School of Arts, Technology, and Emerging Communication

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

When students first declare a major in Arts, Technology, and Emerging Communication, they begin in the general Design and Production Pathway. This pathway offers students an opportunity to explore the School's foundation courses in which they will develop the experience and materials to apply to a more narrowly focused pathway in Animation, Critical Media Studies, or Games. This general degree plan emphasizes the breadth of the School's interdisciplinary programs, which allows students to explore early courses across the curriculum before applying to specialize in a pathway with greater depth.

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)

Faculty

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

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

**Associate Professors:** Heidi Cooley, 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, Casey Johnson, Angela M. Lee, Juan Llamas Rodriguez, Sean McComber, Josef Nguyen, Wendy Sung, Hong An Wu

**Senior Lecturers:** Elizabeth Boyd, Christopher Camacho, Adam Chandler, Daedra Evans Christopher, Harold Fitzgerald, Sharon Hewitt, Laura Imaoka, Timothy Lewis, David Marks, Peter McCord, Roxanne Minnish, Christina Nielsen, Kara Oropallo, Monika Salter, Christine Veras De Souza
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 Introduction to 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

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 2300 Introduction to Technoculture
- ATCM 2301 Computer Imaging
- ATCM 2302 Design I
- ATCM 2303 Project Management for Arts, Technology, and Emerging Communication I
- 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 Principles of Digital Audio
  - or ATCM 2355 Survey of Digital Fabrication

or **ATCM 2365** Game Design Fundamentals
or **ATCM 2380** Introduction to Emerging Communication

**ATCM 2322** Media Histories
or **ATCM 2321** Reading Media Critically

**ATCM 2335** Internet Studio I

**CS 1335** Computer Science I for Non-majors

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

**ATCM 3301** Digital Content Design

**ATCM 3336** Design Research Methods

**ATCM 3337** Interaction Design I

**ATCM 3340** Design II

**ATCM 3350** Digital Video Production I

**ATCM 3388** Attitudes and Behaviors
or **ATCM 3380** Media Psychology

**ATCM 4384** Ethics in New Media, Technology, and Communication
or **ATCM 4320** Political Economy of Digital Media

**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 two courses must be at the 4000-level, and the courses must come from at least two of the categories.

#### Animation

**ATCM 3305** Computer Animation I
**ATCM 3306** Modeling and Texturing I
**ATCM 3307** Lighting and Composition I
**ATCM 3308** Rigging I

#### Creative Expression

**ATCM 3345** Audio Technologies
ATCM 3346 Audio Productions Lab I
ATCM 3355 Computer Modeling for Digital Fabrication
ATCM 3356 Projection Mapping Lab
ATCM 3357 Digital Fabrication Lab I
ATCM 4345 Digital Audio Processing
ATCM 4346 Audio Productions Lab II
ATCM 4350 Digital Video Production II
ATCM 4357 Digital Fabrication Lab II
ATCM 4364 Topics in Design and Production
ARTS 3371 Photography: Black/White
ARTS 3372 Photography: Color Concepts
ARTS 3377 Photography: Altered Image
ARTS 3379 Photography: New Media

Critical Media Studies
ATCM 3320 Critical Media Theories
ATCM 3321 Networked Identities
ATCM 3325 Global Media Cultures
ATCM 3331 Critical Making
ATCM 3330 Digital Art and Social Practice
ATCM 4325 Race, Technology, and Media
ATCM 4330 Culture Jamming

Design
ATCM 3335 Internet Studio II
ATCM 3338 Motion Graphics I
ATCM 4337 Interaction Design II
ATCM 4338 Motion Graphics II
ATCM 4340 Strategic Design
ATCM 4364 Topics in Design and Production
CS 4352 Human Computer Interactions I
CS 4353 Human Computer Interactions II

Emerging Communication
### ATCM 3380 Media Psychology

### ATCM 3382 Communicating Research

### ATCM 3385 Social Networks

### ATCM 3388 Attitudes and Behaviors

### ATCM 4380 Communication, Media, and Information Technology

### ATCM 4385 Children and Media

### ATCM 4386 Journalism in the Networked Age

#### Games

### ATCM 3365 Game Design I

### ATCM 3366 Game Studies I

### ATCM 3368 Scripting for Games I

### ATCM 3369 Games and Narrative I

### ATCM 3371 User Experience Design for Games

### ATCM 3372 Sound Design for Games

### ATCM 4366 Game Studies 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.

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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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