Arizona State University (Tempe campus)

Media Arts and Sciences (Film), BA

Study details

Course type: Bachelor's degree
Degree: Media Arts and Sciences (Film), BA HIDGCFBA
Study mode: Full time
Duration: 48 Month

Cost of study

Cost : 35 430 USD
Reg. fee : 85 USD
Scolarship :
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.

The BA program in media arts and sciences offers students technical skills to develop computational media, and cultural skills to apply them meaningfully. Students immerse themselves in hands-on projects, explore the intertwined evolution of culture, society and tech, and create computational media systems with sound, video, objects, space and immersive media. This fusion of arts, humanities and engineering foundations allows students not only to craft innovative digital media but also to think critically about how technology and society are coproductive. The program's overarching goal is to develop socially conscious global citizens who are ready to navigate and shape a more connected and creative digital world.

Media Arts and Sciences -- Film concentration
This concentration program is offered in partnership with The Sidney Poitier New American Film School in the Herberger Institute for Design and the Arts. In the concentration in film, students complement their knowledge of media arts and sciences with discipline-specific courses that focus on foundations of filmmaking practices, knowledge of the film industry and hands-on practice of digital processes in filmmaking.

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

Graduates of the media arts and sciences program 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 & 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 healthcare 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 of the program 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 graduate programs in the ASU School of Arts, Media and Engineering.

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