Science Technology Engineering and Math

Programs at Arizona State University

2020 STEM Report

#1 in the U.S. for innovation
STEM Partner Programs

Arizona State University constantly strives to better connect with and contribute to the STEM community. One way the university does this is through partner programs supported by university initiatives or with National Science Foundation funding. ASU’s K-12 science, technology, engineering, and mathematics programs are part of hundreds of community engagement programs across the valley designed to tap into and inspire early STEM interests, from summer programs to world-class museums, internships, events and K-12 activities and teacher training.

Arizona Geographic Alliance

Arizona Geographic Alliance strengthens geography education in Arizona. The alliance receives support from grants and ASU’s School of Geographical Science and Urban Planning. The alliance partners with the National Council for Geography Education, National Geographic Education Foundation and other local, national and state groups. Membership totals more than 5,800 educators. In the last 18 years, the 645 workshops and 450 online lessons have impacted 20,000 teachers who are instructing 930,000 students. geocalliance.asu.edu/azga

Arizona FIRST® LEGO® League

Arizona FIRST® LEGO® League is an exciting and fun, global robotics program created to get children ages 9 to 14 excited about science, technology, engineering, art and math. The league uses theme-based challenges to help young students discover the fun in solving real-world problems through robotics, research projects and teamwork and emphasizes learning, community involvement and friendly sportsmanship. In 2020, 260 teams participated in league activities and more than 700 students from 98 teams went on to compete at the state championship tournament, sponsored by the Ira A. Fulton Schools of Engineering. outreach.engineering.asu.edu/azfl

Ask A Biologist

Ask A Biologist is a web-based K-12 science education program that engages pre-K-12 students, teachers, parents, home-schoolers and lifelong learners. Started in 1997, this award-winning website is now visited more than 18.2 million times a year and was used in more than 7,000 classrooms in 2019. Ask A Biologist offers stories of cutting-edge science, profiles of scientists, online games, image galleries, puzzles, coloring pages, podcasts, classroom lessons and more. At the core of this multimedia program is the Ask A Question feature, which has answered more than 42,000 nonhomework questions posed to Dr. Biology. Dr. Biology is a portal through which working scientists and graduate students volunteer their knowledge and time to support the community’s Q&A activity. Now used in every country in the world, this educational resource is visited by more than 49,000 people daily and has materials in 18 different languages. askabiologist.asu.edu

Ask An Anthropologist

Many resources on the web provide facts about how we became human, but too few provide classroom teachers with content that engages young people in human origins and the scientific method. Inspired by Ask A Biologist, Ask An Anthropologist aspires to build an online community of science and social studies educators focused on middle- and high-school learners. News stories and activities, translations to Spanish and links to Next Generation Science Standards categories will expand this resource and provide teachers and their students with invaluable tools to investigate our ancient past. The site is supported by the ASU Institute of Human Origins. askananthropologist.asu.edu

ASU Brain Fair

The ASU Brain Fair events are the brainchild of ASU professor Heather Bimonte-Nelson, director of the Department of Psychology’s Behavioral Neuroscience of Memory and Aging Lab. The ASU Brain Fair outreach events have taught more than 10,000 elementary school children from across the valley about science, brains, neurons and the importance of college. The science of the brain goes hand-in-hand with the message that Bimonte-Nelson aims to get across: “You are responsible for making the decisions which will affect your future. Your brain makes those decisions. Education gives you knowledge and nourishes the brain, and knowledge is power.” The events are led by Bimonte-Nelson and her laboratory students, and many scientists from the psychology department and across ASU contribute to these outreach endeavors. The ASU Brain Fair events include Brain Booths at local high school science and career fairs as well as at community events such as Comicon and Fan Fusion, and classroom visits to grades K-12. There are also science career panels where high school students are bused to ASU to communicate directly with scientists about science-related careers. These events to foster the wonders of science and power of knowledge are in celebration of Brain Awareness Week, a campaign to increase public awareness about the brain associated with the Society for Neuroscience. psychology.asu.edu/content/brain-fairs-children

ASU Open Door

With more than 360 activities and performances in a festival of the sciences, culture, engineering, humanities, health and the arts, ASU Open Door is held in February on the Downtown Phoenix, Polytechnic, Tempe and West campuses. A signature event of the Arizona SciTech Festival and rated one of the top 100 science fairs in the world, ASU contribute to these outreach events have taught more than 10,000 elementary school children from across the valley about science, brains, neurons and the importance of college. The science of the brain goes hand-in-hand with the message that Bimonte-Nelson aims to get across: “You are responsible for making the decisions which will affect your future. Your brain makes those decisions. Education gives you knowledge and nourishes the brain, and knowledge is power.”

