



## Arizona State University (Tempe campus)

### Media Arts and Sciences (Interdisciplinary Arts and Performance), BA

#### Study details

**Course type:** Bachelor's degree

**Degree:** Media Arts and Sciences (Interdisciplinary Arts and Performance), BA HIDCIAPBA

**Study mode:** Full time

**Duration:** 48 Month

#### Cost of study

**Cost :** 35 430 USD

**Reg. fee :** 85 USD

**Scholarship :**

**Insurance :** 2 765 USD

#### Intake/s

Jan/May/Aug

#### Requirements

##### Academic requirements

First-year students must:

- Have a 3.00 grade point average (GPA) (a "B" or better where "A"=4.00) from a secondary school. Some ASU programs may have higher admission or English proficiency requirements and may consider a minimum ACT or SAT score.
- Must have three years of high school coursework. (If you are currently in high school, ASU needs to see 9–11 grade coursework. If you have completed high school, ASU needs to see 10–12 grade coursework.)
- Must have and present a completed high school diploma or certificate.

##### Conditional admission

ASU may offer conditional undergraduate admission to international applicants to an on-campus program who meet the academic (aptitude) requirements but who are not proficient in English. This offer of conditional admission will give you time to improve your English proficiency before you start classes at ASU. Your conditional admission offer is good for up to three semesters, during which time you must meet one of these requirements to begin your ASU experience.

##### Competency requirements

International students who completed high school outside the U.S. are required to meet the following competency requirements:

- Math: four years (algebra I, geometry, algebra II and one course requiring algebra II as a prerequisite).
- Laboratory science: three years total (one year each from any of the following areas are accepted: biology, chemistry, earth science, integrated sciences and physics).

## **Provide evidence of English language proficiency (TOEFL 61)**

### **Accommodation**

Provided by partner agencies

### **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**

The School of Arts, Media and Engineering educates the next generation of learners and empowers them with technofluency --- its development, application and implications. Students are prepared to be socially aware, critically thinking global citizens who strive to bring about positive change in a society that will be increasingly shaped by new technologies.

The BA program in media arts and sciences equips students with the knowledge, abilities and technical skills they need for creating computational media.

Students learn to create computational media, which is computation combined with objects, sound, video, time, space, culture and bodies; breathe behavior into media, objects or systems by programming; and think critically about how computation impacts lives and how culture makes a difference in how people experience computational media, a critical skill in this dynamic era.

#### **Media Arts and Sciences -- Interdisciplinary Arts and Performance concentration**

This concentration in interdisciplinary arts and performance is offered in partnership with the New College of Interdisciplinary Arts and Sciences. The program focuses on a transdisciplinary and collaborative approach to the arts, technology and performance. It emphasizes the traditions of transdisciplinary, avant-garde and experimental arts and on contemporary art and performance. Courses include digital media arts, music and electronic sound art, performance studies, theatre and performance practice and digital graphics.

### **Concurrent program options**

Students pursuing concurrent degrees (also known as a “double major”) earn two distinct degrees and receive two diplomas. Working with their academic advisors, students can create their own concurrent degree combination. Some combinations are not possible due to high levels of overlap in curriculum.

## Global opportunities

### Global experience

Exploring programs around the globe furthers students' ability to apply their studies to a global spectrum. With more than 300 Global Education program opportunities available to them, media arts and sciences students are able to tailor their experience to their unique interests and skill sets. Whether in a foreign country, in the U.S. or online, students build communication skills, learn to adapt and persevere, and are exposed to research and internships across the world, increasing their professional network.

## Career opportunities

Armed with skills and sound judgment, graduates of the media arts and sciences program work in cultural communication, marketing, design, social media, health, education, entertainment and creative arts, and all areas in which culture is shaped by technology and computational media. All students gain techniques to change the world and communicate using contemporary computational media, a vital power in the modern world. Some go on to invent fresh techniques.

Graduates have a wide array of career opportunities in new media involving the fields of:

- communications (Cisco, Google, Facebook)
- computing (Apple, Microsoft)
- gaming and entertainment (Industrial Light and Magic, Electronic Arts, Pixar)
- media arts (engineering multimedia shows, video and sound production)

The media arts and sciences curriculum also prepares students for roles in the development of modern media systems that address complex sociotechnical problems, such as:

- diagnostic, monitoring and assistive cyber-physical tools and systems that can be used by health care providers
- new systems for collaborative, participatory content creation and sharing
- social networking and reflection tools for promoting sustainability
- systems for interactive, adaptive learning and computational assessment in educational organizations

Graduates who are interested in continuing their higher education are 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.

Media arts and sciences alumni have received job opportunities in:

- audio and video
- engineering
- graphic design
- illustration
- iOS development
- journalism
- programming
- software engineering

- special effects
- 3D modeling and fabrication
- visual media