School of Arts and Humanities

Arts and Technology (B.A.)

Students who complete the major in Arts and Technology receive a thorough grounding in the mutually productive interaction of technology with the arts, with specific emphasis on the interplay of visual art, music, and narrative with the new modes of expression and communication that have emerged from the convergence of computing and media technologies. The program stresses not only the creation but also the potential applications and cultural implications of interactive media. A student majoring in Arts and Technology will be required to channel selected coursework according to individual needs and specialties. Particular attention should be given to the Prescribed Electives for the major, and close consultation with academic advisors is recommended. By selecting courses from a variety of the remaining elective headings, students are able to combine courses in technology and fine arts with course work in literary criticism and interpretation, creative writing and translation, and linguistics and languages.

Unless otherwise noted, courses in Arts and Technology are open to all students in the university. However, students majoring in Arts and Technology may be given preference in certain course enrollments.

Bachelor of Arts in Arts and Technology

Degree Requirements (120 semester credit hours)

I. Core Curriculum Requirements[1]: 42 semester credit hours

Communication (6 semester credit hours)

3 semester credit hours Communication (RHET 1302)

3 semester credit hours Communication Elective (ATEC 3320 or ATEC 3325)

Social and Behavioral Sciences (15 semester credit hours)

6 semester credit hours Government (GOVT 2301 and GOVT 2302)

6 semester credit hours American History

3 semester credit hours Social and Behavioral Science Elective

Humanities and Fine Arts (6 semester credit hours)

3 semester credit hours Fine Arts (FILM 2332)

3 semester credit hours Humanities (HUMA 1301)

Mathematics and Quantitative Reasoning (6 semester credit hours)

3 semester credit hours College Math (MATH 1314)

3 semester credit hours Quantitative Mathematics (STAT 1342)

Science (9 semester credit hours including at least one course with a substantial laboratory component)

II. Major Requirements, Lower Division: 21 semester credit hours

ARTS 1316 Drawing Foundations

ARTS 2380 2D Design Foundations

ATEC 2320 Introductory Topics in Arts and Technology

or ATEC 2326 Computer Animation Processes

ATEC 2382 Computer Imaging

ATEC 2384 Basic Design Principles and Practices

CS 1335 Computer Science I for Non-majors[2]

CS 2335 Computer Science II for Non-Majors[3]

III. Major Requirements, Upper Division: 24 semester credit hours

Major Core Courses

ATEC 3320 Information Usability and Design
or ATEC 3325 Introduction to Computer Mediated Communication

ARTS 3371 Black and White Photography

or ARTS 3372 Color Photography

or ARTS 3377 Digital Photography

or ARTS 3379 Photography and New Media

ATEC 3317 Modeling and Texturing I

or ATEC 3351 Game Development

or ATEC 3310 Audio Technologies

ATEC 4340 Project Management for Arts and Technology

ATEC 4V80 Capstone Project

CS 3360 Computer Graphics for Artists and Designers

HIST 3337 Technology and Western Civilization

or HIST 3374 American Technological Development

or HIST 3332 History of the Electronic Age

or PHIL 4310 Philosophy of Technology

LIT 3334 Literature of Science

or LIT 3311 The Literature of Science Fiction and Fantasy

or HIST 3328 History and Philosophy of Science and Medicine

IV. Elective Requirements: 33 semester credit hours

Prescribed Electives (15 semester credit hours)

Any five of the following:

AHST 3318 Contemporary Art

ATEC 3315 Motion Graphics

ATEC 3318 Concept Development

ATEC 3319 Voice Over

ATEC 3326 Emerging Media Production

ATEC 3327 Lighting and Composition I

ATEC 3328 Rigging I

ATEC 3330 Digital Video Production I

ATEC 3331 Sound Design for Film

ATEC 3351 Game Development

ATEC 3352 Game Design

ATEC 3353 Game Studies

ATEC 3354 Sound Design for Games

ATEC 3361 Internet Studio I

ATEC 3363 Basic Interaction Design

ATEC 3365 Virtual Environments

ATEC 4310 Digital Audio Processing

ATEC 4326 Advanced Emerging Media Production

ATEC 4328 Rigging II

ATEC 4330 Digital Video Production II

ATEC 4337 Computer Animation

ATEC 4339 Special Effects

ATEC 4345 Motion Capture Animation

ATEC 4346 Story-Telling for New Media

ATEC 4347 Advanced Design

ATEC 4348 Modeling and Texturing II

ATEC 4349 Lighting and Composition II

ATEC 4350 Game Production Lab

ATEC 4351 Animation Studio I

ATEC 4352 Animation Studio II

ATEC 4357 Advanced Digital Arts

ATEC 4361 Internet Studio II

ATEC 4365 Level Design and Scripting

ATEC 4367 Advanced Game Development

ATEC 4368 Advanced Game Design

ATEC 4370 Topics in Arts and Technology

ATEC 4371 Topics in Animation

ATEC 4373 Topics in Game Development

ATEC 4374 Topics in Digital Design

ATEC 4375 Topics in Sound Design

MUSI 3389 Digital Music II

Advanced Electives (6 semester credit hours)

Students are required to take at least six semester credit hours of advanced electives outside their major field of study. These must be either upper-division classes or lower-division courses that have prerequisites.

Free Electives (12 semester credit hours)

Both upper-and lower-division courses may be used as electives, but students must complete at least 51 semester credit hours of upper-division credit to qualify for graduation.

1. Curriculum Requirements can be fulfilled by other approved courses from accredited institutions of higher education. The courses listed in parentheses are recommended as the most efficient way to satisfy both Core Curriculum and Major Requirements at UT Dallas.
2. Students who are ATEC/CS double majors or who plan to minor in CS must enroll in CS 1337 Computer Science I
3. Students who are ATEC/CS double majors or who plan to minor in CS must enroll in CS 2336 Computer Science II

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