

			Completed Transfer Pathway: <input type="checkbox"/> MAPP <input type="checkbox"/> TAG <input type="checkbox"/> ATP <input type="checkbox"/> None		Completed General Education: <input type="checkbox"/> AGECE <input type="checkbox"/> IGETC/CSUGE <input type="checkbox"/> None	
Course Subject and Title <i>(courses in bold/shading are critical)</i>	Hrs.	Upper Division	Transfer Course/Grade	Minimum Grade if Required	Additional Critical Tracking Notes	
<b>TERM ONE: 0-16 CREDIT HOURS</b>						
<b>HDA 194: The ASU Herberger Institute Experience</b>	1	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"><li>ASU 101 is for ASU freshman students only. Not required of transfer students</li><li>An SAT, ACT, Accuplacer, or TOEFL score determines placement into first-year composition courses</li><li>ASU Math Placement Exam score determines placement in Mathematics course</li><li>Minimum 3.0 cumulative GPA required in Digital Culture coursework</li><li>Minimum 2.0 ASU cumulative GPA</li></ul>	
ENG 101 and 102: First-Year Composition OR ENG 107 and 108: English for Foreign Students OR ENG 105: Advanced First-Year Composition	3	<input type="checkbox"/>		Grade of C		
<b>AME 194: Introduction to Digital Culture</b>	3	<input type="checkbox"/>		Grade of C		
<b>GRA 101: Designing Life</b>	3	<input type="checkbox"/>		Grade of C		
MAT 210: Brief Calculus (MA)	3	<input type="checkbox"/>				
Humanities, Fine Arts, Design (HU) with Awareness Area – Global (G) and Historical (H):	3	<input type="checkbox"/>				
<b>TERM TWO: 17-31 CREDIT HOURS</b>						
ENG 101 and 102: First-Year Composition OR ENG 107 and 108: English for Foreign Students OR ENG 105: Advanced First-Year Composition	3	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"><li><b>Digital Culture coursework:</b> Refer to focus area list for course selection.</li><li>Minimum 3.0 cumulative GPA required in Digital Culture coursework</li><li>Minimum 2.0 ASU cumulative GPA</li></ul>	
<b>Digital Culture Studies:</b>	3	<input type="checkbox"/>		Grade of C		
<b>Digital Media:</b>	3	<input type="checkbox"/>		Grade of C		
Social and Behavioral Sciences (SB) with Awareness Area – Cultural Diversity (C):	3	<input type="checkbox"/>				
Computer/Statistics/Quantitative applications (CS):	3	<input type="checkbox"/>				
<b>TERM THREE: 32-47 CREDIT HOURS</b>						
GRA 225: Communication/Interaction Design Theory	3	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"><li>Complete First-Year Composition requirement: ENG 101 &amp; 102 OR ENG 107 &amp; 108 or 105</li><li><b>Digital Culture coursework:</b> Refer to focus area list for course selection.</li><li>Minimum 3.0 cumulative GPA required in Digital Culture coursework</li><li>Minimum 2.0 ASU cumulative GPA</li></ul>	
APH 212: Culture of Place or INT 121: Intro Computer Modeling	3	<input type="checkbox"/>		Grade of C		
Natural Science – Quantitative (SQ):	4	<input type="checkbox"/>				
Digital Culture Studies:	3	<input type="checkbox"/>		Grade of C		
Social and Behavioral Sciences (SB):	3	<input type="checkbox"/>				
<b>TERM FOUR: 48-63 CREDIT HOURS</b>						
Digital Culture Studies:	3	<input type="checkbox"/>		Grade of C	<ul style="list-style-type: none"><li><b>Digital Culture coursework:</b> Refer to focus area list for course selection.</li><li>Minimum 3.0 cumulative GPA required in Digital Culture coursework</li><li>Minimum 2.0 ASU cumulative GPA</li></ul>	
Digital Media:	3	<input type="checkbox"/>		Grade of C		
Literacy and Critical Inquiry (L):	3	<input type="checkbox"/>				
Natural Science – Quantitative or General (SQ/SG):	4	<input type="checkbox"/>				
Humanities, Fine Arts, Design (HU):	3	<input type="checkbox"/>				
<b>TERM FIVE: 64-78 CREDIT HOURS</b>						
GRA 401: Creative Environments	3	<input checked="" type="checkbox"/>			<ul style="list-style-type: none"><li><b>Digital Culture coursework:</b> Refer to focus area list for course selection.</li><li>Minimum 3.0 cumulative GPA required in Digital Culture coursework</li><li>Minimum 2.0 ASU cumulative GPA</li></ul>	
Digital Culture Studies:	3	<input type="checkbox"/>		Grade of C		
Digital Media:	3	<input type="checkbox"/>		Grade of C		
Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
Historical and Theoretical Studies:	3	<input type="checkbox"/>				
<b>TERM SIX: 79-93 CREDIT HOURS</b>						
INT 394: Design and Human Behavior	3	<input checked="" type="checkbox"/>			<ul style="list-style-type: none"><li><b>Digital Culture coursework:</b> Refer to focus area list for course selection.</li><li>Minimum 3.0 cumulative GPA required in Digital Culture coursework</li><li>Minimum 2.0 ASU cumulative GPA</li></ul>	
Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Digital Media:	3	<input checked="" type="checkbox"/>		Grade of C		
Related Digital Culture:	3	<input type="checkbox"/>				
<b>TERM SEVEN: 94-108 CREDIT HOURS</b>						
Upper Division Capstone Experience:	3	<input checked="" type="checkbox"/>			<ul style="list-style-type: none"><li><b>Digital Culture coursework:</b> Refer to focus area list for course selection.</li><li>Minimum 3.0 cumulative GPA required in Digital Culture coursework</li><li>Minimum 2.0 ASU cumulative GPA</li></ul>	
Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Digital Media:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Historical and Theoretical Studies:	3	<input checked="" type="checkbox"/>				
Upper Division Literacy and Critical Inquiry (L):	3	<input checked="" type="checkbox"/>				
<b>TERM EIGHT: 109-120 CREDIT HOURS</b>						
Upper Division Digital Culture Studies:	3	<input checked="" type="checkbox"/>		Grade of C	<ul style="list-style-type: none"><li><b>Digital Culture coursework:</b> Refer to focus area list for course selection.</li><li>Minimum 3.0 cumulative GPA required in Digital Culture coursework</li><li>Minimum 2.0 ASU cumulative GPA</li></ul>	
Upper Division Related Digital Culture:	3	<input checked="" type="checkbox"/>		Grade of C		
Upper Division Capstone Experience:	3	<input checked="" type="checkbox"/>				
Upper Division Humanities/Fine Art (HU) or Social /Behavioral Science (SB):	3	<input checked="" type="checkbox"/>				

