School of Arts, Technology, and Emerging Communications

Master of Fine Arts Overview

The Master of Fine Arts in Arts, Technology, and Emerging Communication is a terminal degree in emerging artistic practices focusing primarily on the creative use and critical investigation of technology in artistic practices. The program is designed for both students wishing to teach arts- and technology-related courses at the college level and for those intending to engage in professional studio or design practice. While maintaining a commitment to interdisciplinary education fusing critical with creative thinking, this program places emphasis on the creation and application of computer-based arts and narrative. Students must complete 54 semester hours of course work, including a thesis project.

Master of Fine Arts in Arts, Technology, and Emerging Communication: Animation Pathway

54 semester credit hours minimum

Faculty

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

Associate Professors: Olivia Banner, Heidi Cooley, Monica Evans, Eric Farrar, Todd Fechter, Kim Knight, Sean McComber, Andrew Scott, Dean Terry

Assistant Professors: Angela M. Lee, Juan Llamas Rodriguez, Josef Nguyen, Wendy Sung, Christine Veras De Souza, Hong An Wu

Clinical Professor: Tim Christopher

Associate Professor of Instruction: Casey Johnson

Required Major Core Courses: 9 semester credit hours

ATCM 6000  ATEC Colloquium

ATCM 6300  Approaches to Arts, Technology, and Emerging Communication

ATCM 6301  Aesthetics of Interactive Arts

ATCM 6313  Animation Project Development

Students are expected to complete ATCM 6300 in their first semester and the remainder of these courses within the first 18 semester credit hours of their degree plan.
Prescribed Electives within Animation Development: 12 semester credit hours

- **ATCM 6305** Animation Creative Practices
- **ATCM 6310** Animation Studio I
- **ATCM 6311** Animation Studio II
- **ATCM 6316** Motion Capture
- **ATCM 6317** Procedural Animation
- **ATCM 6321** Digital Fabrication
- **ATCM 6370** Computational Design

Prescribed Electives in Histories and Theories: 9 semester credit hours

- **ATCM 6312** Digital Cinematography
- **ATCM 6315** History of Animation
- **ATCM 6318** Special Topics in Animation
- **ATCM 6377** Creativity as Social Practice
- **ATCM 6386** Digital Textuality
- **ATCM 6388** Critical Making
- **ATCM 6390** Social Science Research Methods in Emerging Communication

Free Electives: 9 semester credit hours

Nine semester credit hours of electives in any organized 6000-level courses in ATEC or offered by the School of Arts and Humanities, Erik Jonsson School of Engineering and Computer Science, School of Behavioral and Brain Sciences, Naveen Jindal School of Management, School of Economic, Political and Policy Sciences, School of Natural Sciences and Mathematics, or School of Interdisciplinary Studies. All free electives are subject to approval by the graduate advisor.

Final Project: 15 semester credit hours

Completed over two consecutive long semesters after having completed at least 36 semester credit hours of coursework. Public presentation of work is required, such as an exhibition, conference presentation, or defense.

- **ATCM 6399** Master's Thesis
- **ATCM 6698** Master's Project I
Master of Fine Arts in Arts, Technology, and Emerging Communication: Creative Practice Pathway

54 semester credit hours minimum

Faculty

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

**Associate Professors:** Olivia Banner, Heidi Cooley, Monica Evans, Eric Farrar, Todd Fechter, Kim Knight, Sean McComber, Andrew Scott, Dean Terry

**Assistant Professors:** Juan Llamas Rodriguez, Josef Nguyen, Wendy Sung, Christine Veras De Souza, Hong An Wu

**Clinical Professor:** Tim Christopher

Students enroll in **ATCM 6001 Graduate Critique Culture** each semester of their MFA degree plan.

Required Major Core Courses: 9 semester credit hours

- **ATCM 6000** ATEC Colloquium
- **ATCM 6300** Approaches to Arts, Technology, and Emerging Communication
- **ATCM 6301** Aesthetics of Interactive Arts
- **ATCM 6377** Creativity as Social Practice

Students are expected to complete **ATCM 6300** in their first semester and the remainder of these courses within the first 18 semester credit hours of their degree plan.

