Arizona State University (Tempe campus)

Computer Science (Media Arts and Sciences), MS

Study details

Course type: Master's degree
Degree: Computer Science (Media Arts and Sciences), MS ESAMECSMS
Study mode: Full time
Duration: 24 Month

Cost of study

Cost : 29 880 USD
Reg. fee : 115 USD
Scolarship :
Insurance : 2 765 USD

Intake/s

Jan

Requirements
Admission requirements

- Applicants must fulfill the requirements of both the Graduate College and the Ira A. Fulton Schools of Engineering.
- Applicants are eligible to apply to the program if they have earned a bachelor's or master's degree in computer science, computer engineering or a closely related field from a regionally accredited institution.
- Applicants must have a minimum cumulative GPA of 3.25 (scale is 4.00 = "A") in the last 60 hours of their first bachelor's degree program, or a minimum cumulative GPA of 3.25 (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. GRE scores
4. statement of purpose
5. curriculum vitae
6. 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.

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ASU does not accept the GRE® General Test at home edition. GRE scores are not required if the student has graduated with an undergraduate degree in computer science or computer systems engineering at ASU.

The statement of purpose must address the transdisciplinary nature of the media arts and sciences program. Applicants should explain in a concise and persuasive manner how their educational, professional and personal experiences inform their research and creative interests, writing on any aspect of their background that supports candidacy to the program. For further information on how this statement can be expanded upon by students interested in a research assistantship or an integrative graduate education and research traineeship within media arts and sciences, students should visit the School of Arts, Media and Engineering website. Students should submit a curriculum vitae with the statement of purpose.

Students assigned any deficiency coursework upon admission must complete those classes with a grade of "C" (scale is 4.00 = "A") or higher within two semesters of admission to the program. Deficiency courses include:

CSE 230 Computer Organization and Assembly Language Programming
CSE 310 Data Structures and Algorithms
CSE 330 Operating Systems
CSE 340 Principles of Programming Languages or CSE 355 Introduction to Theoretical Computer Science

The applicant's undergraduate GPA and depth of preparation in computer science and engineering are the primary factors affecting admission.

Accommodation

Provided by partner agencies;

On-campus housing and meals $18,933

Speciality
STEM-OPT for international students on F-1 visas

This program may be eligible for an Optional Practical Training extension for up to 24 months. This OPT work authorization period may help international students gain skills and experience in the U.S. Those interested in an OPT extension should review ASU degrees that qualify for the STEM-OPT extension at ASU's International Students and Scholars Center website.

The OPT extension only applies to students on an F-1 visa and does not apply to students completing a degree through ASU Online.

Additional information

Program description

Degree awarded: MS Computer Science (Media Arts and Sciences)

The MS program in computer science with a concentration in media arts and sciences emphasizes research on the integration of the human physical experience with computation and digital media.

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Media arts and sciences researchers produce experiential media systems and models that assist the disadvantaged, empower creativity, enhance scientific discovery, evolve human ability, facilitate learning and improve quality of life. Within these application areas, researchers explore experiential construction, interaction and feedback, knowledge creation, sensing, perception and modeling.

The purpose of the media arts and sciences concentration under the master's degree in computer science is to train hybrid engineering-arts graduates who get their inspiration from the arts and their methodology from computer science and engineering. Students specialize in transdisciplinary media development. More information about the media arts and sciences concentration can be found on the School of Arts, Media and Engineering website.

Accelerated program options

This program allows students to obtain both a bachelor's and master's degree in as little as five years. It is offered as an accelerated bachelor's plus master's degree with:

- Computer Science, BS
- Computer Science (Cybersecurity), BS
- Computer Science (Software Engineering), BS
- Computer Systems Engineering, BSE
- Computer Systems Engineering (Cybersecurity), BSE
- Software Engineering, BS

Acceptance to the graduate program requires a separate application. Students typically receive approval to pursue the accelerated master's during the junior year of their bachelor's degree program.

Career opportunities

This program can provide graduates with career opportunities in the following areas:

- artificial intelligence, machine learning and statistical modeling
- big data and data mining
- computational biology
- computer design and architecture, including non-volatile memory computing
- computer system security, cybersecurity and cryptography
- cyber-physical systems and IoT
- distributed computing and consensus protocols
- networking and computer systems
- novel computing paradigms (e.g., biocomputing, quantum computation)
- social computing
- theory and algorithms
- visualization and graphics

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