



Arizona State University (Tempe campus)

Dance (Interdisciplinary Digital Media and Perform.), MFA

Study details

Course type: Master's degree

Degree: Dance (Interdisciplinary Digital Media and Perform.), MFA FADANDIMFA

Study mode: Full time

Duration: 36 Month

Cost of study

Cost : 38 526 USD

Reg. fee : 115 USD

Scholarship :

Insurance : 2 765 USD

Intake/s

Jan/Aug

Requirements

Admission requirements

- Applicants must fulfill the requirements of both the Graduate College and the Herberger Institute for Design and the Arts.
- Applicants are eligible to apply to the program if they have earned a bachelor's or master's degree from a regionally accredited institution.
- Applicants must have a minimum cumulative GPA of 3.00 (scale is 4.00 = "A") in the last 60 hours of their first bachelor's degree program, or they must have a minimum cumulative GPA of 3.00 (scale is 4.00 = "A") in an applicable master's degree program.

All applicants must submit:

1. graduate admission application and application fee
2. official transcripts
3. School of Music, Dance and Theatre Application including a personal statement, teaching sample, recent creative work and a current resume
4. letters of recommendation
5. proof of English proficiency

Additional Application Information

An applicant whose native language is not English must provide proof of English proficiency (*TOEFL 80 (no band below 20) (IELTS 6.5 at least 6.0 in all skills)*) regardless of their current residency.

Accommodation

Provided by partner agencies;

On-campus housing and meals \$18,933

Additional information

Program description

Degree awarded: MFA Dance (Interdisciplinary Digital Media and Performance)

The MFA program in dance with a concentration in interdisciplinary digital media and performance builds on the strength of the School of Music, Dance and Theatre and expands into the specific area of new media practices.

The concentration provides a select group of graduate students with a rigorous, in-depth opportunity to specialize in dance as well as transdisciplinary digital arts. The interdisciplinary classes and research activities of the transdisciplinary School of Arts, Media and Engineering that are part of this concentration give students access to advanced media equipment, studios, project funding and interdisciplinary collaborators.

The program welcomes a diversity of students, including returning professionals who have experience or interest in choreography, dance science and somatics, dance teaching praxis, dance and technology, community engagement, practices of equity and inclusion, professional partnerships and dance scholarship and theory. Students whose approaches are interdisciplinary and cross-cultural in nature and who are self-motivated, have clear and demonstrated objectives and are willing to explore new possibilities in the field of dance and beyond are ideal for this program.

Each graduate student will develop their potential as a creator, performer, teacher, thinker and art advocate. Frequent showings are required for degree completion.

Program learning outcomes

Program learning outcomes identify what a student will learn or be able to do upon completion of their program. This program has the following program outcomes:

- Students will be able to apply advanced knowledge of media applications to live dance performances, installations and alternative creative outputs.
- Students will implement relevant practical and theoretical frames for the creation, performance, embodied experience and teaching of dance.
- Students will develop creative and movement inquiry and research processes relevant to dance and digital media.

Career opportunities

Dance artists, educators and media specialists who complete the Master of Fine Arts program in dance with an emphasis in interdisciplinary digital media and performance are prepared for work in a variety of settings and industries, including higher education dance, digital media and arts programs, commercial dance venues, media production companies, community arts organizations and dance production and performance settings.

Dance interdisciplinary media artists have a wide range of international opportunities for work as independent multimedia artists and performers, digital media consultants and specialists. In addition to working in traditional performance spaces and venues, dance media artists are finding employment opportunities in rapidly evolving global digital performance and entertainment spaces.

Career examples include:

- choreographer
- community engagement and social activist artist
- dance filmmaker
- dance lighting and sound designer
- dance technology specialist
- interactive performance artist
- intermedia specialist
- performing artist
- stage production and design specialist
- teaching artist