The ASU Preparatory Academy is a tuition-free network of K-12 charter schools. Whether they are building a robot, creating a solar machine or developing solutions to save the earth’s resources, ASU Prep’s more than 3,000 students receive personalized attention, project-based learning and build critical thinking skills. A university-
ASU Prep Poly STEM Academy

The STEM Academy has two school sites, an elementary school and a middle school, on the ASU Polytechnic campus. Designed for grades K-7, the academy prepares students to partner with ASU researchers and gain hands-on experience. The STEM Academy offers rigorous training in science, math, English, and Spanish, music, art, leadership, social studies and physical education. asuprep.asu.edu/schools/polystem

Biodiversity Knowledge Integration Center

The Biodiversity Knowledge Integration Center works to generate understanding of life’s diversity, promotes the use of informatics tools, and fosters direct and virtual learning experiences using global biodiversity specimens and data. ASU’s biocollections boast nearly 3.5 million specimens among nine natural history collections. One of the largest is the Hasbrouck Insect Collection, with close to 2.5 million specimens, and the Vascular Plant and Lichen Herbaria, with more than 450,000 specimens. Fossil plants, shells, fish, reptiles, birds and mammals are also represented. In addition, the center manages the National Ecological Observatory Network Biorepository, which accommodates 110,000 diverse organismal samples annually. NEDON is a 30-year project, and the biorepository at ASU supports its continental-scale environmental monitoring and forecasting research. All collections are actively engaged in learning and outreach activities, including K-12 and lifelong learning programs that reach 3,000 to 5,000 community members each year. biokic.asu.edu

ASU Prep Poly STEM Academy

ASU’s Center for Games and Impact works with schools in Arizona to leverage the power of game-based learning to implement a new curriculum that is personally engaging and supports deep learning. The center, directed by Professor Sasha Barab, produced the Mystery of Taiga River and Boone’s Meadow. Boone’s Meadow is designed to teach middle-school students about distance, rate and time, and trip planning, through an immersive experience in which they must leverage mathematics to determine the best course of action to save a wounded eagle. The center also has launched the STEM Mio program, powered by the center’s ThriveCast mobile-first, connected-growth platform. STEM Mio supports middle- and high-school Latino youth as they explore their personal passions, match those to STEM futures, connect with Latino STEM mentors and gain the experiences that enable them to become strong college applicants. The STEM Mio journey blends digital experiences (3D immersive games, career and personality inventories, online mentors) with real-world experiences, such as hands-on STEM activities, interviewing professionals, completing college and scholarship applications and more. gamesandimpact.org/taiga_river and gamesandimpact.org/initiatives/stem-mio

Center for Advanced Studies in Global Education

Teacher training in the community extends around the globe through the Mary Lou Fulton Teachers College and the Center for Advanced Studies in Global Education. The center supports research projects around the world — from China to Costa Rica to Argentina — and offers scalable professional development programs. These projects have drawn hundreds of leading educators and administrators from countries around the world, including India, South Sudan, Palestine and Mexico, as well as college students, such as those in the MasterCard Foundation Scholars Program from Ghana. education.asu.edu/faculty-and-research/centers-and-more/caseg-home

COMPUGIRLS

An award-winning, culturally responsive technology program for girls from grades 8-12, COMPUGIRLS blends the learning of advanced computational skills with key areas of social justice to boost aptitude and interest among girls in technology and computer sciences. Attendees of COMPUGIRLS summer, after-school and yearlong programs learn skills in digital storytelling and documentary filmmaking, game design, virtual worlds and robotics, supported by ASU’s Center for Gender Equity in Science and Technology and directed by Professor Kimberly Scott. COMPUGIRLS also has expanded its conferences to reach international audiences in 10 partner high schools in urban and rural communities to develop students’ technological and problem-solving skills and empowering them to become community changemakers. COMPUGIRLS’ Cybersecurity is the newest curriculum focused on providing underserved girls five years’ worth of experiences that prepare them for entering and persisting in IT and cybersecurity careers that can advance their communities. egest.asu.edu/compugirls

