ESTABLISHING MINORS

DEFINITION

These are the minimum requirements for approval. Individual undergraduate minors may have additional requirements.

A minor is an approved, coherent focus of academic study in a single discipline, other than the student’s major, involving substantially fewer hours of credit than a corresponding major. Certain major and minor combinations may be deemed inappropriate either by the college or department of the major or minor. Inappropriate combinations include (but would not be limited to) ones in which an excessive number of courses in the minor are simultaneously being used to fulfill requirements of the student’s major. (2002-03 General Catalog)

A minor:
- Requires a minimum of 15 semester hours of which at least 9 semester hours must be upper division
- Is not intended for students pursuing a major in the department which offers the minor

PROPOSAL PROCEDURES CHECKLIST

Before academic units can advertise minors or include them in their offerings as described in the university catalogs, they must be recommended for approval by the Curriculum and Academic Programs Committee and approved by the appropriate Vice Provost.

A complete proposal should include:

☐ 1. A supporting letter from the chair of the academic units verifying that:
   - A. The proposed minor has been reviewed and has received faculty approval through appropriate governance procedures in the unit.
   - B. The unit has the resources to support the minor as presented in the proposal, without impacting core course resources.

☐ 2. A supporting letter from the office of the supervising dean verifying that the minor has been reviewed and has received approval through appropriate governance procedures in the college.

☐ 3. A statement concerning demand for the program (student/community/market).

☐ 4. A description of the requirements for this minor. Be specific in listing required courses and specify the total minimum number of hours required for the minor.
   - Are any new courses required? If so, provide course syllabi and Proposal for Curriculum Action forms.

☐ 5. A description of advising procedures as well as measures for verification of completion of the minor.

☐ 6. A minimum residency requirement: How many hours of the minor must be ASU credit?

☐ 7. Attach other information that will be useful to the review committees and the Office of the Provost.
MEMORANDUM

To: ASU Curriculum and Academic Programs Committee and Office of the Provost
From: Thanassis Rikakis, Director, School of Arts Media and Engineering
Date: July 26, 2010, revised Oct. 19, 2010

Re: Proposal to add the Minor in Digital Culture

1. Supporting letter from the dean and director
   Please see the attached letter.

2. Supporting letter from the director
   Please see the attached letter.

   Please see the attached letter.

4. Demand for the program.
   The demand for courses in digital and new media is high both nationally and at ASU. The availability of such coursework across multiple disciplines at the university is an indication of the popularity and importance students place on digital technology.

   Through the Digital Culture Initiative, the Herberger Institute for Design and the Arts focuses on the creative exploration of how new media influences our culture, or rather, the way we live, learn, create and communicate. We hope to graduate creative practitioners that can contribute significantly to the development of the next-generation of new media systems with cultural applications. The Herberger Institute established the digital culture emphasis in the BA in the Arts and the BA in Design Studies in fall 2009 and currently is proposing both a minor and certificate. Placed on a continuum, these curricular opportunities represent different levels of exploration for students from those who wish to complement a previous or current degree with a small group of courses on digital culture to those who want a complete emphasis on developing digital culture systems.

   Digital Culture coursework will place students from the certificate, minor and degree emphasis in cross-disciplinary teams charged with studying, using and developing new media systems that integrate aspects of living, learning, creating and communicating. Examples of outcomes from these projects include the creation of an interactive gaming system that can be used as a tool for rehabilitating physical disabilities or fighting diabetes, the invention of a smart phone that can sense environmental changes and anticipate and intuitively respond to local emergencies,
or the development of a virtual bridge between various cultures and styles of design and the arts that facilitates the ability to experience the world's creative offerings regardless of location.

The School of Arts, Media and Engineering will be offering the core coursework for the new Digital Culture emphasis with 12 units from the Herberger Institute for Design and the Arts and other contributing colleges. We feel more and more students will be interested in taking a cluster of courses in new media for digital culture in addition to their major area of study. Enrollments in the two digital culture course offerings in the 2009-10 academic year have included majors from over 27 different disciplines. For the 2010-11 fall semester, there are students registered for the Digital Culture classes from the College of Liberal Arts and Sciences, W.P. Carey School of Business, the Fulton Schools of Engineering, the University College, the School of Letters and Sciences, the College of Technology & Innovation, the College of Nursing & Innovation, and the New College of Interdisciplinary Arts & Sciences.

