School of Arts, Technology, and Emerging Communication

Arts, Technology, and Emerging Communication with Gaming (BA)

Students who complete the major in Arts, Technology, and Emerging Communication 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, Technology, and Emerging Communication 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, Technology, and Emerging Communication are open to all students in the University. However, students majoring in Arts, Technology, and Emerging Communication may be given preference in certain course enrollments.

Bachelor of Arts in Arts, Technology, and Emerging Communication with Gaming

**Degree Requirements (120 semester credit hours)**

Faculty

**Professors:** Anne Balsamo, Frank Dufour, Paul Fishwick, Roger Malina, Mihai Nadin
**Clinical Professors:** Elizabeth (Lisa) Bell, Michael Breault, 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, 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
**Senior Lecturers:** Elizabeth Boyd, Christopher Camacho, Filip Celander, Melissa Hernandez-Katz, Christina Nielsen, Barbara Vance

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
  - THEA 1310 Understanding Theatre
  - 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 2342 Connections in the Arts and Humanities
ARHM 2343 Science and the Humanities
ARHM 2344 World Cultures

II. Major Requirements, Lower-Division: 24 semester credit hours
ARTS 1316 Drawing Foundations
ATCM 2300 Introduction to Technoculture
ATCM 2305 Game Design Fundamentals
ATCM 2303 Project Management for Arts and Technology I
ATCM 2301 Computer Imaging
ATCM 2302 Design I
CS 1335 Computer Science I for Non-majors \(^3\)
CS 2335 Computer Science II for Non-majors \(^4\)

III. Major Requirements, Upper-Division: 24 semester credit hours
ATCM 3301 Digital Content Design
ATCM 3365 Game Design I
ATCM 3366 Game Studies I
ATCM 4365 Game Design II
CS 3360 Computer Graphics for Artists and Designers
or \textit{ATCM 3311} Tools Development for Arts, Technology, and Emerging Communication

or \textit{CS 4352} Human Computer Interaction I

Any 3000- or 4000-level Art History (AHST) course

or \textit{THEA 3323} Drama in Historical Context

or \textit{FILM 3321} Film in Historical Context

or \textit{MUSI 3322} Music in Historical Context

\textit{PHIL 3309} Philosophy of Technology

or \textit{HIST 3337} Technology and Western Civilization

or \textit{HIST 3374} American Technological Development

or \textit{LIT 3316} The Literature of Science Fiction

or \textit{LIT 3317} The Literature of Fantasy

or \textit{LIT 3334} Literature of Science

\textit{ATCM 4398} Capstone Project

or \textit{ATCM 4397} Senior Seminar

\textbf{IV. Elective Requirements: 30 semester credit hours}

\textbf{Prescribed Electives: 15 semester credit hours}

Choose any five courses from the following: (At least 2 must be 4000 level)

- \textit{ATCM 3311} Tools Development for Arts, Technology, and Emerging Communication
- \textit{ATCM 3304} Character Design
- \textit{ATCM 3371} User Experience Design for Games
- \textit{ATCM 3372} Sound Design for Animation and Games
- \textit{ATCM 3368} Scripting for Games I
- \textit{ATCM 3369} Games and Narrative I
- \textit{ATCM 3367} Level Design I
- \textit{ATCM 3370} Virtual Environments
- \textit{ATCM 3340} Design II
- \textit{ATCM 3376} History of Games
- \textit{ATCM 3375} Game Systems Design
- \textit{ATCM 4304} World Building
- \textit{ATCM 4376} Game Production Lab I
- \textit{ATCM 4367} Level Design II
Free Electives: 15 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.