Crypotally

Cryptography, the science of making and breaking codes and ciphers, helps protect personal, financial, proprietary and defense-related information. Cryptopally was designed by Nancy Childress, associate professor of the School of Mathematical and Statistical Sciences. In 2019, 29 teams joined in a competition for college and high school teams, including eight middle school Junior Cryptorally teams. Hosted annually in late October or November, the competition includes a lecture and student poster session with students, teachers and faculty. math.asu.edu/about/community-outreach

Cybersecurity Education Consortium

Cybersecurity is a growing area of concern in the world and it is critical to educate youth on computer safety. The Cybersecurity Education Consortium is a unit of ASU’s Global Security Initiative that provides local middle-school teachers with resources to enhance their cyber...
Earth and Space Exploration K-12 Field Trip program

The School of Earth and Space Exploration K-12 Field Trip program is designed for science classes from kindergarten through high school. These half-day field trips are offered four days a week year-round and are best suited for students in fifth grade through junior high. The experience, provided by trained college students and staff, includes a 3D astronomy show and a schedule of activities designed to reinforce the spirit of scientific inquiry and exploration. Highlights of the tour include high-tech labs, interactive exhibits, a Mars Curiosity Rover Replica and one of the largest meteorite collections at a university in the world. Staff at the School of Earth and Space Exploration connect with every teacher who has booked a tour to customize the visit for their individual classes and to focus on topics relevant to what the students are learning in the classroom. In a typical year, the K-12 Field Trip program impacts 10,000 students from more than 100 schools. sese.asu.edu/public-engagement/k12-field-trip-program

Ecology Explorers

Based out of the Julie Ann Wrigley Global Institute of Sustainability, Ecology Explorers provides Phoenix area K-12 teachers and students the opportunity to learn by conducting real scientific research in their schoolyards, backyards and neighborhoods. Students learn how to ask scientific questions, collect data, do data analysis and contribute to scientific studies in their local community. They can share their discoveries about insects, plants, birds and landscapes with other researchers and students in the Phoenix Metro area, to help them understand more about their urban ecosystems. From 2015 to 2019, the program served more than 6,000 local students and 300 teachers. sustainability.asu.edu/ecologyexplorers

Embodied Games

Embodied Games is an award-winning educational game studio creating immersive, research-backed experiences and providing education through vibrant and collaborative games that empower learners to comprehend content through gesture-based learning. Led by Professor Mina Johnson-Glenberg, the studio specializes in video games and virtual reality, curriculum development and creating and assessing the efficacy of STEM and health science games in formal and informal learning environments. The studio hosts nine free learning games that range from biology to the electric field, such as Dragon Shocker, Blindman’s Buff and Alien Health. Catch a Mimic is the most recent VR for STEM game for grades 4-12; it is free, funded by the National Science Foundation and hosted in the Oculus VR store for education. embodied-games.com

EPICS

Engineering Projects in Community Service is a national award-winning social entrepreneurship program offered to not only ASU engineering students but also to STEM students from 30 Arizona high schools and middle schools. Teams design, build and deploy systems to solve engineering-based problems for charities, schools and other not-for-profit organizations. These students become part of multidisciplinary teams that take EPICS courses, design projects to tackle a real-world problem, build communication skills and develop lifelong appreciation for STEM and service learning. Students aren’t waiting to graduate to make a difference. They are tackling real-world problems today. outreacht.education.asu.edu/k-12-programs/epics-high

Forensic Science Day and Forensic Camp

ASU Forensic Science Day introduces high school students from around Arizona to forensic science programs in Arizona. Participants go to the ASU West campus, speak with professionals currently working in the forensic sciences in research and crime laboratories, and meet ASU students and forensic faculty members. Summer Up Forensic Camp brings students from grades 8-12 to ASU’s New College of Interdisciplinary Arts and Sciences for a week of lectures, labs and field experiences to explore the science and techniques performed in real crime cases. newcollege.asu.edu/forensic-science-day and summerup.asu.edu/camps/forensics