Students in all existing undergraduate degrees at Arizona State University are the primary audience for the minor. For students in Herberger Institute for Design and the Arts and Fulton Schools of Engineering majors, the minor allows students to combine knowledge in traditional arts, design or engineering disciplines with some basic interdisciplinary proficiency in digital culture tools and processes. For majors outside of the Herberger Institute and the Fulton Schools, the minor allows students to combine knowledge of their discipline with similar basic proficiency in using creativity and new technology for problem solving in the context of digital culture systems. Bachelor of Arts in the Arts and Bachelor of Arts in Design Studies students pursuing a Digital Culture focus are not allowed to pursue this minor.

Most job openings in arts and design currently require (or prefer) basic new media skills with real-world, applications. By way of example, an architect or designer is significantly more marketable if they can not only show ability to use digital design tools, but also to understand the algorithmic principals and computational processes that underlie these tools. Similarly, a musician that has a good understanding of the process and possibilities of digital mixing, editing and producing tools has more career options. Students pursuing job openings in other disciplines also will be more desirable due to their knowledge of creative problem solving through new media in varied cultural contexts.

5. Description of requirements for this minor
The Digital Culture curriculum is outcomes based rather than course sequence based. The curriculum uses an innovative proficiency-based network to connect courses across academic disciplines, instead of traditional methods such as course prerequisites. Proficiencies in the Digital Culture curriculum identify generalized learning outcomes that are common across disciplines participating in digital culture coursework. Proficiencies provide the connections across disciplines in the digital culture network rather than the traditional pre-requisites.
An example of the benefit of proficiency requirements is this: a student may gain a 200-level proficiency in "Form and Composition" from either the 200-level Design course "Media Editing" or the 200-level Art course "Introduction to Visualization and Prototyping." In either case, that proficiency will provide part of the knowledge a student needs in order to take the 300-level Computer Science course "Graphics and Information Visualization for Digital Culture."

Each proficiency can be earned at the 100-, 200-, 300- and 400-level. Earning a proficiency at a higher level, satisfies any requirement for a proficiency at a lower level. For example, if a student completes a course with the outgoing proficiency "Narrative Composition 200-level", that proficiency fulfills the requirement for any course with an incoming proficiency of "Narrative Composition 100-level" or "Narrative Composition 200-level".

For a list of all Digital Culture proficiencies, please see: http://digitalculture.asu.edu/proficiencies.

Students can discover and create their own course paths involved with these proficiencies by using the course map tool found here: http://digitalculture.asu.edu/map.

The Digital Culture minor requires 21 credit hours (12 upper division) in four areas:

- 9 hours – Digital Culture Core
- 6 hours – Digital Media Coursework
- 3 hours – Historical and Theoretical Studies in Digital Culture or Related Digital Culture Coursework
- 3 hours – Capstone Culminating Project

A student must have a minimum ASU GPA of 2.5 to be eligible to pursue the minor. A minimum grade of a C and an overall GPA of 3.0 is required in all classes in the minor. Courses in the minor may not be used as part of a major. A minimum of 12 upper division semester hours of credit at ASU is required.

See http://herbergerinstitute.asu.edu/degrees/digital_culture/ for more information.

Because the curriculum is proficiency based, students can follow unique paths through the coursework. For instance, a student who has completed ENG 102 and MAT 210 demonstrates the proficiencies necessary for the 200-level digital culture core courses and could by-pass the 100-level classes, whereas a student without ENG 102 and/or MAT 210 experience will need one of the 100-level courses. ENG 102 and MAT 210 are not required for the minor, but are recommended.

Please see the attached curriculum for more detail. Course descriptions are available online at http://digitalculture.asu.edu/courses. These are new, specially developed courses for Digital
Culture that initially will be offered as omnibus courses. The curriculum will be rolled out in a three year sequence of 100- and 200-level courses first, and then the 300-level and 400-level courses. Courses will be submitted to CAPC for permanent numbers in a four year sequence (100- and 200-level courses in the 2010-11 academic year, 300-level courses in the 2011-12 academic year, 400-level courses in the 2012-13 academic year). Please see the attached example syllabi for two 100- and 200-level courses.

