School of Arts, Technology, and Emerging Communication

Arts, Technology, and Emerging Communication with Gaming (BA)

Students who complete the major in Arts, Technology, and Emerging Communication 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, Technology, and Emerging Communication will be required to channel selected coursework according to individual needs and specialities. 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 coursework in literary criticism and interpretation, creative writing and translation, and linguistics and languages.

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

Bachelor of Arts in Arts, Technology, and Emerging Communication with Gaming

Degree Requirements (120 semester credit hours)\[1\]

Faculty

Professors: Anne Balsamo, Frank Dufour, Paul Fishwick, Roger Malina, Mihai Nadin

Clinical Professors: Elizabeth (Lisa) Bell, Michael Breault, Tim Christopher, Carie King, Paul Lester

Associate Professors: Christine (xtine) Burrough, Monica Evans, Eric Farrar, Todd Fechter, Rosanna Guadagno, Midori Kitagawa, Kim Knight, Maximilian Schich, Andrew Scott, Dean Terry

Clinical Associate Professors: Cassini Nazir, Derek Royal, Harold (Chip) Wood

Assistant Professors: Olivia Banner, Kristin Drogos, Phillip Hall, Casey Johnson, Angela M. Lee, Sean McComber, Ryan McMahan, Josef Nguyen

Clinical Assistant Professors: Janet Johnson, Jillian Round, Michael Stephens
I. Core Curriculum Requirements: 42 semester credit hours

Communication: 6 semester credit hours

COMM 1311 Survey of Oral and Technology-based Communication
RHET 1302 Rhetoric

Mathematics: 3 semester credit hours

Choose one course from the following:

MATH 1306 College Algebra for the Non-Scientist
MATH 1314 College Algebra

Or select any 3 semester credit hours from Mathematics core courses

Life and Physical Sciences: 6 semester credit hours

Select any 6 semester credit hours from Life and Physical Sciences core courses

Language, Philosophy and Culture: 3 semester credit hours

Choose one course from the following:

HUMA 1301 Exploration of the Humanities
LIT 2331 Masterpieces of World Literature
PHIL 1301 Introduction to Philosophy
PHIL 2316 History of Philosophy I
PHIL 2317 History of Philosophy II

Or select any 3 semester credit hours from Language, Philosophy and Culture core courses

Creative Arts: 3 semester credit hours

Choose one course from the following:

ARTS 1301 Exploration of the Arts
AHST 1303 Survey of Western Art History: Ancient to Medieval
AHST 1304 Survey of Western Art History: Renaissance to Modern
AHST 2331 Understanding Art
DANC 1310 Understanding Dance
THEA 1310 Understanding Theatre
FILM 2332 Understanding Film
MUSI 1306 Understanding Music

American History: 6 semester credit hours

Choose two courses from the following:

HIST 1301 U.S. History Survey to Civil War
HIST 1302 U.S. History Survey from Civil War
HIST 2301 History of Texas
HIST 2330 Themes and Ideas in American History
HIST 2332 Civil War and Reconstruction

Government / Political Science: 6 semester credit hours

GOVT 2305 American National Government
GOVT 2306 State and Local Government

Social and Behavioral Sciences: 3 semester credit hours

Select any 3 semester credit hours from Social and Behavioral Sciences core courses

Component Area Option: 6 semester credit hours

Choose two courses from the following or other Component Area Option

ARHM 2340 Creativity
ARHM 2342 Connections in the Arts and Humanities
ARHM 2343 Science and the Humanities
ARHM 2344 World Cultures

II. Major Requirements, Lower-Division: 24 semester credit hours

ARTS 1316 Drawing Foundations
ATCM 2300 Introduction to Technoculture
ATCM 2365 Game Design Fundamentals
ATCM 2303 Project Management for Arts and Technology I
ATCM 2301 Computer Imaging
ATCM 2302 Design I
CS 1335 Computer Science I for Non-majors
CS 2335 Computer Science II for Non-majors

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

ATCM 3301 Digital Content Design and Usability
ATCM 3365 Game Design I
ATCM 3366 Game Studies I
ATCM 4365 Game Design II
CS 3360 Computer Graphics for Artists and Designers
  or ATCM 3311 Tools Development for Arts, Technology, and Emerging Communication
  or CS 4352 Human Computer Interaction I

Any 3000- or 4000-level Art History (AHST) course
  or THEA 3323 Drama in Historical Context
  or FILM 3321 Film in Historical Context
  or MUSI 3322 Music in Historical Context

PHIL 4310 Philosophy of Technology
  or HIST 3337 Technology and Western Civilization
  or HIST 3374 American Technological Development
  or LIT 3316 The Literature of Science Fiction
  or LIT 3317 The Literature of Fantasy
  or LIT 3334 Literature of Science

ATCM 4398 Capstone Project
  or ATCM 4397 Senior Seminar

IV. Elective Requirements: 30 semester credit hours

Prescribed Electives: 15 semester credit hours

Choose any five courses from the following: (At least 2 must be 4000 level)

ATCM 3311 Tools Development for Arts, Technology, and Emerging Communication
ATCM 3304 Character Design
ATCM 3371 User Experience Design for Games
ATCM 3372 Sound Design for Animation and Games
ATCM 3368 Scripting for Games I
ATCM 3369 Games and Narrative I
ATCM 3367 Level Design I
ATCM 3370 Virtual Environments
ATCM 3340 Design II
ATCM 3376 History of Games
ATCM 3375 Game Systems Design
ATCM 4304 World Building
ATCM 4376 Game Production Lab I
ATCM 4367 Level Design II
ATCM 4379 Topics in Game Development
ATCM 4368 Scripting for Games II

Free Electives: 15 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 courses to qualify for graduation.

1. Incoming freshmen must enroll and complete requirements of UNIV 1010 and the corresponding school-related freshman seminar course. Students, including transfer students, who complete their core curriculum at UT Dallas must take UNIV 2020.

2. Curriculum Requirements can be fulfilled by other approved courses from institutions of higher education. The courses listed are recommended as the most efficient way to satisfy both Core Curriculum and Major Requirements at UT Dallas.

3. Students who are ATEC/CS double degree or who plan to minor in CS must enroll in CS 1336 Programming Fundamentals and CS 1136 Computer Science Laboratory and/or CS 1337 Computer Science I (if placed out of CS 1336 and CS 1136).

4. Students who are ATEC/CS double degree or who plan to minor in CS must enroll in CS 2336 Computer Science II.