School of Arts, Technology, and Emerging Communication

Arts, Technology, and Emerging Communication (BA)

This general degree plan emphasizes the breadth of the School's interdisciplinary programs, which allows students to explore early courses across the curriculum. This offers students an opportunity to explore the School's foundation courses in which they will develop the experience and materials needed before choosing whether to apply to specialize in a concentration with greater depth in Animation and Games or Critical Media Studies.

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

Degree Requirements (120 semester credit hours)\(^1\)

View an Example of Degree Requirements by Semester

Faculty

FACG> atec-arts-and-technology-design-and-production-pathway-ba

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

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

**Assistant Professors:** Olivia Banner, Juan Llamas Rodriguez, Sean McComber, Josef Nguyen, Wendy Sung, Hong An Wu

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

**Clinical Associate Professor:** Harold (Chip) Wood
Associate Professors of Practice: Bryon Caldwell, Nelson Lim

Senior Lecturers: Elizabeth Boyd, Christopher Camacho, Adam Chandler, Harold Fitzgerald, Sharon Hewitt, Laura Imaoka, Casey Johnson, 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

Foundations

ATCM 2300 Introduction to TechnoCulture
ATCM 2301 Computer Imaging
ATCM 2302 Design I

CS 1335 Computer Science I for Non-majors

Fundamentals

Choose three courses from across both groups:

Group A

ATCM 2330 Digital Art and Social Practice
ATCM 2321 Reading Media Critically
ATCM 2350 Time-Based Media

Group B

ATCM 2303 Project Management for Arts, Technology, and Emerging Communication I
ATCM 2310 Animation and Game Fundamentals
ATCM 2320 Critical Media Research Foundations
ATCM 2345 Principles of Digital Audio
ATCM 2355 Survey of Digital Fabrication

Choose one from the following:

ATCM 2315 Animation Origins and Techniques
ATCM 2322 Media Histories
ATCM 2343 Emerging Media Art Histories
ATCM 2360 Design Histories
ATCM 2375 History of Games

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

ATCM 3301 Digital Content Design

ATCM 4384 Ethics in New Media, Technology, and Communication

Choose five course from at least two areas:

Animation and Games

ATCM 3305 Computer Animation I

ATCM 3306 Modeling and Texturing I

ATCM 3307 Lighting & Composition I

ATCM 3308 Rigging I

ATCM 3365 Game Design I

ATCM 3367 Level Design I

Critical Media Studies

ATCM 3315 Animation Studies

ATCM 3320 Critical Media Theories

ATCM 3321 Networked Identities

ATCM 3325 Global Media Cultures

ATCM 3366 Game Studies I

Design

ATCM 3336 Design Research Methods

ATCM 3337 Interaction Design I

ATCM 3338 Motion Graphics I

Emerging Media Art

ATCM 3346 Audio Production Lab I

ATCM 3350 Digital Video Production I

ATCM 3355 Computer Modeling for Digital Fabrication

ATCM 4326 Mediated Textuality
ATCM 4330 Culture Jamming

Choose one from the following:
ATCM 4397 Senior Seminar
ATCM 4398 Capstone Project
ATCM 4399 Senior Honors in Arts, Technology, and Emerging Communication

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 and Games

ATCM 3303 Project Management for ATEC II
ATCM 3305 Computer Animation I
ATCM 3306 Modeling and Texturing I
ATCM 3307 Lighting and Composition I
ATCM 3308 Rigging I
ATCM 3310 Procedural Animation
ATCM 3312 Surfacing and Shading I
ATCM 3315 Animation Studies
ATCM 3365 Game Design I
ATCM 3366 Game Studies I
ATCM 3367 Level Design I
ATCM 3368 Scripting for Games I
ATCM 3369 Games and Narrative I
ATCM 3370 Virtual Environments I
ATCM 4310 Motion Capture Animation
ATCM 4366 Game Studies II

Critical Media Studies
ATCM 3320 Critical Media Theories
ATCM 3321 Networked Identities
ATCM 3325 Global Media Cultures
ATCM 3331 Critical Making
ATCM 4320 Political Economy of Digital Media
ATCM 4322 Disability, Technology, and Media
ATCM 4323 Feminism, Technology, and Media
ATCM 4325 Race, Technology, and Media
ATCM 4326 Mediated Textuality
ATCM 4327 Privacy and Surveillance
ATCM 4330 Culture Jamming

Design
ATCM 3336 Design Research Methods
ATCM 3337 Interaction Design I
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 3338 Motion Graphics I
ATCM 3382 Communicating Research
ATCM 3388 Attitudes and Behaviors
ATCM 4326 Mediated Textuality
ATCM 4330 Culture Jamming
ATCM 4386 Journalism in the Networked Age

Emerging Media Art
ATCM 3345 Audio Technologies
ATCM 3346 Audio Productions Lab I
ATCM 3350 Digital Video Production I
ATCM 3355 Computer Modeling for Digital Fabrication
ATCM 3356 Projection Mapping Lab
ATCM 3357 Digital Fabrication Lab I
ATCM 4330 Culture Jamming
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 and White
ARTS 3372 Photography: Color Concepts
ARTS 3377 Photography: Altered Image
ARTS 3379 Photography: New Media
ARTS 4372 Advanced Photography

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 and CS 1136 and/or CS 1337 (if placed out of CS 1336 and CS 1136).

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