School of Arts, Technology, and Emerging Communication

Graduate Programs in Arts, Technology, and Emerging Communication

The program leading to the MA in Arts, Technology, and Emerging Communication is designed both for individuals engaged in professional practice wishing to enhance their knowledge and skills and for students intending to pursue a doctorate in a related field. It offers advanced studies in interactive media and computer-based arts that emphasize the fusion of creative with critical thinking and theory with practice. Students must complete thirty-six semester credit hours of coursework and an advanced project.

Master of Arts in Arts, Technology, and Emerging Communication: Game Studies

36 semester credit hours minimum

Faculty

**Professors:** Anne Balsamo, Frank Dufour, Paul Fishwick, Roger Malina, Mihai Nadin  
**Clinical Professors:** Elizabeth (Lisa) Bell, Tim Christopher, Carie King, Paul Lester  
**Associate Professors:** Christine (xtine) Burrough, Monica Evans, Eric Farrar, Todd Fechter, Rosanna Guadagno, Midori Kitagawa, Kim Knight, Maximilian Schich, Andrew Scott, Dean Terry  
**Clinical Associate Professors:** Cassini Nazir, Derek Royal  
**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  
**Senior Lecturers:** Michael Andreen, Elizabeth Boyd, Christopher Camacho, Melissa Hernandez-Katz, Christina Nielsen, Barbara Vance

Required Major Courses: 9 semester credit hours

- **ATCM 6000** ATEC Dean's Colloquium  
- **ATCM 6300** Approaches to Arts, Technology, and Emerging Communication  
- **ATCM 6335** Game Design and Development  
- **ATCM 6336** Critical Game Studies

Students are expected to complete these courses within the first 18 semester credit hours in their degree plan.

Prescribed Electives within Pathway: 15 semester credit hours

Choose five courses from the following courses:

- **ATCM 6301** Aesthetics of Interactive Arts  
- **ATCM 6340** Game Production Methods  
- **ATCM 6351** History and Culture of Games
ATCM 6352 Socially Conscious Games
ATCM 6353 Games, Education, and Simulation
ATCM 6354 Meaningful Play
ATCM 6355 Narrative System Research
ATCM 6356 Anatomy of a Game
ATCM 6357 Virtual Worlds and Communities
ATCM 6359 Special Topics in Game Studies
ATCM 6375 Critical Approaches to Networked Cultures

Free Electives: 9 semester credit hours
Nine semester credit hours of electives in any organized graduate-level courses offered by the School of Arts and Humanities, Erik Jonsson School Engineering and Computer Science, School of Behavioral and Brain Sciences, Naveen Jindal School of Management, School of Economic, Political and Policy Sciences, School of Natural Sciences and Mathematics, or School of Interdisciplinary Studies. All free electives are subject to approval by the Graduate Advisor.

Final Project: 3 semester credit hours
Having completed at least 30 semester credit hours of coursework, students will complete and present an advanced project in digital arts for evaluation by a master's committee.

ATCM 6399 Master's Thesis

Master of Arts in Arts, Technology, and Emerging Communication: Interaction Design
36 semester credit hours minimum

Faculty
Professors: Anne Balsamo, Frank Dufour, Paul Fishwick, Roger Malina, Mihai Nadin
Clinical Professors: Elizabeth (Lisa) Bell, Tim Christopher, Carie King, Paul Lester
Associate Professors: Christine (xtine) Burrough, Monica Evans, Eric Farrar, Todd Fechter, Rosanna Guadagno, Midori Kitagawa, Kim Knight, Maximilian Schich, Andrew Scott, Dean Terry
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Senior Lecturers: Michael Andreen, Elizabeth Boyd, Christopher Camacho, Melissa Hernandez-Katz, Christina Nielsen, Barbara Vance

Required Major Core Courses: 9 semester credit hours
ATCM 6000 ATEC Dean's Colloquium
Approaches to Arts, Technology, and Emerging Communication
History of Interactive Media
Design Research Methods

Students are expected to complete these courses within the first 18 semester credit hours in their degree plan.