**Graduation Requirements Summary:**

Total Hours (120 minimum)	Total UD Hours (minimum 45)	Cumulative GPA (2.00 minimum)	Total Hrs at ASU ( minimum 30)	Resident Credit for Academic Recognition (minimum 56)	Total Comm. College Hrs. (maximum 64)

**General University Requirements: Legend**

- General Studies Core Requirements:
  - Literacy and Critical Inquiry (L) (6 credit hours)
  - Mathematical Studies (MA) (3 credit hours)
  - Computer/Statistics/Quantitative applications (CS) (3 credit hours)
  - Humanities, Fine Arts, and Design (HU) (6-9 credit hours)
  - Social and Behavioral Sciences (SB) (6-9 credit hours)
  - Natural Science-Quantitative (SQ) (4 – 8 credit hours) (cumulative SQ/SG credit must equal 8 credit hours)
  - Natural Science-General (SG) (0-4 credit hours) (cumulative SQ/SG credit must equal 8 credit hours)
- General Studies Awareness Requirements (may be combined with other general studies requirements)
  - Cultural Diversity in the US (C) (3 credit hours)
  - Global Awareness (G) (3 credit hours)
  - Historical Awareness (H) (3 credit hours)
- First-Year Composition (ENG 101 & 102 OR ENG 107 & 108 or 105)

