School of Arts, Technology, and Emerging Communication

Arts and Technology with Gaming Concentration (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 with Gaming Concentration

Degree Requirements (120 semester credit hours)

Faculty

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
  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 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  
**ATEC 2325** Game Design Fundamentals  
**ATEC 2340** Project Management for Arts and Technology I  
**ATEC 2382** Computer Imaging  
**ATEC 2384** 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

**Major Core Courses**

Any 3000- or 4000-level Art History (AHST) course  
or **DRAM 3323** Drama in Historical Context  
or **FILM 3321** Film in Historical Context  
or **MUSI 3322** Music in Historical Context
ATEC 3320  Digital Content Design and Usability
  or  ATEC 3325  Introduction to Computer Mediated Communication

ATEC 3329  Tools Development in Arts and Technology
  or  CS 3360  Computer Graphics for Artists and Designers
  or  CS 4352  Human Computer Interaction I

ATEC 3330  Digital Video Production I
  or  ARTS 3371  Photography: Black/White
  or  ARTS 3372  Photography: Color
  or  ARTS 3377  Photography: Altered Image
  or  ARTS 3379  Photography: New Media
  or  ARTS 4368  Advanced Visual Arts

ATEC 3351  Game Design I

ATEC 3384  Design II

ATEC 4380  Capstone Project
  or  ATEC 4381  Senior Seminar

HIST 3328  History and Philosophy of Science and Medicine
  or  HIST 3337  Technology and Western Civilization
  or  HIST 3374  American Technological Development
  or  LIT 3316  The Literature of Science Fiction
  or  LIT 3334  Literature of Science

IV. Elective Requirements: 33 semester credit hours

Prescribed Electives: 15 semester credit hours

Choose any five courses from the following: at least 2 must be 4000 level

  ATEC 3329  Tools Development for Arts and Technology
  ATEC 3346  Storytelling for New Media I
  ATEC 3352  User Experience Design for Games I
  ATEC 3353  Game Studies I
  ATEC 3354  Sound Design for Games and Interactive Media
ATEC 3355  Scripting for Games I
ATEC 3356  Games and Narrative I
ATEC 3364  Level Design I
ATEC 3365  Virtual Environments
ATEC 3370  Topics in Arts and Technology
ATEC 4346  Storytelling for New Media II
ATEC 4350  Game Production Lab I
ATEC 4353  Game Production Lab II
ATEC 4365  Level Design II
ATEC 4367  Game Design II
ATEC 4368  User Experience Design for Games II
ATEC 4370  Special Topics in Arts and Technology
ATEC 4373  Topics in Game Development

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.