAP faculty and with our Curriculum Manager, Cathy Kerrey.

In general, we're all enthusiastic about moving forward and working with your team. We do have a few questions:

First, we assume the degree would be administered through your unit; students would simply take IAP courses to supplement their major. Is this correct? Would your advisors need to 'network' with our advisors so all are in the loop on how to implement this?

- yeap, our digital culture education coordinator/advisor , Erica Green, cced, will need to connect with your advisors. Erica will come with me when we come visit. AME will indeed administer the degree. Students from other campuses who want to do the IAP path will need to coordinate with Erica and you advisor. If you have any students in HArCS who want to do the degree (if that is of interest), they can do the GS credits at west and their IAP credits at West and they only need to do their DC core credits at Tempe. If this is of interest we can again have the advisors coordinate.

Second, counting up the hours in the major and the upper-division hours in the proposal, we get 79 major hours and 49 upper-division hours. We also get 51, *not* 41, general studies hours; this may have to do with language requirements and other campus-specific differences, but the ten hours make a difference.

By our calculations, the total credit hours for the degree plus general studies would be 130, not 120—and this does not include the language/culture requirement.

- apologies, the lay out I had sent was confusing and it looked like we were adding hours. I changed it, can you see if this –attached- makes more sense. Goes without saying that we are aiming for 120 hours with 41 GS. Apologies for the confusion.

New College policy allows no more than 63 hours toward the major. Given that this is your degree, our policy probably doesn't matter, but it's good for you to know what our standards are here. It seems to me that the Herberger degrees tend toward the higher end of required credit hours.

- again this was the same problem with the layout. The break down is: 41 GS, 30 secondary area in IAP , 43 DC, 6 history/theory

What are your thoughts about how your students would access the IAP courses? Most of ours are face to face, although we've put several online as iCourses recently and can do so in the future. We're wondering, too, about the possibility of a reverse degree, for example the IAP major with a concentration in Digital Cultures using your coursework. We'd appreciate hearing your thoughts on this.

- students from tempe that want to do the IAP path would need to go to west and take some of the

courses (the ones not on line). We are doing something similar with CTI on a technology entrepreneurship secondary path. The idea is to get students moving across campuses and getting our communities to make connections. As I said above, we are very open to the idea of the reverse degree (with only 43 hours on the tempe campus). Your students would need to come to tempe for many of the dc courses (we will put some on line also). The idea is that we are pretty much guaranteeing seats in courses for the students we let in the degree. So our advisors would need to coordinate to make sure we are not overfilling any path so students from different campuses can take their required courses at the other campuses.

Looking forward to continued conversation.

some here, looking forward to your feedback, thanks very very much for working with us on this

Best,
Monica

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<http://www.monicajcasper.com/>

<http://nyupress.org/series.aspx?seriesId=75>

From: Thanassis Rikakis <Thanassis.Rikakis@asu.edu>

Date: Wed, 2 Mar 2011 12:48:14 -0700

To: Monica Casper <Monica.Casper@asu.edu>, Duku Anokye <Akua.Anokye@asu.edu>

Cc: Heather Landes <Heather.Landes@asu.edu>, Erica Green <Erica.G.Green@asu.edu>, Lucy Berchini <Lucy.Berchini@asu.edu>, Erin Jeffries <Erin.Jeffries@asu.edu>

Subject: Re: Potential HArCS path in HIDA BA in digital culture?

Oops, I left three of the engineering courses out. Here is the doc again with the courses in.

Thanks

t

On 3/2/11 11:52 AM, "Thanassis Rikakis" <thanassis.rikakis@asu.edu> wrote:

Monica,

many thanks for your quick and positive reply. I am copying my assistant Erin to work with Lucy on finding a time. I think it would be good for us to come out there and meet the IAP faculty and see the facilities (and have lunch of course :-)) and many thanks for the invite. However, considering how crazy our schedules are this might not happen till after spring break. In the mean time I am attaching a draft of what the outline of the proposed degree might look like. Is there any chance you guys can take a look and let us know what you think? Please feel free to change the 30 hours secondary area as needed. We are trying to get the first draft in by next Friday so if you can get back to us by next week it would be great. We will get the degree document back in April (and by that time hopefully we will have been up to the West Campus and met with you all) and then we can finalize.

We are very excited to be working with you all on this.

best

thanassis

On 3/1/11 11:57 AM, "Monica Casper" <Monica.Casper@asu.edu> wrote:

Dear Thanassis,

Many thanks for your note. And apologies that previous communications have fallen through the cracks. It seems that at ASU there is never enough time to plan; one is always reacting to crises. ;-)

What you propose is indeed very interesting to us and we would like to meet with your team. I'm cc'ing Lucy Berchini, who schedules for both Duku and me; hopefully she can work with your scheduler to find a mutually convenient time for us to get together. We're fine coming to Tempe, but if you have not yet been over here to see our facilities, we would also be delighted to host you. You could tour the media lab, meet some of the IAP faculty, and we could treat you to lunch. Please let us know what works.

On another note, I had the good fortune to meet one of your faculty at a Zoe Keating performance the other night, Grisha Coleman. She's delightful.

Duku and I will look forward to meeting all of you.

Best wishes,
Monica

MONICA J. CASPER, Ph.D.

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<http://www.monicajcasper.com/>

http://www.nyupress.org/biopolitics_series.php

From: Thanassis Rikakis <Thanassis.Rikakis@asu.edu>

Date: Mon, 28 Feb 2011 17:54:27 -0700

To: Monica Casper <Monica.Casper@asu.edu>, Duku Anokye <Akua.Anokye@asu.edu>

Cc: Heather Landes <Heather.Landes@asu.edu>, Erica Green <Erica.G.Green@asu.edu>

Subject: Potential HARCS path in HIDA BA in digital culture?

Dear Professor Casper, Dear Professor Anokye

My name is Thanassis Rikakis and I am the director of the School of Arts Media and Engineering and director of the the Digital culture Initiative at HIDA. As you might recall, we tried to get together last semester to discuss possible synergies between the digital culture initiative and related work in HARCS but our schedules got too busy for the meeting. I am following up because we have another opportunity to possibly coordinate our efforts in the areas of digital culture and digital media arts. HIDA is moving to the second stage of implementation of our BA in Digital Culture. Within this stage, we would be very interested to explore with you the possible creation of a degree path that combines the HIDA digital culture courses with HARCS media arts courses. Overall format could be:

40 credits general studies courses (either at West or Main)

30 credits HARCS media arts and digital culture related courses

40 credits digital culture courses (chosen from the 40 courses being offered by 12 units as part of the digital culture curriculum)

10 credits collaborative projects and capstone (can be realized at HArCS or HIDA or across both)
total 120

The 30 credits of HArCS courses can be selected from a list of existing HArCS courses; so no new effort will be needed. We need to finalize any new paths in the BA in digital culture degree by mid march so we can get them in place by August so if you are interested please do let us know. If there is initial interest in this idea we can set up a meeting to discuss further. This proposed path can be an opportunity to get our students and faculty better connected, create strong synergies in media arts/digital culture research and education and give both HIDA and HArCS students the opportunity for a rich educational experience across the two organizations.

Hope to hear from you soon
Best
Thanassis

Thanassis Rikakis, Professor and Director
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