Prescribed Electives within Pathway: 15 semester credit hours
Choose five courses from the following courses:
Aesthetics of Interactive Arts
Design Principles
Information Architecture and Design
Human Computer Interaction
Usability Testing
Media Analytics
Computational Design
Visualization Research
Pervasive Computing and Interaction Design
Interactive Environments
Special Topics in Interaction Design
Creativity as Social Practice

Free Electives: 9 semester credit hours
Nine semester credit hours of electives in any organized graduate-level courses offered by the School of Arts and Humanities, Erik Jonsson School Engineering and Computer Science, School of Behavioral and Brain Sciences, Naveen Jindal School of Management, School of Economic, Political and Policy Sciences, School of Natural Sciences and Mathematics, or School of Interdisciplinary Studies. All free electives are subject to approval by the Graduate Advisor.

Final Project: 3 semester credit hours
Having completed at least 30 semester credit hours of coursework, students will complete and present an advanced thesis project in interaction design for evaluation by a master's committee.
Master's Thesis

Master of Arts in Arts, Technology, and Emerging Communication: Networked Cultures
36 semester credit hours minimum
Faculty

Professor: Anne Balsamo, Frank Dufour, Paul Fishwick, Roger Malina, Mihai Nadin
Clinical Professor: Elizabeth (Lisa) Bell, Tim Christopher, Carie King, Paul Lester
Associate Professor: Christine (xtine) Burrough, Monica Evans, Eric Farrar, Todd Fechter, Rosanna Guadagno, Midori Kitagawa, Kim Knight, Maximilian Schich, Andrew Scott, Dean Terry
Clinical Associate Professor: Cassini Nazir, Derek Royal
Assistant Professor: Olivia Banner, Kristin Drogos, Phillip Hall, Casey Johnson, Angela M. Lee, Sean McComber, Ryan McMahan, Josef Nguyen
Clinical Assistant Professor: Janet Johnson, Jillian Round
Senior Lecturer: Michael Andreen, Elizabeth Boyd, Christopher Camacho, Melissa Hernandez-Katz, Christina Nielsen, Barbara Vance

Required Major Core Courses: 9 semester credit hours

ATCM 6000 ATEC Dean's Colloquium
ATCM 6300 Approaches to Arts, Technology, and Emerging Communication
ATCM 6375 Critical Approaches to Networked Cultures
ATCM 6376 Media and Cultural Studies Methods

Students are expected to complete these courses within the first 18 semester credit hours in their degree plan.

Prescribed Electives within Pathway: 15 semester credit hours
Chose five courses from the following courses:

ATCM 6301 Aesthetics of Interactive Arts
ATCM 6375 Critical Approaches to Networked Cultures
ATCM 6377 Creativity as Social Practice
ATCM 6381 Media, Culture, and Economy
ATCM 6382 Privacy, Surveillance, and Technology
ATCM 6383 Digital Culture
ATCM 6384 Digital Publics and Counterpublics
ATCM 6385 Emerging Media and Identity
ATCM 6386 Digital Textuality
ATCM 6387 Emerging Media Studio
ATCM 6388 Critical Making
ATCM 6389 Special Topics in Networked Cultures

Free Electives: 9 semester credit hours
Nine semester credit hours of electives in any organized graduate-level courses offered
by the School of Arts and Humanities, Erik Jonsson School Engineering and Computer Science, School of Behavioral and Brain Sciences, Naveen Jindal School of Management, School of Economic, Political and Policy Sciences, School of Natural Sciences and Mathematics, or School of Interdisciplinary Studies. All free electives are subject to approval by the Graduate Advisor.

Final Project: 3 semester credit hours
Having completed at least 30 semester credit hours of coursework, students will complete and present an advanced project in digital arts for evaluation by a master's committee.

