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 emphasis on the creation and application of computer-based arts and narrative. Students must complete 54 semester hours of course work, including a thesis project.

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

54 semester credit hours minimum

Faculty

FACG> atec-arts-and-technology-animation-pathway-mfa

Professors: Anne Balsamo, Christine (xtine) Burrough, Paul Fishwick, Roger Malina, Mihai Nadin, Marilyn Waligore

Clinical Professor: Tim Christopher

Associate Professors: Heidi Cooley, Monica Evans, Eric Farrar, Todd Fechter, Midori Kitagawa, Kim Knight, Maximilian Schich, Andrew Scott, Dean Terry

Clinical Associate Professor: Cassini Nazir

Assistant Professors: Olivia Banner, Angela M. Lee, Juan Llamas Rodriguez, Sean McComber, Josef Nguyen, Wendy Sung, Hong An Wu

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 ATCM 6300 in their first semester and the remainder of these courses within the first 18 semester credit hours of their degree plan.

Prescribed Electives within Animation Development: 12 semester credit hours

ATCM 6305 Animation Creative Practices
ATCM 6310 Animation Studio I
ATCM 6311 Animation Studio II
ATCM 6316 Motion Capture
ATCM 6317 Procedural Animation
ATCM 6321 Digital Fabrication
ATCM 6370 Computational Design

Prescribed Electives in Histories and Theories: 9 semester credit hours

ATCM 6312 Digital Cinematography
ATCM 6315 History of Animation
ATCM 6318 Special Topics in Animation
ATCM 6377 Creativity as Social Practice
ATCM 6386 Digital Textuality
ATCM 6388 Critical Making
ATCM 6390 Social Science Research Methods in Emerging Communication

Free Electives: 9 semester credit hours

Nine semester credit hours of electives in any organized 6000-level courses in ATEC or offered by the School of Arts and Humanities, Erik Jonsson School of 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: 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 is 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: Creative Practice Pathway

54 semester credit hours minimum

Faculty

FACG> atec-arts-and-technology-creative-practice-pathway-mfa

Professors: Anne Balsamo, Christine (xtine) Burrough, Paul Fishwick, Roger Malina, Mihai Nadin, Marilyn Waligore

Clinical Professor: Tim Christopher

Associate Professors: Heidi Cooley, Monica Evans, Eric Farrar, Todd Fechter, Midori Kitagawa, Kim Knight, Maximilian Schich, Andrew Scott, Dean Terry

Clinical Associate Professor: Cassini Nazir

Assistant Professors: Olivia Banner, Angela M. Lee, Juan Llamas Rodriguez, Sean McComber, Josef Nguyen, Wendy Sung, Hong An Wu

Students enroll in ATCM 6001 Graduate Critique Culture each semester of their MFA degree plan.

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 ATCM 6300 in their first semester and the remainder of these courses within the first 18 semester credit hours of their degree plan.

Prescribed Electives within Pathway: 15 semester credit hours

Choose five courses from the following courses:

- ATCM 6302 Theories and Histories of Semiotics
- ATCM 6325 Arts, Science, and Humanities
- ATCM 6327 Experimental Publishing
- ATCM 6352 Socially Conscious Games
- ATCM 6365 Design Principles
- ATCM 6366 Information Architecture and Design
- ATCM 6371 Visualization Research
- ATCM 6380 Histories of Emerging Media
- 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 6388 Critical Making
- 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 6304  Computer Processing for Arts, Technology, and Emerging Communication
ATCM 6320  Creative Automata
ATCM 6321  Digital Fabrication
ATCM 6322  Experimental Interactive Media
ATCM 6323  Modeling and Simulation
ATCM 6326  Research in Sound Design
ATCM 6330  Special Topics in Interactive Media
ATCM 6331  Special Topics in Sound Design
ATCM 6370  Computational Design
ATCM 6387  Emerging Media Studio

Free Electives: 9 semester credit hours

Nine semester credit hours of electives in any organized 6000-level courses in ATEC or offered by the School of Arts and Humanities, Erik Jonsson School of 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: 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 Pathway

54 semester credit hours minimum

Faculty

FACG> atec-arts-and-technology-game-development-pathway-mfa

Professors: Anne Balsamo, Christine (xtine) Burrough, Paul Fishwick, Roger Malina, Mihai Nadin, Marilyn Waligore

Clinical Professor: Tim Christopher

Associate Professors: Heidi Cooley, Monica Evans, Eric Farrar, Todd Fechter, Midori Kitagawa, Kim Knight, Maximilian Schich, Andrew Scott, Dean Terry

Clinical Associate Professor: Cassini Nazir

Assistant Professors: Olivia Banner, Angela M. Lee, Juan Llamas Rodriguez, Sean McComber, Josef Nguyen, Wendy Sung, Hong An Wu

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 ATCM 6300 in their first semester and the remainder of these courses within the first 18 semester credit hours 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  Play and Culture
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 6000-level courses in ATEC or offered by the School of Arts and Humanities, Erik Jonsson School of 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: 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