6. Description of advising procedures
The Digital Culture Initiative will employ a specialized advisor/education program coordinator dedicated to advising students in the minor. The advisor position will be supported by Digital Culture resources from an anonymous endowment. The advisor will be supervised by the Herberger Institute manager of academic success and a faculty committee.

There is no special application process for the Digital Culture minor. Students add the minor by meeting with the academic advisor for their major. Students also are also required to meet with the Digital Culture education coordinator to develop the digital culture pathway that best meets the proficiencies for the work they are interested in pursuing.

All Digital Culture students work within a system of general proficiencies that emphasize synthesis and application of principles across a broad base of skills. This specialized digital culture advisor will guide students in the Digital Culture minor through potential pathways appropriate to their respective majors. Replacement rules would allow students to substitute courses from the digital culture list with other digital culture related courses offered at ASU.

The Digital Culture Initiative is made possible by a sizable anonymous endowment to support the development, implementation and continued enhancement of the program, including its staff, facilities and all the necessary infrastructure for the development of hybrid, physical-digital cultural systems and experiences in a sustainable educational environment.

7. Minimum residency requirement
Since the Digital Culture courses are highly specialized interdisciplinary courses, all upper division credits for the minor must be taken at ASU. However, generous replacement rules allow for course substitution. Students in the Digital Culture minor can petition to replace up to 6 hours (maximum 3 credits per each section in the minor) of coursework with other courses at ASU related to digital culture work. This may be achieved through courses offered by any unit at ASU including the Downtown, Polytechnic, and West (IAP) campuses, and the FMS program on the Tempe campus. Courses may include any on the substitution list or courses with comparable content.

8. Other useful information
For a full review of the initiative, please visit the website at: http://herbergerinstitute.asu.edu/degrees/digital_culture.
Digital Culture Minor Curriculum

Total: 21 hours (12 upper division)

9 digital culture core, 6 digital media, 3 related digital culture/historical and theoretical, 3 capstone

12 hours: Digital Culture Core Coursework
Choose at least 3 hours from this list (recommended):
- AME 194 Introduction to Digital Culture
- AME 194 Computational Thinking for Digital Culture and Media Arts

Choose at least 6 hours from this list:
- AME 294/ART 294 Introduction to Interactive Environments
- DSC 294 Media Editing
- ART 294 3D Tools
- AME 294 Programming for Media Arts
- DCE 294 Hybrid Action: Physical Intelligence in Digital Culture
- ANP 394/AME 394 How to Build a Digital-Physical System
- DSC 394 Digital Modeling
- AME 394 Collaborative Projects in Digital Culture
- AME 394/PSY 394 Memory and Cognition
- ANP 394 Digital Fabrication
- AME 394 Compositional and Computation Principles for Media Arts
- ANP 494 Digital Ecologies: Parametric Systems Design
- AME 494 Animating Virtual Worlds
- ART/AME 494 Media Installations
- AME 494 Integrated System Development for Digital Culture

3 hours: Digital Media Coursework
Choose from:
- ART 194 Digital Art and Culture
- ART 294 The Still Image in Digital Culture
- FMP 294 Introduction to Animation
- MUE 294 Open Minds Digital Ears
- FMP 394 Non-linear Editing
- MUE 394 Performing in Digital and Hybrid Music Groups
- MUE 394 Advanced Interactive Sound
- ANP 494 Designing Hybrid Spaces
- ANP 494 Design by Algorithm
- ART 494 Visualizing and Prototyping

3 hours: Media Engineering
Choose from:
- CSE 394 Data Structures, Analysis and Retrieval for Digital Culture
- EEE 394 Signal Analysis for Digital Culture
- CSE 394 Graphics & Information Visualization for Digital Culture
- EEE/CSE 494 Information Analysis and Search for Digital Culture
EGR 499 Music & Engineering

3 hours: Related Digital Culture Coursework/Historical and Theoretical Studies
Choose from:

