School of Arts, Technology, and Emerging Communication

Arts, Technology, and Emerging Communication with Design and Production Pathway (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 Design and Production Pathway

Degree Requirements (120 semester credit hours)¹

Faculty

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

Clinical Professors: Elizabeth (Lisa) Bell, Tim Christopher, Paul Lester

Associate Professors: Christine (xtine) Burrough, Monica Evans, Eric Farrar, Todd Fechter, Midori Kitagawa, Kim Knight, Maximilian Schich, Andrew Scott, Dean Terry

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

Assistant Professors: Olivia Banner, Kristin Drogos, Casey Johnson, Angela M. Lee, Juan
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**

**ATCM 2301** Computer Imaging

**ATCM 2302** Design I
**ATCM 2300** Introduction to Technoculture
**ATCM 2304** Exploration of Arts, Technology, and Emerging Communication
or **ATCM 2305** Computer Animation Processes
or **ATCM 2320** Critical Media Research Foundations
or **ATCM 2345** Sound Design
or **ATCM 2355** Survey of Digital Fabrication
or **ATCM 2365** Game Design Fundamentals
or **ATCM 2380** Communication and Social Science Theories

**ATCM 2303** Project Management for Arts, Technology, and Emerging Communications I
**ATCM 2322** Media History
or **ATCM 2321** Reading Media Critically
**ATCM 2335** Internet Studio I
**CS 1335** Computer Science I³

III. Major Requirements, Upper-Division: 24 semester credit hours

**ATCM 3336** Design Research Methods
**ATCM 3301** Digital Content Design
**ATCM 3350** Digital Video Production I
**ATCM 3304** Character Design
**ATCM 3337** Interaction Design I
**ATCM 3388** Attitudes and Behaviors
**ATCM 3383** Media Structures, Regulations, and Policy
or **ATCM 4384** Ethics in New Media, Technology, and Communication
**ATCM 4397** Senior Seminar
or **ATCM 4398** Capstone Project

IV. Elective Requirements: 30 semester credit hours

**Prescribed Electives: 15 semester credit hours**

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

**ATCM 3345** Audio Technologies
ATCM 3346 Audio Productions Lab I
ATCM 3338 Motion Graphics I
ATCM 3306 Modeling and Texturing I
ATCM 3355 Computer Modeling for Digital Fabrication
ATCM 3307 Lighting and Composition I
ATCM 3308 Rigging I
ATCM 3305 Computer Animation I
ATCM 3356 Projection Mapping Lab
ATCM 3365 Game Design I
ATCM 3371 User Experience Design for Games I
ATCM 3366 Game Studies I
ATCM 3372 Sound Design for Animation and Games
ATCM 3368 Scripting for Games I
ATCM 3369 Games and Narrative I
ATCM 3331 Critical Making
ATCM 3330 Digital Art and Social Practice
ATCM 3357 Digital Fabrication Lab I
ATCM 4345 Digital Audio Processing
ATCM 4346 Audio Productions Lab II
ATCM 4350 Digital Video Production II
ATCM 4304 World Building
ATCM 4340 Strategic Design
ATCM 3335 Internet Studio II
ATCM 4337 Interaction Design II
ATCM 4357 Digital Fabrication Lab II
ATCM 4330 Culture Jamming
CS 4352 Human Computer Interaction I
CS 4353 Human Computer Interaction II
PSY 4332 Psychology in the Workplace
RHET 4302 Advanced Writing and Research
RHET 4303 Advanced Editing
**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).

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