Graduate Partners in Science Education

Founded in 2005 by graduate students in ASU’s School of Life Sciences, this project-based science mentoring outreach program’s graduate students lead and teach weekly after-school science lessons and projects in five middle schools in the Tempe and Phoenix areas. There are 18 ASU graduate students hailing from life sciences, earth and space exploration, and other fields who work with ASU’s School of Life Sciences teachers and students in grades 6-8. Students are introduced to innovative and engaging, research-based lessons that are aligned with the College Science and Math standards for each grade level. www.gps-edu.org

Embodied Games

Gary K. Herberger Young Scholars Academy

The Gary K. Herberger Young Scholars Academy is a learning environment designed for highly gifted students in grades 7-12. It is hosted by the Mary Lou Fulton Teachers College and located on the ASU West campus. Designed for gifted students who thrive in a highly engaging learning environment, the academy personalizes students’ education by merging individual’s academic talents and interests with advanced college preparatory coursework and mentorship opportunities. The academy provides strong support for creating, performing, inventing and sharing concepts with others with relatively low barriers to artistic expression and promotes the use of technology, data, networking, negotiation, creativity and other methods to problem solve. herbergeracademy.asu.edu/about-academy/overview

Summer Up – New College of Interdisciplinary Arts and Sciences
Joaquín Bustoz Math-Science Honors Program

The Joaquín Bustoz Math-Science Honors Program is an intense academic program that offers motivated students in grades 10-12 the outstanding opportunity to begin university mathematics and science studies before graduating high school. This free, residential program is designed to provide a successful university experience for students who are underrepresented in the mathematics and science fields and to enhance their prospects for future academic success. Students are registered in a university-level mathematics course for credit and there is no cost to the student. The program celebrated its 35th year in 2020 and has touched the lives of more than 2,800 students. jbmshp.asu.edu

Marston Exploration Theater

The Marston Exploration Theater offers shows two times a week with Dellini SkyLiner Planetarium technology that renders Earth and space science themes in 3D stereoscopic vision. Through a live-narrated journey, visitors are transported from Earth to the cosmic research of exoplanets. Along the way, the show features the latest discoveries in space exploration; from satellites orbiting the Earth and cameras orbiting the Moon to space telescopes gathering light from distant objects beyond this galaxy. In addition, the School of Earth and Space Exploration hosts the Gallery of Scientific Exploration, the Center for Meteorite Studies, and the Lunar Reconnaissance Orbiter Camera Science Operations Center. sese.asu.edu/public-engagement/3-d-astronomy

Math Day and Math Circle at ASU

High school students are invited to Math Day, a field trip to ASU offering fun and challenging workshops taught by internationally recognized faculty and enthusiastic graduate students. Students also listen to a special presentation by a guest speaker and enjoy complimentary lunch and the chance to win some great raffle prizes. ASU’s School of Mathematics and Statistical Sciences also hosts the Math Circle, a mentoring program on the Tempe campus in which highly motivated high school students meet to work on challenging mathematical problems under the guidance of world-class research mathematicians. math.asu.edu/mathday2019 and math.la.asu.edu/~mathcircle/index.php

School of Earth and Space Exploration Day

Earth and Space Exploration Day is a daylong free event open to the public. The main feature is interactive hands-on science exhibits and activities with faculty and students, and to answer their own original research questions and compete in regional and national science competitions. SCENE is offered in several disciplines: bioscience, engineering, solid state science, life sciences and sustainability. eoss.asu.edu/access/scene

Science and Engineering Experience (SCENE)

SCience and Engineering Experience provides high school students, sophomores to seniors, opportunities to do research in state-of-the-art labs at ASU. With the guidance of professors and university students, students develop and answer their own original research questions and compete in regional and national science competitions. SCENE is offered in several disciplines: bioscience, engineering, solid state science, life sciences and sustainability. eoss.asu.edu/access/scene

“Science and Engineering Experience (SCENE) is the program that allowed me to contribute to the scientific community and gave me the desire to continue research in science.”

