School of Arts, Technology, and Emerging Communication

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) researchers interested in engaging these issues to prepare to pursue a PhD, (b) professionals in fields such as journalism, design, public relations, and advertising that are powerfully affected by emerging communicative technologies, (c) graduates of programs in the humanities, media studies, communication, and journalism who wish to gain 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, and (e) graduates with degrees in computer science or related fields who wish to gain expertise in communication. Students must complete 30 semester credit hours of coursework and a Capstone Project (EMAC 6391) of at least 3 semester credit hours.

Master of Arts in Emerging Media and Communication
33 semester credit hours minimum

Faculty

Major Core Course: 9 semester credit hours

EMAC 6300 Interdisciplinary Studies in Emerging Media and Communication
EMAC 6373 Emerging Media Studio I
EMAC 6375 Social Science Perspectives of EMAC

Required Courses: 9 semester credit hours

EMAC 6342 Digital Culture
EMAC 6374 Digital Textuality
EMAC 6337 Emerging Media and Media Psychology
or EMAC 6365 Journalism and the Digital Network

https://catalog.utdallas.edu/2016/graduate/programs/atec/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 6337** Emerging Media and Media Psychology
- **EMAC 6350** Emerging Media and Identity
- **EMAC 6365** Journalism and the Digital Network
- **EMAC 6372** Approaches to Emerging Media and Communication
- **EMAC 6381** Special Topics in Emerging Media and Communication
- **EMAC 6383** Emerging Media Studio II
- **EPPS 6313** Introduction to Quantitative Methods
- **HUAS 6310** Introduction to Film Studies
- **HUAS 6315** The Arts in Historical Context
- **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 6375** Imagery and Iconography
- **HUAS 6391** Creativity: Visual Arts Workshop
- **HUAS 6392** Creativity: Image/Text Workshop
- **HUAS 6393** Creativity: Time-Based Arts Workshop
- **HUHI 6351** History and Philosophy of Science and Technology
- **HUSL 6355** Literature, Science, and Culture
- **HUSL 6384** Digital and Visual Rhetoric
- **PSYC 6350** Social Development
- **PSYC 6376** Social Psychology

Free Elective: 3 semester credit hours
Capstone Project: 3 semester credit hours

EMAC 6391 [Capstone] Advanced Capstone Workshop

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

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