Related Digital Culture
- AME 394 Media Theory
- ART 398 Digital Ethnography in Virtual Worlds
- ASB 328 Rules, Games and Society
- ASB 344 Technology and Society
- ASB 430 Social Simulation
- EDT 329 Games, Simulations and Virtual Environments
- EDT 431 Computer Gaming Learning and Literacy
- ENG 394 Social Media and Digital Cultures
- ENG 394 Writing in Cyberspace
- MCO 435 Media 2.0 Social Media
- THP 294 Writing and Story Development for Interactive Gaming

Historical and Theoretical Studies
- ALA 100 Introduction to Environmental Design
- ALA 102 Architecture, Landscape Architecture, and Society
- ALA 240/294 Sustainability in the Built Environment
- AME 494 History and Analysis of Media Arts
- APH 213 History of Architecture I
- APH 214 History of Architecture II
- APH 300 World Architecture/Western Cultures
- APH 336 20th Century Architecture I
- APH 337 20th Century Architecture II
- ARA 202 Understanding Photographs
- ARA 498 Photography and Language
- ARS 102 Art from Renaissance to Present
- ARS 438 Art of the 20th Century I
- ARS 439 Art of the 20th Century II
- ARS 294 Art and Television
- ARS 460 Art Now
- ARS 394/494 20th Century Art History
- DCE 401 Dance History
- DSC 101 Design Awareness
- GRA 394 Graphic Design History I
- GRA 394 Graphic Design History II
- IAP 305 20th/21st Century Art, Media, Technology and Performance
- IND 316 20th Century Design I
- IND 317 20th Century Design II
- INT 111 Interior Design Issues and 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 440 Music Since 1900  
MHL 394/494 20th Century Music History  
THE 320 History of Theatre I  
THE 321 History of Theatre II  
THE 322 Theatre History and Culture  
THE 403 Independent Film  
THE 404 Foreign Film  
THE 405 Film Great Performers and Directors; multiple topics  
THE 494 20th Century Theatre History  
THP 482 Theatre for Social Change  
ENG 394 Videogame Theory  

3 hours: Capstone Experience  
Internship, thesis or independent research project. Final synthesis project. Determined in consultation with faculty mentor. Many projects will be team based and embedded in real life settings.

**COURSE SUBSTITUTION AND ADVANCED STANDING**  
Students with extensive media arts, media design, media computing or media engineering skills can petition for 3 credit hours of advanced standing covering the media arts/or media engineering requirement of the minor.

Since the digital culture courses are highly specialized interdisciplinary courses, all courses must be ASU credit. Students in the Digital Culture minor can petition to replace up to 6 hours (maximum 3 credits per each section in the minor) of coursework with other courses at ASU related to digital culture work. This may be achieved through courses offered by any unit at ASU including the Downtown, Polytechnic, and West (IAP) campuses, and the FMS program on the Tempe campus. Courses may include any on the substitution list or courses with comparable content.

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<thead>
<tr>
<th>Course Code</th>
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<tr>
<td>FMS 110</td>
<td>Introduction to New Media</td>
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<td>FMS 270</td>
<td>Race, Sex and Identity in American Film (online section)</td>
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<td>FMS 300</td>
<td>Media and Cultural Studies</td>
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<td>FMS 350</td>
<td>Virtual Reality in Film and Media</td>
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<td>Emerging Digital Media</td>
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<td>Critical Studies in Animation</td>
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<td>IAP 322</td>
<td>Digital Multitrack Recording</td>
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<td>IAP 325</td>
<td>Advanced Digital Multitrack Recording</td>
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<td>Conceptual Development</td>
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<td>Digital Editing and Media Literacy</td>
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<td>IAP 363</td>
<td>Sound, Image, Media</td>
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<td>IAP 364</td>
<td>Documentaries</td>
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<td>IAP 365</td>
<td>Digital Interactivity</td>
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<td>Digital Graphics Technologies</td>
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<td>Media and Diversity</td>
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<td>Media Technologies and the Arts</td>
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<td>Advanced Digital Video Production</td>
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<td>CPI 310</td>
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<td>CPI 360</td>
<td>Informatics and Decision Making</td>
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<td>CPI 400</td>
<td>Scientific Computing and Visualization</td>
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<td>CPI 420</td>
<td>Technology and Society</td>
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<td>CPI 430</td>
<td>Social Simulation</td>
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Memorandum

Date: July 28, 2010

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

From: Kwang-Wu Kim, Dean and Director of the Herberger Institute for Design and the Arts

Re: Minor in Digital Culture Curriculum Proposal

I have reviewed the attached proposal requesting the establishment of an interdisciplinary minor in Digital Culture in the Herberger Institute for Design and the Arts.