**Additional Notes: Focus Area Course List**

<b>Digital Culture Studies: 27 hours (15 upper division)* AME</b> <i>Introduction to Digital Culture is a pre-requisite for all courses below.</i>	<b>Digital Media: 15 hours (6 upper division; must include coursework from both areas)*</b>	<b>Related Digital Culture: 6 hours (3 upper division)*</b>	<b>Historical &amp; Theoretical: 6 hours (3 upper division; select 2 different disciplines)*</b>
AME 194 Computational Thinking for Digital Culture and Media Arts AME/ART 294 Intro to Interactive Environments DSC 294 Media Editing ART 294 3D Tools AME 294 Programming for Media Arts DCE 294 Hybrid Action: Physical Intelligence in Digital Culture ANP/AME 394 How to Build a Digital-Physical System DSC 394 Digital Modeling AME/PSY 394 Memory and Cognition AME 394 Collaborative Projects in Digital Culture AME 394 Compositional & Computation Principles for Media Arts ANP 394 Digital Fabrication ANP 494 Digital Ecologies: Parametric Systems Design AME 494 Animating Virtual Worlds ART/AME 494 Media Installations AME 494 Integrated System Development for Digital Culture	<b><i>Media Arts and Design</i></b> ART 194 Digital Art & Culture ART 294 The Still Image in Digital Culture FMP 294 Introduction to Animation MUE 294 Open Minds Digital Ears FMP 394 Non-linear Editing MUE 394 Performing in Digital & Hybrid Music Groups MUE 494 Advanced Interactive Sound ANP 494 Designing Hybrid Spaces ART 494 Visualizing and Prototyping ANP 494 Design by Algorithm  <b><i>Media Engineering</i></b> CSE 394 Data Structures, Analysis & Retrieval EEE 394 Signal Analysis for Digital Culture CSE 394 Graphics & Information Visualization for Digital Culture EEE/CSE 494 Information Analysis & Search for Digital Culture EGR 494 Music and Engineering	THP 294 Writing & Story Development for Interactive Gaming EDT 329 Games, Simulations & Virtual Environments  ENG 394 Social Media & Digital Cultures ENG 394 Writing in Cyberspace ASB 394/328 Rules, Games & Society ASB 344 Technology and Society ART 394 Digital Ethnography in Virtual Worlds AME 394 Media Theory EDT 431 Computer Gaming Learning & Literacy ASB 430 Social Simulation  MCO 435 Media 2.0 Social Media	ALA 100 Intro to Environmental Design ALA 102 Architecture, Landscape Architecture, & Society APH 213 History of Architecture I APH 214 History of Architecture II APH 300 World Arch/Western Civilizations APH 336 20 <sup>th</sup> Century Architecture I APH 337 20 <sup>th</sup> Century Architecture II DSC 101 Design Awareness HUD 201 Intro Housing & Community Develop GRA 111 Graphic Design History I GRA 112 Graphic Design History II IND 316 20th Century Design I IND 317 20th Century Design II INT 111 Interior Design Issues & Theories INT 310 Interior Design History I INT 311 Interior Design History II LPH 210 History of Landscape Architecture LPH 211 Contemporary Landscape Architecture ENG 394 Videogame Theory
<b>Capstone Experience: (6 upper division)*</b> Internship, thesis or other independent research project. Final synthesis project. Determined in consultation with faculty mentor.			

\*Students in the Digital Culture focus can petition to replace three credits per digital culture category (core, digital media, digital culture related, history and theory, capstone) up to a maximum of 12 replacement credits. Replacement credits must be related to digital culture work and may be achieved through courses offered by any unit of ASU including Polytechnic, West (IAP), and FMS.