School of Arts, Technology, and Emerging Communication

Arts and Technology (BA)

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 coursework 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: 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
- **DRAM 1310** Understanding Theater
- **FILM 2332** Understanding Film (Recommended)
- **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 courses:

- **ARHM 2340** Creativity
- **ARHM 2341** Global Media
- **ARHM 2342** Connections in the Arts and Humanities
- **ARHM 2343** Science and the Humanities
- **ARHM 2344** World Cultures

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

- **ARTS 1316** Drawing Foundations
- **ARTS 2380** 2D Design Foundations
- **ATEC 2320** Exploration of Arts and Technology
  - or **ATEC 2325** Fundamentals of Game Design and Development
  - or **ATEC 2326** Computer Animation Processes
  - or **ATEC 2385** Sound Design
- **ATEC 2382** Computer Imaging
- **ATEC 2384** Basic Design Principles and Practices
- **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**

**Major Core Courses**

- **ARTS 3371** Photography: Black/White
  - or **ARTS 3372** Photography: Color
  - or **ARTS 3377** Photography: Altered Image
  - or **ARTS 3379** Photography: New Media
ATEC 3320  Digital Content Design and Usability
or ATEC 3325  Introduction to Computer Mediated Communication

Any ATEC 3000 level Animation (ATEC 3317  Modeling and Texturing I)
or ATEC 3327  Lighting and Composition I
or ATEC 3328  Rigging I
or ATEC 3336  Computer Animation I
or ATEC 3351  Game Design I
or ATEC 3310  Audio Technologies

ATEC 4340  Project Management for Arts and Technology
ATEC 4380  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

LIT 3334  Literature of Science
or LIT 3316  The Literature of Science Fiction
or LIT 3317  The Literature of Fantasy
or HIST 3328  History and Philosophy of Science and Medicine

IV. Elective Requirements: 33 semester credit hours

Prescribed Electives: 15 semester credit hours

Choose any five courses from the following:

ATEC 3310  Audio Technologies
ATEC 3312  Audio Productions Lab
ATEC 3317  Modeling and Texturing I
ATEC 3324  Computer Modeling for Digital Fabrication
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 Linear and Non-linear Media
ATEC 3332  Additive Processes in Digital Fabrication
ATEC 3334  Laser Cutting in Digital Fabrication
ATEC 3335  Scanned Data in Digital Fabrication
ATEC 3336  Computer Animation I
ATEC 3338  Digital Applications in Sculpture
ATEC 3339  Projection Mapping Studio
ATEC 3351  Game Design I
ATEC 3352  User Experience Design for Games I
ATEC 3354  Sound Design for Games and Interactive Media
ATEC 3355  Scripting for Games I
ATEC 3356  Games and Narrative I
ATEC 3361  Internet Studio I
ATEC 3363  Basic Interaction Design
ATEC 3364  Level Design I
ATEC 3365  Virtual Environments
ATEC 4310  Digital Audio Processing
ATEC 4312  Advanced Audio Productions Lab
ATEC 4322  Digital Sculpting
ATEC 4328  Rigging II
ATEC 4330  Digital Video Production II
ATEC 4336  Computer Animation II
ATEC 4347  Advanced Design
ATEC 4348  Modeling and Texturing II
ATEC 4349  Lighting and Composition II
ATEC 4361  Internet Studio II
ATEC 4365  Level Design II
ATEC 4367  Game Design II
ATEC 4368  User Experience Design for Games II

https://catalog.utdallas.edu/2015/undergraduate/programs/atec/arts-and-technology
Free Electives: 18 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.

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