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

**Professors:** Anne Balsamo, Frank Dufour, Monica Evans, Paul Fishwick, Roger Malina, Mihai Nadin

**Clinical Professors:** Elizabeth (Lisa) Bell, Michael Breault, Tim Christopher, Carie King, Paul Lester

**Professor of Practice:** Marjorie Zielke

**Associate Professors:** Christine (xtine) Burrough, Eric Farrar, Todd Fechter, Scot Gresham-Lancaster, Rosanna Guadagno, Midori Kitagawa, Kim Knight, Maximilian Schich, Andrew Scott, Dean Terry

**Clinical Associate Professors:** Cassini Nazir, Derek Royal, Harold (Chip) Wood

**Assistant Professors:** Olivia Banner, Kristin Drogos, Phillip Hall, Casey Johnson, Angela M. Lee, Sean McComber, Ryan McMahan, Josef Nguyen

**Clinical Assistant Professors:** Janet Johnson, Jillian Round, Michael Stephens
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
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.

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