

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

FACG> atec-arts-and-technology-ma

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

FACG> atec-arts-and-technology-ma

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 Core Courses: 9 semester credit hours

[ATCM 6000](#) ATEC Dean's Colloquium

[ATCM 6300](#) Approaches to Arts, Technology, and Emerging Communication

[ATCM 6360](#) History of Interactive Media

[ATCM 6361](#) 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:

[ATCM 6301](#) Aesthetics of Interactive Arts

[ATCM 6365](#) Design Principles

[ATCM 6366](#) Information Architecture and Design

[ATCM 6367](#) Human Computer Interaction

[ATCM 6368](#) Usability Testing

[ATCM 6369](#) Media Analytics

[ATCM 6370](#) Computational Design

[ATCM 6371](#) Visualization Research

[ATCM 6372](#) Pervasive Computing and Interaction Design

[ATCM 6373](#) Interactive Environments

[ATCM 6374](#) Special Topics in Interaction Design

[ATCM 6377](#) 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.

[ATCM 6399](#) Master's Thesis

Master of Arts in Arts, Technology, and Emerging Communication: Networked Cultures

36 semester credit hours minimum

Faculty

FACG> atec-arts-and-technology-ma

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 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

FACG> atec-arts-and-technology-phd

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.

Updated: 2019-08-09 13:14:02 v21.241a76