**ATCM 6399** Master's Thesis

Doctor of Philosophy in Arts, Technology, and Emerging Communication

60 semester credit hours minimum beyond the master’s degree

Faculty

**Professors:** Roger Malina, Mihai Nadin  
**Associate Professors:** Rosanna Guadagno, Midori Kitagawa, Kim Knight, Maximilian Schich, Andrew Scott, Dean Terry  
**Assistant Professors:** Phillip Hall, Casey Johnson, Angela M. Lee, Sean McComber, Ryan McMahan, Josef Nguyen

Overview

The program leading to the PhD in Arts, Technology, and Emerging Communication is designed both for students wishing to teach arts- and-technology-related courses in colleges and universities and those who wish to develop new artistic, cultural or commercial applications of digital technology/emerging media. This program emphasizes the fusion of creative with critical thinking and theory with practice. Students seeking a PhD in Arts, Technology, and Emerging Communication will normally complete a minimum of 60 semester credit hours (42 semester credit hours in coursework and 18 semester credit hours in dissertation) beyond a master's degree or its equivalent, pass doctoral field examinations, and complete and defend a dissertation. Students who have not previously completed six semester credit hours of coursework in computer programming are required to complete **ATCM 6304**.

Within the first 18 semester credit hours of coursework applicable to the degree plan, students must successfully complete **ATCM 6300**, **ATCM 6301**, and **ATCM 7331**. During the semester within which students complete 18 semester credit hours of coursework applicable to the degree plan, students must successfully pass a pre-qualifying examination in order to proceed in the program.

Major Core Courses: 9 semester credit hours

**ATCM 6000** ATEC Dean's Colloquium  
**ATCM 6300** Approaches to Arts, Technology, and Emerging Communication  
**ATCM 6301** Aesthetics of Interactive Arts  
**ATCM 7331** Research Methodology in Arts, Technology, and Emerging Communication
Recommended Electives: 18 semester credit hours

Eighteen semester credit hours chosen from the suggested courses below:

ATCM 6322 Experimental Interactive Media
ATCM 6335 Game Design and Development
ATCM 6371 Visualization Research
ATCM 6383 Digital Culture
ATCM 6386 Digital Textuality
ATCM 6389 Special Topics in Networked Cultures
ATCM 6390 Social Science Methods in Mediated Communication
ATCM 6395 Special Topics in Networked Cultures
ATCM 7340 Advanced Studies in Arts, Technology, and Emerging Communication
ATCM 7620 Advanced Projects in Simulation and Game Design
ATCM 7V81 Advanced Doctoral Project Workshop
ATCM 7V82 Advanced Projects in Interactive Media
ATCM 8303 Independent Readings in Arts, Technology and Emerging Communication
ATCM 8305 Independent Research in Arts, Technology and Emerging Communication
HUAS 6375 Imagery and Iconography
HUHI 7387 Science and Technology in Western Culture
HUSL 6384 Digital and Visual Rhetorics

Free Electives: 15 semester credit hours

Fifteen semester credit hours of electives in any organized graduate-level courses offered by the School of Arts and Humanities, Erik Jonsson School Engineering and Computer Science, School of Behavioral and Brain Sciences, Naveen Jindal School of Management, School of Economic, Political and Policy Sciences, School of Natural Sciences and Mathematics, or School of Interdisciplinary Studies. All free electives are subject to approval by the Graduate Advisor.

Doctoral Field Examinations

After completing 36 semester credit hours of coursework applicable to the degree plan, students may proceed to the doctoral field examinations, a sequence consisting of three written sections and one oral section. The examining committee, composed of three regular members of the faculty, oversees definition and preparation of the three examination fields within guidelines established by the program. At least three business days before the exams themselves, the faculty members submit examination questions to the Arts, Technology and Emerging Communication office, which schedules and administers the examination. The maximum time allowed for a student's completion of the examination sequence is 20 business days.
Dissertation (18 semester credit hours minimum)

Students are formally advanced to PhD candidacy when they have successfully completed the doctoral field examinations and received final approval for dissertation from the four-person supervising committee formed, normally from the examining committee plus another regular faculty member proposed by the student, to oversee dissertation work. Each candidate then writes a doctoral dissertation, which is supervised and defended according to general University regulations. Every student must register for a minimum of nine dissertation semester credit hours in two successive semesters and must maintain continuous enrollment thereafter for at least three semester credit hours during consecutive long semesters until the degree is completed. Any exception to this requirement is granted only by petition to the school's Associate Dean for Graduate Studies.

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