Joel Chacon, 2020 student testimonial

Mary Lou Fulton Teachers College STEM Camp

Mary Lou Fulton Teachers College’s STEM Camp is funded by the U.S. Department of Education and attended by more than 450 veteran and first-year teaching professionals each summer. The collaborative experience offers high-energy and interactive learning experiences. The goals of the camp are threefold: to empower educators to teach STEM through problem-based learning, learn how to use community resources to provide meaningful experiences, and understand how to enhance lessons to build discipline-specific academic language. In addition to new STEM knowledge, educators walk away with tools that support all learners in developing language and STEM content in tandem. education.asu.edu/iteachells/stem-camp

SCIENCE AND ENGINEERING EXPERIENCE (SCENE)
Sonia Kovalevsky High School Mathematics Day

Sonia Kovalevsky, the first woman to receive a PhD in mathematics, was a strong proponent of higher education for women, giving us reason to celebrate women in math. Now in its 10th year, Sonia Kovalevsky Day on ASU’s West campus engages students from grades 9-12 in hands-on math activities, with a keynote talk and with lunch, T-shirts and mathematical take-home. newcollege.asu.edu/sonia-kovalevsky-high-school-mathematics-day or newcollege.asu.edu/destinationwest

SolarSPELL

Many islands in the Pacific Ocean lack two things that are essential for accessing information and performing educational pursuits: a library and the internet. Associate Professor Laura Hoffman in ASU’s Ira A. Fulton Schools of Engineering and the College for Global Futures created a rugged, portable solar-powered digital library, over an off-grid hotspot, designed to simulate an online experience, hosting curated educational resources. The SolarSPELL libraries deployed in eight countries reach more than 87,000 people. solarspell.org

StarLab Portable Planetarium

The Starlab is a portable, inflatable planetarium that staff can transport to events and schools or that teachers can borrow for their classes. StarLab is used more than 150 days annually and can accommodate up to 300 participants on a typical day of operation. Starlab is used regularly in the Phoenix metropolitan area and also in rural central Arizona as well as by the White Mountain Apache Nation and the Navajo Nation. Starlab usage includes astronomy training for staff and teachers. In Native American schools, ASU incorporates indigenous understanding (Knowledge ways) about the sky into the experience, to engage with communities in an equal and respectful manner.

Summer Programs at ASU

ASU offers a range of summer STEM programs and more for youth in grades 6-12. There are SummerUP camps on West campus in which high school students experience life as a college student and do college-level coursework in 10 academic tracks, from sustainability and coding to forensics and health, summerup.asu.edu

On the Downtown Phoenix campus, the College of Health Solutions’ Summer Health Institute@ASU provides 12th graders the opportunity to live on the ASU Downtown Phoenix campus for a week while experiencing a variety of interprofessional health-related activities; they also enjoy tours of health care facilities in Arizona. The college also offers Camp Crave, Future Health Leaders and Health Ninja Warrior summer programs. chs.asu.edu/summer-programs/summer-health-institute

In Tempe, experiences include the Digital Culture Summer Institute, the Young Adult Writing Program, iD Tech Camps, Club de Ciencia Arizona and, in Fulton Schools of Engineering, the Fulton Summer Academy with offerings that range from app and game camps to coding, VR and robotics in half-day, full-day or overnight camp. There is also Barrett Summer Scholars, a program designed for academically talented and motivated students hosted on all ASU campuses.

• eoss.asu.edu/bss
• eoss.asu.edu/access-programs/summer
• english.asu.edu/yawp
• outreach.engineering.asu.edu/summer-programs
• summer.digitalculture.asu.edu
• idtech.com/locations/arizona-summer-camps/arizona-state-university

Sustainability Science Education

The Pathfinder Center in ASU’s Biodesign Institute hosts the ongoing Sustainability Science Education Project. Under the leadership of Nobel Laureate Lee Hartwell, Annie Haie, director of research and development, elevates sustainability science education for presence and in-service teachers. Professional development courses, such as the new online Integrating Sustainability Science into the Classroom course, cultivate the skills and strategies necessary for incorporating sustainability science topics across common curricula for pre-K-12. The goal is to create crosswalk opportunities for making sustainability science relevant in subjects such as English language arts, literacy, history, social studies, science, art, drama and math. There is also a self-paced microcredit course, Values Thinking, that challenges teachers to reflect on their personal values and consider how to mobilize this type of thinking with their students. sse.asu.edu

Young Engineers Shape the World

Young Engineers Shape the World is a two-year program offered by ASU’s Ira A. Fulton Schools of Engineering that takes place during out-of-school time. The program helps high-school students view engineering as a socially relevant profession. Through a variety of weekend events, participants spend time exploring individual fields of engineering through hands-on activities that are developed to help shape their engineering identity. Aimed at high school sophomores and juniors, this program seeks to increase the diversity of students pursuing engineering by attracting female and first-generation students from low-income families. youngengineers.engineering.asu.edu
Arizona State University has seen extreme growth in STEM disciplines. In Fall 2009, STEM disciplines on ASU campuses reached 18,305 students. By Fall 2019, STEM enrollments topped 30,347 students. In this 10-year period, minority enrollment more than doubled, while enrollment by women increased more than 50%.

