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)

View an Example of Degree Requirements by Semester

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

Professors of Instruction: Elizabeth (Lisa) Bell, Elizabeth Boyd, Paul Lester

Associate Professors of Instruction: Bryon Caldwell, Christopher Camacho, Casey Johnson, Mark McKinney, Harold (Chip) Wood

Assistant Professors of Instruction: Adam Chandler, Sharon Hewitt, Laura Imaoka, Timothy Lewis, Peter McCord, Roxanne Minnish, Christina Nielsen, Monika Salter, Elizabeth (Liz) Trosper

Professor of Practice: Norman Cox
Associate Professors of Practice: Fengjie (Nelson) Lim
Assistant Professors of Practice: Harold Fitzgerald, David Marks, Kara Oropallo

I. Core Curriculum Requirements: 42 semester credit hours

Communication: 6 semester credit hours
Select any 6 semester credit hours from Communication Core courses

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 (see advisor)

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
Select any 3 semester credit hours from Language, Philosophy and Culture Core courses

Creative Arts: 3 semester credit hours
Select any 3 semester credit hours from Creative Arts Core courses

American History: 6 semester credit hours
Select any 3 semester credit hours from American History Core courses

Government/Political Science: 6 semester credit hours
- GOVT 2305 American National Government
- GOVT 2306 State and Local Government
Or select any 6 semester credit hours from Government/Political Science Core courses (see advisor)

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
Select any 6 semester credit hours from Component Area Option Core courses

II. Major Requirements, Lower-Division: 24 semester credit hours

**Foundations**

- **ATCM 2300** Introduction to TechnoCulture
- **ATCM 2301** Digital Art and Design Foundations
- **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 2340** Visual Communication
- **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 course 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** Writing for ATEC
**ATCM 4384** Ethics in New Media, Technology, and Communication

Choose five courses from at least two areas:

**Animation and Games**

ATCM 3305 Computer Animation I
ATCM 3306 Modeling and Texturing I
ATCM 3307 Lighting and 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 Productions 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 course 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 Arts, Technology, and Emerging Communication 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 4316 Animation Lab I
- ATCM 4317 Animation Lab II
- ATCM 4366 Game Studies II
- ATCM 4376 Game Production Lab I
- ATCM 4377 Game Production Lab II

**Critical Media Studies**
- ATCM 3320 Critical Media Theories
- ATCM 3321 Networked Identities
- ATCM 3325 Global Media Cultures
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<tr>
<th>Course Code</th>
<th>Course Title</th>
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<tbody>
<tr>
<td>ATCM 3331</td>
<td>Critical Making</td>
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<tr>
<td>ATCM 4320</td>
<td>Political Economy of Digital Media</td>
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<tr>
<td>ATCM 4322</td>
<td>Disability, Technology, and Media</td>
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<tr>
<td>ATCM 4323</td>
<td>Feminism, Technology, and Media</td>
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<tr>
<td>ATCM 4325</td>
<td>Race, Technology, and Media</td>
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<tr>
<td>ATCM 4326</td>
<td>Mediated Textuality</td>
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<tr>
<td>ATCM 4327</td>
<td>Privacy and Surveillance</td>
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<tr>
<td>ATCM 4330</td>
<td>Culture Jamming</td>
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**Design**

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<tbody>
<tr>
<td>ATCM 3336</td>
<td>Design Research Methods</td>
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<tr>
<td>ATCM 3337</td>
<td>Interaction Design I</td>
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<tr>
<td>ATCM 3338</td>
<td>Motion Graphics I</td>
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<tr>
<td>ATCM 4337</td>
<td>Interaction Design II</td>
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<td>ATCM 4338</td>
<td>Motion Graphics II</td>
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<td>ATCM 4340</td>
<td>Strategic Design</td>
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<td>ATCM 4364</td>
<td>Topics in Design</td>
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<td>CS 4352</td>
<td>Human-Computer Interaction I</td>
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<tr>
<td>CS 4353</td>
<td>Human-Computer Interaction II</td>
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**Emerging Communication**

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<tr>
<th>Course Code</th>
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<tbody>
<tr>
<td>ATCM 3338</td>
<td>Motion Graphics I</td>
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<tr>
<td>ATCM 3382</td>
<td>Communicating Research</td>
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<tr>
<td>ATCM 3388</td>
<td>Attitudes and Behaviors</td>
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<tr>
<td>ATCM 4326</td>
<td>Mediated Textuality</td>
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<tr>
<td>ATCM 4330</td>
<td>Culture Jamming</td>
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<td>ATCM 4386</td>
<td>Journalism in the Networked Age</td>
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**Emerging Media Art**

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<th>Course Code</th>
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<tbody>
<tr>
<td>ATCM 3345</td>
<td>Audio Technologies</td>
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<tr>
<td>ATCM 3346</td>
<td>Audio Productions Lab I</td>
</tr>
<tr>
<td>ATCM 3350</td>
<td>Digital Video Production I</td>
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</tbody>
</table>
ATCM 3355 Computer Modeling for Digital Fabrication
ATCM 3356 Projection Mapping Lab
ATCM 3357 Digital Fabrication Lab I
ATCM 3372 Sound Design for Games
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
ARTS 3371 Photography: Black/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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