School of Arts, Technology, and Emerging Communications

Master of Fine Arts Overview

The Master of Fine Arts in Arts, Technology, and Emerging Communication is a terminal degree in emerging artistic practices focusing primarily on the creative use and critical investigation of technology in artistic practices. The program is designed for both students wishing to teach arts and technology-related courses at the college level, and for those intending to engage in professional studio or design practice. While maintaining a commitment to interdisciplinary education fusing critical with creative thinking, this program places greater emphasis on the creation and application of computer-based arts and narrative. Students must complete 54 semester hours of course work and a substantial advanced project.

Master of Fine Arts in Arts, Technology, and Emerging Communication: Animation

54 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 Core Courses: 9 semester credit hours

- [ATCM 6000](#) ATEC Dean's Colloquium
- [ATCM 6300](#) Approaches to Arts, Technology, and Emerging Communication
Students are expected to complete these courses as early as possible in their degree plan.

Prescribed Electives within Animation Cohort: 15 semester credit hours

- **ATCM 6310** Animation Studio I
- **ATCM 6311** Animation Studio II
- **ATCM 6312** Digital Cinematography
- **ATCM 6313** Animation Project Development
- **ATCM 6314** Technical Direction

Prescribed Electives within Pathway: 6 semester credit hours

Choose two courses from the following courses:

- **ATCM 6315** History of Animation
- **ATCM 6316** Motion Capture
- **ATCM 6317** Procedural Animation
- **ATCM 6331** Special Topics in Sound Design

Free Electives: 9 semester credit hours

Nine semester credit hours of electives in any organized courses in schools across UT Dallas. All free electives are subject to approval by the Graduate Advisor.

Final Project: 15 semester credit hours

Completed over two consecutive long semesters after having completed at least 36 semester credit hours of coursework. Public presentation of work required, such as an exhibition, conference presentation, or defense.

- **ATCM 6399** Master's Thesis
- **ATCM 6698** Master's Project I
- **ATCM 6699** Master's Project II
Emerging Communication: Creative Practice
54 semester credit hours minimum

Faculty

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Required 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 6377 Creativity as Social Practice

Students are expected to complete these courses as early as possible in their degree plan.

Prescribed Electives within Pathway: 15 semester credit hours

Choose five courses from the following courses:

ATCM 6325 Arts, Science, and Humanities
ATCM 6326 Research in Sound Design
ATCM 6330 Special Topics in Interactive Media
ATCM 6331 Special Topics in Sound Design
ATCM 6365 Design Principles
ATCM 6366 Information Architecture and Design
**ATCM 6371** Visualization Research

**ATCM 6386** Digital Textuality

**ATCM 6395** Special Topics in Arts, Technology, and Emerging Communication

**HUAS 6312** Art and Society

**HUAS 6313** The Business of the Arts

**HUAS 6317** Art and Authorship

**HUAS 6339** Painting/Digital Imaging/Video

**HUAS 6375** Imagery and Iconography

**HUAS 6391** Creativity: Visual Arts Workshop

**HUAS 6392** Creativity: Image/Text Workshop

Prescribed Electives with Technology Focus: 6 semester credit hours

Choose two courses from the following courses:

**ATCM 6320** Creative Automata

**ATCM 6321** Digital Fabrication

**ATCM 6322** Experimental Interactive Media

**ATCM 6323** Modeling and Simulation

**ATCM 6370** Computational Design

**ATCM 6387** Emerging Media Studio

Free Electives: 9 semester credit hours

Nine semester credit hours of electives in any organized courses in schools across UT Dallas. All free electives are subject to approval by the Graduate Advisor.

Final Project: 15 semester credit hours

Completed over two consecutive long semesters after having completed at least 36 semester credit hours of coursework. Public presentation of work required, such as an exhibition, conference presentation, or defense.

**ATCM 6399** Master's Thesis

**ATCM 6698** Master's Project I

**ATCM 6699** Master's Project II
Master of Fine Arts in Arts, Technology, and Emerging Communication: Game Development

54 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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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 6301 Aesthetics of Interactive Arts
ATCM 6335 Game Design and Development

Students are expected to complete these courses as early as possible in their degree plan.

Prescribed Electives within Game Development: 15 semester credit hours

Choose five courses from the following courses:

ATCM 6336 Critical Game Studies
ATCM 6340 Game Production Methods
ATCM 6341 Game Production Studio
ATCM 6342 Experimental Games Studio
ATCM 6343 Educational Games Studio
ATCM 6344 Building Virtual Worlds
ATCM 6345 Interactive Narrative
ATCM 6349 Special Topics in Game Development
ATCM 6373 Interactive Environments

Prescribed Electives within Game Studies: 6 semester credit hours

Choose two courses from the following courses:

ATCM 6351 History and Culture of Games
ATCM 6352 Socially Conscious Games
ATCM 6353 Games, Education, and Simulation
ATCM 6354 Meaningful Play
ATCM 6356 Anatomy of a Game
ATCM 6357 Virtual Worlds and Communities
ATCM 6359 Special Topics in Game Studies

Free Electives: 9 semester credit hours

Nine semester credit hours of electives in any organized courses in schools across UT Dallas. All free electives are subject to approval by the Graduate Advisor.

Final Project: 15 semester credit hours

Completed over two consecutive long semesters after having completed at least 36 semester credit hours of coursework. Public presentation of work required, such as an exhibition, conference presentation, or defense.

ATCM 6399 Master's Thesis
ATCM 6698 Master's Project I
ATCM 6699 Master's Project II