This minor will allow ASU students to connect training in their major with basic proficiency in digital culture tools and processes, making them significantly more marketable in our digital world.

The Herberger Institute Undergraduate Curriculum Committee reviewed the proposal and it has their unanimous support.

My signature indicates my support and approval for the establishment of this new minor.

[Signature]
July 28, 2010

To whom it may concern,

Please see the attached proposal to request the establishment of a minor in Digital Culture in the Herberger Institute for Design and the Arts. This minor will allow Herberger Institute students to connect training in their major with basic proficiency in digital culture tools and processes. This will make them significantly more marketable in our digital world. The minor will also offer an opportunity to students from different traditional arts and design backgrounds to connect in the context of digital culture projects.

The proposal for establishing a minor in Digital Culture has been reviewed and approved by the School of Arts, Media and Engineering undergraduate studies committee. New resources have been secured so the proposed Digital Culture minor will not impact core course resources.

We hope you agree that offering a minor in Digital Culture will enhance the Herberger Institute student experience and maximize interdisciplinary participation in the Digital Culture curriculum.

Sincerely,

Thanassis Rikakis
Professor and Director, School of Arts, Media and Engineering
Arizona State University
DEFINITION

These are the minimum requirements for approval. Individual undergraduate minors may have additional requirements.

A minor is an approved, coherent focus of academic study in a single discipline, other than the student’s major, involving substantially fewer hours of credit than a corresponding major. Certain major and minor combinations may be deemed inappropriate either by the college or department of the major or minor. Inappropriate combinations include (but would not be limited to) ones in which an excessive number of courses in the minor are simultaneously being used to fulfill requirements of the student’s major. (2002-03 General Catalog)

A minor:
- Requires a minimum of 15 semester hours of which at least 9 semester hours must be upper division
- Is not intended for students pursuing a major in the department which offers the minor

PROPOSAL PROCEDURES CHECKLIST

Before academic units can advertise minors or include them in their offerings as described in the university catalogs, they must be recommended for approval by the Curriculum and Academic Programs Committee and approved by the appropriate Vice Provost.

A complete proposal should include:

☐ 1. A supporting letter from the chair of the academic units verifying that:
   A. The proposed minor has been reviewed and has received faculty approval through appropriate governance procedures in the unit.
   B. The unit has the resources to support the minor as presented in the proposal, without impacting core course resources.

☐ 2. A supporting letter from the office of the supervising dean verifying that the minor has been reviewed and has received approval through appropriate governance procedures in the college.

☐ 3. A statement concerning demand for the program (student/community/market).

☐ 4. A description of the requirements for this minor. Be specific in listing required courses and specify the total minimum number of hours required for the minor.
   - Are any new courses required? If so, provide course syllabi and Proposal for Curriculum Action forms.

☐ 5. A description of advising procedures as well as measures for verification of completion of the minor.

☐ 6. A minimum residency requirement: How many hours of the minor must be ASU credit?

☐ 7. A completed Appendix document. This information is to be used during the implementation phase to ensure this program appears correctly and completely on Degree Search.

☐ 8. Attach other information that will be useful to the review committees and the Office of the Provost.
APPENDIX - PROPOSAL TO ESTABLISH A NEW UNDERGRADUATE MINOR

(This information is used to populate the Degree Search/catalog website. Please consider the student audience in creating your text.)

1. Program Description (maximum 150 characters)
   The Digital Culture minor in the Herberger Institute for Design and the Arts focuses on the creative exploration of how new media is influencing our culture, or rather, the way we live, learn, create and communicate. The Digital Culture minor allows students to enhance their program of study with integrated, interdisciplinary training in creative processes and technical skills in new media with cultural applications.