Prescribed Electives within Pathway: 15 semester credit hours

Choose five courses from the following courses:

- **ATCM 6302** Theories and Histories of Semiotics
- **ATCM 6325** Arts, Science, and Humanities
- **ATCM 6327** Experimental Publishing
- **ATCM 6352** Socially Conscious Games
- **ATCM 6365** Design Principles
- **ATCM 6366** Information Architecture and Design
**ATCM 6371** Visualization Research

**ATCM 6380** Histories of Emerging Media

**ATCM 6382** Privacy, Surveillance, and Technology

**ATCM 6383** Digital Culture

**ATCM 6384** Digital Publics and Counterpublics

**ATCM 6385** Emerging Media and Identity

**ATCM 6386** Digital Textuality

**ATCM 6388** Critical Making

**ATCM 6395** Special Topics in Arts, Technology, and Emerging Communication

**VPAS 6312** Art and Society

**VPAS 6313** The Business of the Arts

**VPAS 6317** Art and Authorship

**VPAS 6339** Painting/Digital Imaging/Video

**VPAS 6375** Imagery and Iconography

**VPAS 6391** Creativity: Visual Arts Workshop

**VPAS 6392** Creativity: Image/Text Workshop

**Prescribed Electives with Technology Focus: 6 semester credit hours**

Choose two courses from the following courses:

**ATCM 6304** Computer Processing for Arts, Technology, and Emerging Communication

**ATCM 6321** Digital Fabrication

**ATCM 6322** Experimental Interactive Media

**ATCM 6323** Modeling and Simulation

**ATCM 6326** Research in Sound Design

**ATCM 6330** Special Topics in Interactive Media

**ATCM 6331** Special Topics in Sound Design

**ATCM 6370** Computational Design

**ATCM 6387** Emerging Media Studio

**Free Electives: 9 semester credit hours**
Nine semester credit hours of electives in any organized 6000-level courses in ATEC or offered by the School of Arts and Humanities, Erik Jonsson School of Engineering and Computer Science, School of Behavioral and Brain Sciences, Naveen Jindal School of Management, School of Economic, Political and Policy Sciences, School of Natural Sciences and Mathematics, or School of Interdisciplinary Studies. All free electives are subject to approval by the graduate advisor.

**Final Project: 15 semester credit hours**

Completed over two consecutive long semesters after having completed at least 36 semester credit hours of coursework. Public presentation of work required, such as an exhibition, conference presentation, or defense.

- **ATCM 6399** Master's Thesis
- **ATCM 6698** Master's Project I
- **ATCM 6699** Master's Project II

**Master of Fine Arts in Arts, Technology, and Emerging Communication: Game Development Pathway**

*54 semester credit hours minimum*

**Faculty**

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

**Associate Professors:** Olivia Banner, Heidi Cooley, Monica Evans, Eric Farrar, Todd Fechter, Kim Knight, Sean McComber, Andrew Scott, Dean Terry

**Assistant Professors:** Juan Llamas Rodriguez, Josef Nguyen, Wendy Sung, Christine Veras De Souza, Hong An Wu

**Clinical Professor:** Tim Christopher

**Required Major Core Courses: 9 semester credit hours**

- **ATCM 6000** ATEC Colloquium
- **ATCM 6300** Approaches to Arts, Technology, and Emerging Communication
- **ATCM 6301** Aesthetics of Interactive Arts
- **ATCM 6335** Game Design and Development

Students are expected to complete **ATCM 6300** in their first semester and the remainder of these courses within the first 18 semester credit hours in their degree plan.
Prescribed Electives within Game Development: 15 semester credit hours

Choose five courses from the following courses:

- **ATCM 6336** Critical Game Studies
- **ATCM 6340** Game Production Methods
- **ATCM 6341** Game Production Studio
- **ATCM 6342** Experimental Games Studio
- **ATCM 6343** Educational Games Studio
- **ATCM 6344** Building Virtual Worlds
- **ATCM 6345** Interactive Narrative
- **ATCM 6349** Special Topics in Game Development
- **ATCM 6373** Interactive Environments

Prescribed Electives within Game Studies: 6 semester credit hours

Choose two courses from the following courses:

- **ATCM 6351** History and Culture of Games
- **ATCM 6352** Socially Conscious Games
- **ATCM 6353** Games, Education, and Simulation
- **ATCM 6354** Play and Culture
- **ATCM 6356** Anatomy of a Game
- **ATCM 6357** Virtual Worlds and Communities

Free Electives: 9 semester credit hours

Nine semester credit hours of electives in any organized 6000-level courses in ATEC or offered by the School of Arts and Humanities, Erik Jonsson School of Engineering and Computer Science, School of Behavioral and Brain Sciences, Naveen Jindal School of Management, School of Economic, Political and Policy Sciences, School of Natural Sciences and Mathematics, or School of Interdisciplinary Studies. All free electives are subject to approval by the graduate advisor.

Final Project: 15 semester credit hours

Completed over two consecutive long semesters after having completed at least 36 semester credit hours of coursework. Public presentation of work required, such as an exhibition, conference...
presentation, or defense.

**ATCM 6399** Master's Thesis  
**ATCM 6698** Master's Project I  
**ATCM 6699** Master's Project II

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