School of Arts and Humanities

Graduate Program in Emerging Media and Communication

The program leading to the MA in Emerging Media and Communication focuses on ways in which network technologies are transforming the creation and dissemination of information and content. Providing an interdisciplinary education that connects theory with practice, the program combines the creation of digital content for multiple communication platforms with examination of cultural issues created by emerging technology. The program is intended for (a) professionals in fields such as journalism, design, public relations, and advertising that are powerfully affected by emerging communicative technologies, (b) graduates with degrees in computer science or related fields who wish to expand their occupational potential by gaining expertise in communication, (c) graduates of programs in the humanities, communication, and journalism who wish to expand their occupational potential by gaining expertise in emerging media, and (d) teachers in the humanities and other fields that will be profoundly affected by new modes of communication and information transfer. Students must complete 30 semester credit hours of coursework and a Capstone Project (EMAC 6V91) of at least 3 semester credit hours.

Master of Arts in Emerging Media and Communication

33 semester credit hours minimum

Major Core Course: 3 semester credit hours

EMAC 6300 Interdisciplinary Studies in Emerging Media and Communication

Required Courses: 15 semester credit hours

EMAC 6342 Digital Culture
EMAC 6373 Emerging Media Studio I
EMAC 6374 Digital Textuality
EMAC 6375 Research Methodologies in Emerging Media and Communication
HUHI 6323 Space, Time, and Culture
or HUHI 6351 History and Philosophy of Science and Technology
or HUAS 6310 Introduction to Film Studies

https://catalog.utdallas.edu/2014/graduate/programs/ah/emerging-media-and-communication
Prescribed Electives: 9 semester credit hours

Nine semester credit hours chosen from the following courses:

- **ATEC 6331** Aesthetics of Interactive Arts
- **ATEC 6332** Design Principles
- **ATEC 6356** Interactive Narrative
- **ATEC 6361** Creating Interactive Media
- **EMAC 6365** Journalism and the Digital Network
- **EMAC 6372** Approaches to Emerging Media and Communication
- **EMAC 6383** Emerging Media Studio II
- **EMAC 6381** Special Topics in Emergent Communication
- **HUAS 6312** Art and Society
- **HUAS 6330** Studies in the Visual Arts
- **HUAS 6339** Painting/Digital Imaging/Video
- **HUAS 6354** Creating Short Fictions
- **HUAS 6355** Creating Nonfictions
- **HUAS 6373** Studies in Film, Television, and Digital Media
- **HUAS 6391** Creativity: Visual Arts Workshop
- **HUHI 6323** Space, Time, and Culture
- **HUHI 6327** Artist and Writer in Society
- **HUSL 6355** Literature, Science, and Culture

Free Elective: 3 semester credit hours

Capstone Project: 3 semester credit hours

- **EMAC 6V91** [Capstone] Advanced Project Workshop

In their final semester, students must elect at least 3 semester credit hours to complete and present a Capstone Project.