   The curriculum is outcomes based rather than course sequence based. The curriculum uses an innovative proficiency-based network to connect courses across academic disciplines, instead of traditional methods such as course prerequisites. Proficiencies in the curriculum identify common generalized learning outcomes across disciplines participating in the initiative.

   The minor requires 21 credit hours (12 upper division) in four areas:
   
   - 9 hours – Digital Culture Core
   - 6 hours – Digital Media Coursework
   - 3 hours – Historical and Theoretical Studies in Digital Culture or Related Digital Culture Coursework
   - 3 hours – Capstone Project

2. Contact and Support Information

   Office Location (Building & Room): Design South Room 101

   Campus Telephone Number: 480.965.4495

   Program email address: Erica.G.Green@asu.edu (Digital Culture Education Coordinator)

   Program website address: http://herbergerinstitute.asu.edu/degrees/digital_culture/

3. Program Description Provide applicable information regarding the degree such as curricular restrictions or requirements, specific course lists, or academic retention requirements.

   The Digital Culture minor requires 21 credit hours (12 upper division) in four areas:
   
   - 9 hours – Digital Culture Core
   - 6 hours – Digital Media Coursework
   - 3 hours – Historical and Theoretical Studies in Digital Culture or Related Digital Culture
Coursework
3 hours – Capstone Culminating Project

A student must have a minimum GPA of 2.5 to be eligible to pursue the minor. A minimum grade of a C and an overall GPA of 3.0 is required in all classes in the minor. Courses in the minor may not be used as part of a major. A minimum of 12 upper division semester hours of credit at ASU is required.

See http://herbergerinstitute.asu.edu/degrees/digital_culture/ for more information.

Because the curriculum is proficiency based, students can follow unique paths through the coursework. For instance, a student who has completed ENG 102 and MAT 210 demonstrates the proficiencies necessary for the 200-level digital culture core courses and could by-pass the 100-level classes, whereas a student without ENG 102 and/or MAT 210 experience will need one of the 100-level courses. ENG 102 and MAT 210 are not required for the minor, but are recommended. Please see the attached curriculum for more detail.

4. 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.

The Digital Culture Initiative will employ a specialized advisor/education program coordinator dedicated to advising students in the minor. There is no special application process for the Digital Culture minor.

Students add the minor by meeting with the academic advisor for their major. Students also are also required to meet with the Digital Culture education coordinator to develop the digital culture pathway that best meets the proficiencies for the work they are interested in pursuing.
Digital Culture Minor Curriculum

Total: **21 hours** (12 upper division)

9 digital culture core, 6 digital media, 3 related digital culture/historical and theoretical, 3 capstone

**12 hours**: Digital Culture Core Coursework

Choose at least 3 hours from this list (recommended):
- AME 194 Introduction to Digital Culture
- AME 194 Computational Thinking for Digital Culture and Media Arts

Choose at least 6 hours from this list:
- AME 294/ART 294 Introduction to Interactive Environments
- DSC 294 Media Editing
- ART 294 3D Tools
- AME 294 Programming for Media Arts
- DCE 294 Hybrid Action: Physical Intelligence in Digital Culture
- ANP 394/AME 394 How to Build a Digital-Physical System
- DSC 394 Digital Modeling
- AME 394 Collaborative Projects in Digital Culture
- AME 394/PSY 394 Memory and Cognition
- ANP 394 Digital Fabrication
- AME 394 Compositional and Computation Principles for Media Arts
- ANP 494 Digital Ecologies: Parametric Systems Design
- AME 494 Animating Virtual Worlds
- ART/AME 494 Media Installations
- AME 494 Integrated System Development for Digital Culture

**3 hours**: Digital Media Coursework

Choose from:
- ART 194 Digital Art and Culture
- ART 294 The Still Image in Digital Culture
- FMP 294 Introduction to Animation
- MUE 294 Open Minds Digital Ears
- FMP 394 Non-linear Editing
- MUE 394 Performing in Digital and Hybrid Music Groups
- MUE 394 Advanced Interactive Sound
- ANP 494 Designing Hybrid Spaces
- ANP 494 Design by Algorithm
- ART 494 Visualizing and Prototyping

