

DIGITAL CULTURE MINOR

Herberger Institute for Design and the Arts

DESCRIPTION

The digital culture minor in the Herberger Institute for Design and the Arts focuses on the creative exploration of how new media is influencing our culture, or rather, the way we live, learn, create and communicate. The digital culture minor allows students to enhance their program of study with integrated, interdisciplinary training in creative processes and technical skills in new media with cultural applications.

The curriculum is outcomes based, rather than course sequence based. The curriculum uses an innovative proficiency-based network to connect courses across academic disciplines, instead of traditional methods such as course prerequisites. Proficiencies in the curriculum identify common generalized learning outcomes across disciplines participating in the initiative.

PROGRAM REQUIREMENTS

The digital culture minor requires 21 credit hours (12 upper division) in four areas:

1. Digital Culture Core (9).
2. Digital Media/Media Engineering (6).
3. Historical and Theoretical Studies in Digital Culture or Related Digital Culture (3).
4. Capstone Culminating Project (3).

A student must have a minimum GPA of 2.50 to be eligible to pursue the minor. A minimum grade of "C" (2.00) and an overall GPA of 3.00 is required in all classes in the minor. Courses in the minor may not be used as part of a major. A minimum of 12 upper-division credit hours of credit at ASU is required.

ENROLLMENT REQUIREMENTS

The Digital Culture Initiative will employ a specialized advisor/education program coordinator dedicated to advising students in the minor. There is no special application process for the digital culture minor.

Students add the minor by meeting with the academic advisor for their major. Students are also required to meet with the digital culture education coordinator to develop the digital culture pathway that best meets the proficiencies for the work they are interested in pursuing.

Contact Information

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The Digital Culture minor requires 21 credit hours (12 upper division) in four areas:

Digital Culture Studies: 12 hours	Digital Media: 3 hours	Media Engineering: 3 hours
Choose at least 3 hours from this list: (recommended)	ART 194 Digital Art & Culture	CSE 394 Data Structures, Analysis & Retrieval
AME 194 Intro to Digital Culture	ART 294 The Still Image in Digital Culture	EEE 394 Signal Analysis for Digital Culture
AME 194 Computational Thinking for Digital Culture & Media Arts	FMP 294 Introduction to Animation	CSE 394 Graphics & Information Visualization for Digital Culture
Choose at least 6 hours from this list:	MUE 294 Open Minds Digital Ears	EEE/CSE 494 Information Analysis & Search for Digital Culture
AME/ART 294 Intro to Interactive Environments	MUE 394 Advanced Interactive Sound	EGR 494 Music & Engineering
DSC 294 Media Editing	FMP 394 Non-linear Editing	AME 494 Integrated System Development for Digital Culture (DC Studies OR Media Eng. requirement)
ART 294 3D Tools	MUE 394 Performing in Digital & Hybrid Music Groups	Capstone Experience: 3 hours upper division
AME 294 Programming for Media Arts	ANP 494 Designing Hybrid Spaces	Internship, thesis or independent research project. Final synthesis project. Determined in consultation with faculty mentor. Many projects will be team based and embedded in real life settings.
DCE 294 Hybrid Action: Physical Intelligence in Digital Culture	ANP 494 Design by Algorithm	
ANP/AME 394 How to Build a Digital-Physical System	ART 494 Visualizing and Prototyping	
DSC 394 Digital Modeling		
AME 394 Collaborative Projects in Digital Culture	Related Digital Culture/ Historical & Theoretical: 3 hours	
AME 394 Motion Capture for Integrated Systems	ALA 100 Introduction to Environmental Design	RDG 440 Computer Gaming Learning and Literacy
AME/PSY 394 Memory & Cognition	ALA 102 Architecture, Landscape Architecture, and Society	ENG 394 Social Media and Digital Cultures
AME 394 Compositional & Computation Principles for Media Arts	ALA 240/294 Sustainability in the Built Environment	ENG 394 Writing in Cyberspace
ANP 394 Digital Fabrication	AME 494 History and Analysis of Media Arts	GRA 394 Graphic Design History I
ANP 494 Digital Ecologies: Parametric Systems Design	APH 213 History of Architecture I	IAP 305 20th/21st Century Art, Media, Technology and Performance
AME 494 Animating Virtual Worlds	APH 214 History of Architecture II	IND 316 20th Century Design I
ART/AME 494 Media Installations	APH 300 World Architecture/Western Cultures	IND 317 20th Century Design II
AME 494 Integrated System Development for Digital Culture (DC Studies OR Media Eng. requirement)	APH 336 20th Century Architecture I	INT 111 Interior Design Issues and Theories
<p>Students with extensive media arts, media design, media computing or media engineering skills can petition for 3 credit hours of advanced standing covering the media arts/or media engineering requirement of the minor.</p> <p>Since the digital culture courses are highly specialized interdisciplinary courses, all courses must be ASU credit. Students in the Digital Culture minor can petition to replace up to 6 hours (maximum 3 credits per each section in the minor) of coursework with other courses at ASU related to digital culture work. This may be achieved through courses offered by any unit at ASU including the Downtown, Polytechnic, and West (IAP) campuses, and the FMS program on the Tempe campus. Courses may include any on the substitution list (ask advisor for list) or courses with comparable content.</p>	APH 337 20th Century Architecture II	INT 310 Interior Design History I
	ARA 202 Understanding Photographs	INT 311 Interior Design History II
	ARA 498 Photography and Language	LPH 210 History of Landscape Architecture
	ARS 102 Art from Renaissance to Present	LPH 211 Contemporary Landscape Architecture
	ARS 438 Art of the 20th Century I	MCO 435 Media 2.0 Social Media
		MHL 440 Music Since 1900
	ARS 439 Art of the 20th Century II	MHL 394/494 20th Century Music History
	ARS 294 Art and Television	THE 320 History of Theatre I
	ARS 460 Art Now	THE 321 History of Theatre II
	ARS 394/494 20th Century Art History	THE 322 Theatre History and Culture
	ARA 494 Digital Ethnography in Virtual Worlds	THE 403 Independent Film
	ASB 394 Rules, Games and Society	THE 404 Foreign Film
	ASB 344 Technology & Society	THE 405 Film Great Performers and Directors; multiple topics
	ASB 430 Social Simulation	THE 494 20th Century Theatre History
	DCE 401 Dance History	THP 482 Theatre for Social Change
	DSC 101 Design Awareness	THP 294 Writing and Story Development for Interactive Gaming
	EDT 329 Games, Simulations and Virtual Environments	AME 394 Media Theory