STEM-related disciplines include: computer science, engineering, mathematics, psychology, sciences (life and biological sciences, geosciences, physical sciences), and technologies (engineering technology, science technology, educational technology, digital communication).

Enrollment counts are based on IPEDS campus reporting.

With continued increases in enrollment, STEM degrees awarded have also steadily increased at ASU. In the 2009-2010 academic year, the total degrees awarded were 3,692. By 2018-2019, STEM degrees awarded more than doubled. STEM degrees represent 38% of all degrees awarded in 2018-2019 from ASU’s metropolitan campuses.

The academic year begins in summer and includes the following fall and spring terms.

Degree counts are based on IPEDS campus reporting.

*Arizona Board of Regents defined STEM degrees and disciplines.
ASU is No. 1 for Innovation in the U.S. ahead of Stanford, MIT, Harvard and Cornell.
This is where Nobel laureates and Pulitzer Prize winners teach master learners. ASU’s world-class faculty is ranked in the top 10 in the nation for a strong commitment to undergraduate teaching, ahead of Stanford and Yale.
— U.S. News & World Report 2019

From engineering to earth sciences, top 10 in the nation in research
The National Science Foundation ranked ASU’s anthropology and also geological and earth sciences No. 1 and transdisciplinary sciences No. 2 in research expenditures. Social sciences, No. 4; humanities and political sciences, No. 5; electrical, electronic and communications engineering, No. 8; and psychology ranked No. 10. ASU was also in the top 5 nationally for NASA-funded expenditures, ahead of Stanford, UCLA, Georgia Tech and University of Arizona, and No. 7 for Health and Human Services expenditures.

Joining more than 500,000 ASU alumni positions you to be an agent for change.

A top producer of Fulbright Student Scholars and Peace Corps volunteers
This is where nationally and internationally ranked programs prepare next-generation innovators to thrive while advancing pioneering research, strategic partnerships, entrepreneurship and economic development.
— Chronicle of Higher Education, 2020

No. 1 master’s in management, ASU-Thunderbird School of Global Management
— Times Higher Education/Wall Street Journal 2019

Top 10 in the U.S. for undergraduate teaching ahead of Stanford, Notre Dame and Yale
— U.S. News & World Report, 2020

Top 10 in the world for patents
ahead of Purdue, Columbia and Northwestern University
— U.S. National Academy of Inventors and the Intellectual Property Owners Association, 2018

Top 10 in the U.S. for first-year experiences
ahead of Yale, Princeton and University of Texas
— U.S. News & World Report, 2020

Top 10 university chosen by international students
ahead of UCLA, UC-Berkeley and University of Washington
— Institute of International Education, 2019

No. 1 in the U.S. and No. 5 in world for global impact
— Times Higher Education 2020

No. 1 in the U.S. and No. 5 in world for global impact
— Times Higher Education/Wall Street Journal 2019

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— U.S. National Academy of Inventors and the Intellectual Property Owners Association, 2018

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— Institute of International Education, 2019

What makes ASU exceptional?
Where we are

Arizona State University is located in the Phoenix metropolitan area. As the fifth-largest city in the United States, Phoenix offers big-city amenities like sports venues, cultural attractions, restaurants and shopping in a breathtaking desert backdrop.

Phoenix is ranked among the 10 best cities for new graduates because of its well-paying jobs, affordable lifestyle and active social scene, according to Kiplinger. And Forbes ranks Arizona best in the nation for future job growth.

Distinctive campuses across metro Phoenix

While each ASU campus is a unique learning environment, each one also offers contemporary classrooms and laboratory space, state-of-the-art libraries, fitness and dining facilities, and student support services. All share the same commitment to excellence in academics. campus.asu.edu

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instagram.com/arizonastateuniversity