

Arts, Media and En gineer ing

artsmediaengineering.asu.edu

School of Arts, Media and Engineering

ASU Herberger Institute for
Design and the Arts
Arizona State University

The **School of Arts, Media and Engineering** empowers students to be authors, creators and inventors of emerging computational media technologies; to know not only how to make video, sound, lights and objects move and interact, but also why; and to have both the technical power to animate media and objects around you and the judgment to exercise that power.

Undergraduate Programs

- **Bachelor of Arts in Digital Culture (Tempe, online) concentrations (Tempe only):** art, design, English, film, graphic information technology, interdisciplinary arts and performance, music, theatre
- **Bachelor of Science in Digital Culture concentration:** media processing
- **Minors and Certificates:** Digital Culture

Graduate Programs

- **Master of Arts in Digital Culture**
Students in design and the arts enhance their practice through expanded engagement with interactive, embodied media design in an interdisciplinary environment
- **Doctor of Philosophy in Media, Arts and Sciences**
Students learn to translate, transport and combine knowledge across disciplines as they develop novel experiential media systems and original ways to study and use them

Interdisciplinary Programs:

- The school currently offers digital media concentrations in the graduate degrees of six collaborating disciplines:
- **Computer Science and Engineering** (MS, PhD)
- **Dance** (MFA)
- **Electrical Engineering** (MS, PhD)
- **Music** (MM, DMA)
- **Theatre** (MFA)
- **Visual Art** (MFA)

Request more information herbergerinstitute.asu.edu/requestinfo

Have questions? HerbergerAdmissions@asu.edu

**#1 in the U.S.
for innovation**

ASU ahead of MIT and Stanford

— U.S. News & World Report, 6 years, 2016–2021