**3 hours**: Media Engineering

Choose from:
- CSE 394 Data Structures, Analysis and Retrieval for Digital Culture
- EEE 394 Signal Analysis for Digital Culture
CSE 394 Graphics and Information Visualization for Digital Culture
EEE/CSE 494 Information Analysis and Search for Digital Culture
EGR 499 Music and Engineering

3 hours: Related Digital Culture Coursework/Historical and Theoretical Studies
Choose from:

*Related Digital Culture*
AME 394 Media Theory
ART 398 Digital Ethnography in Virtual Worlds
ASB 328 Rules, Games and Society
ASB 344 Technology and Society
ASB 430 Social Simulation
EDT 329 Games, Simulations and Virtual Environments
EDT 431 Computer Gaming Learning and Literacy
ENG 394 Social Media and Digital Cultures
ENG 394 Writing in Cyberspace
MCO 435 Media 2.0 Social Media
THP 294 Writing and Story Development for Interactive Gaming

*Historical and Theoretical Studies*
ALA 100 Introduction to Environmental Design
ALA 102 Architecture, Landscape Architecture, and Society
ALA 240/294 Sustainability in the Built Environment
AME 494 History and Analysis of Media Arts
APH 213 History of Architecture I
APH 214 History of Architecture II
APH 300 World Architecture/Western Cultures
APH 336 20th Century Architecture I
APH 337 20th Century Architecture II
ARA 202 Understanding Photographs
ARA 498 Photography and Language
ARS 102 Art from Renaissance to Present
ARS 438 Art of the 20th Century I
ARS 439 Art of the 20th Century II
ARS 294 Art and Television
ARS 460 Art Now
ARS 394/494 20th Century Art History
DCE 401 Dance History
DSC 101 Design Awareness
GRA 394 Graphic Design History I
GRA 394 Graphic Design History II
IAP 305 20th/21st Century Art, Media, Technology and Performance
IND 316 20th Century Design I
IND 317 20th Century Design II
INT 111 Interior Design Issues and Theories
ESTABLISHING MINORS

INT 310 Interior Design History I
INT 311 Interior Design History II
LPH 210 History of Landscape Architecture
LPH 211 Contemporary Landscape Architecture
MHL 440 Music Since 1900
MHL 394/494 20th Century Music History
THE 320 History of Theatre I
THE 321 History of Theatre II
THE 322 Theatre History and Culture
THE 403 Independent Film
THE 404 Foreign Film
THE 405 Film Great Performers and Directors; multiple topics
THE 494 20th Century Theatre History
THP 482 Theatre for Social Change
ENG 394 Videogame Theory

3 hours: Capstone Experience
Internship, thesis or independent research project. Final synthesis project. Determined in consultation with faculty mentor. Many projects will be team based and embedded in real life settings.

COURSE SUBSTITUTION AND ADVANCED STANDING
Students with extensive media arts, media design, media computing or media engineering skills can petition for 3 credit hours of advanced standing covering the media arts/or media engineering requirement of the minor.

Since the digital culture courses are highly specialized interdisciplinary courses, all upper division courses must be ASU credit. Students in the Digital Culture minor can petition to replace up to 6 hours (maximum 3 credits per each section in the minor) of coursework with other courses at ASU related to digital culture work. This may be achieved through courses offered by any unit at ASU including the Downtown, Polytechnic, and West (IAP) campuses, and the FMS program on the Tempe campus. Courses may include any on the substitution list or courses with comparable content (see attached curriculum).

FMS 110 Introduction to New Media
FMS 270 Race, Sex and Identity in American Film (online section)
FMS 300 Media and Cultural Studies
FMS 350 Virtual Reality in Film and Media
FMS 351 Emerging Digital Media
FMS 394 Critical Studies in Animation
FMS 450 Technology, Culture and Media
FMS 480 Globalization Technology and Culture
FMS 481 Entertainment Technologies
FMS 482 Entertainment Industries
FMS 483 Techno Entertainment Convergences
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
CPI 101   Introduction to Informatics
CPI 200   Mathematical Foundations of Informatics
CPI 310   Information and Data Management
CPI 360   Informatics and Decision Making
CPI 400   Scientific Computing and Visualization
CPI 420   Technology and Society
CPI 430   Social Simulation