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 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 hours²

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 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
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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