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, Paul Fishwick, Roger Malina, Mihai Nadin, Marilyn Waligore

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, hxc176430

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, cxv180000

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
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-majors
CS 2335 Computer Science II for Non-majors

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.

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