School of Arts, Technology, and Emerging Communication

Arts, Technology, and Emerging Communication with Games Pathway (BA)

Students who wish to specialize in Games within the Arts, Technology, and Emerging Communication major may apply to be admitted into the Games Pathway. This pathway provides a thorough grounding in the development and creation of games in their various forms, including educational games, real-time entertainment, and social gaming. Students are eligible to apply to the Games Pathway during their third semester within the School. Admission to the Games Pathway requires a portfolio submission including course work examples, a writing component, and any other materials deemed appropriate. Pathway acceptance is determined by a Games faculty jury. If accepted, Games Pathway students will have the opportunity to work in a studio environment, explore narrative and game mechanics, and learn project development and management practices. The Games Pathway examines the potential of games in diverse areas such as entertainment, education, and visualization. Close consultation with academic advisors is recommended. By selecting courses from a variety of School elective headings, students are able to infuse other areas of interest into their study of Games.

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 Games Pathway

Degree Requirements (120 semester credit hours)¹

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

¹https://catalog.utdallas.edu/2019/undergraduate/programs/atec/arts-and-technology-games (2021-12-06 00:45:56)
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
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 2365 Game Design Fundamentals
arts 1316  drawing foundations

CS 1335  Computer Science I for Non-majors³

CS 2335  Computer Science II for Non-majors⁴

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 ATCM 3311  Tools Development for Arts, Technology, and Emerging Communication

or CS 4352  Human Computer Interaction I

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

or THEA 3323  Performance in Historical Context

or FILM 3321  Film in Historical Context

or MUSI 3322  Music in Historical Context

or MUSI 3324  Jazz History: Roots to Swing

or MUSI 3325  Jazz History: Modern Jazz since BeBop

or MUSI 3327  Music in Modern Culture

PHIL 3309  Philosophy of Technology

or HIST 3337  Technology and Western Civilization

or HIST 3374  American Technological Development

or LIT 3316  The Literature of Science Fiction

or LIT 3317  The Literature of Fantasy

or LIT 3334  Literature of Science

ATCM 4398  Capstone Project

or ATCM 4397  Senior Seminar

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 3311** Tools Development for Arts, Technology, and Emerging Communication
- **ATCM 3340** Design II
- **ATCM 3367** Level Design I
- **ATCM 3368** Scripting for Games I
- **ATCM 3369** Games and Narrative I
- **ATCM 3370** Virtual Environments I
- **ATCM 3371** User Experience Design for Games
- **ATCM 3372** Sound Design for Games
- **ATCM 3375** Game Systems Design
- **ATCM 3376** History of Games
- **ATCM 4367** Level Design II
- **ATCM 4368** Scripting for Games II
- **ATCM 4370** Virtual Environments II
- **ATCM 4373** Animation for Games
- **ATCM 4375** Game Design III
- **ATCM 4376** Game Production Lab I
- **ATCM 4379** Topics in Games
- **ARTS 3371** Photography: Black/White
- **ARTS 3372** Photography: Color Concepts
- **ARTS 3377** Photography: Altered Image
- **ARTS 3379** Photography: New Media

**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.