

**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.

**3. Letters of Collaboration and Support.**

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/](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](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.

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



**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.

A handwritten signature in black ink, appearing to be "K. W. Kim", written in a cursive style.



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,

A handwritten signature in black ink, appearing to read "Thanassis Rikakis", enclosed within a hand-drawn oval.

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

Herberger Institute for Design and the Arts  
Ira A. Fulton Schools of Engineering  
School of Arts, Media and Engineering  
PO Box 878709 Tempe, AZ 85287-8709  
(480) 965-9438 Fax: (480) 965-0961  
<http://ame.asu.edu>

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### 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](mailto:Erica.G.Green@asu.edu) (Digital Culture Education Coordinator)

Program website address: [http://herbergerinstitute.asu.edu/degrees/digital\\_culture/](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

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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/](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.

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**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

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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



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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  
 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

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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