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
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
<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>ATEC 3355</td>
<td>Scripting for Games I</td>
</tr>
<tr>
<td>ATEC 3356</td>
<td>Games and Narrative I</td>
</tr>
<tr>
<td>ATEC 3361</td>
<td>Internet Studio I</td>
</tr>
<tr>
<td>ATEC 3363</td>
<td>Basic Interaction Design</td>
</tr>
<tr>
<td>ATEC 3364</td>
<td>Level Design I</td>
</tr>
<tr>
<td>ATEC 3365</td>
<td>Virtual Environments</td>
</tr>
<tr>
<td>ATEC 4310</td>
<td>Digital Audio Processing</td>
</tr>
<tr>
<td>ATEC 4312</td>
<td>Advanced Audio Productions Lab</td>
</tr>
<tr>
<td>ATEC 4322</td>
<td>Digital Sculpting</td>
</tr>
<tr>
<td>ATEC 4328</td>
<td>Rigging II</td>
</tr>
<tr>
<td>ATEC 4330</td>
<td>Digital Video Production II</td>
</tr>
<tr>
<td>ATEC 4336</td>
<td>Computer Animation II</td>
</tr>
<tr>
<td>ATEC 4347</td>
<td>Advanced Design</td>
</tr>
<tr>
<td>ATEC 4348</td>
<td>Modeling and Texturing II</td>
</tr>
<tr>
<td>ATEC 4349</td>
<td>Lighting and Composition II</td>
</tr>
<tr>
<td>ATEC 4361</td>
<td>Internet Studio II</td>
</tr>
<tr>
<td>ATEC 4365</td>
<td>Level Design II</td>
</tr>
<tr>
<td>ATEC 4367</td>
<td>Game Design II</td>
</tr>
<tr>
<td>ATEC 4368</td>
<td>User Experience Design for Games II</td>
</tr>
</tbody>
</table>

**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.