Curriculum
The program leading to the MA in Arts, Technology, and Emerging Communication is designed both for individuals engaged in professional practice wishing to enhance their knowledge and skills and for students intending to pursue a doctorate in a related field. It offers advanced studies in interactive media and computer-based arts that emphasize the fusion of creative with critical thinking and theory with practice.

Career Options
Career opportunities include, but are not limited to, the application of 3-D computer animation, modeling and simulation, data visualization, virtual environments, sound design, digital fabrication, user experience design, interaction design, interactive narrative and game design in a variety of industries.

Degree Program
ATEC merges the innovation processes of artists, scientists and engineers and explores experimental models through new technologies and the uses, impact and implications of digital technology for communication, culture and commerce. The MA in Arts, Technology, and Emerging Communication requires the completion of 36 semester credit hours of coursework and an advanced project. Students can select from graduate pathways such as game studies, interaction design and networked cultures. For complete admission and degree requirements, view the Graduate Catalog at catalog.utdallas.edu.

The Edith O'Donnell Arts and Technology Building
Housed in the Edith O'Donnell Arts and Technology Building, ATEC is home to a number of research labs and studios embracing the service of creating new knowledge and identifying new horizons of research and creative practice. ATEC research teams and laboratories are engaged in innovative practices in the domains of: cultural sciences, data visualization and representation, modeling and simulation, virtual environments, emerging media and communication, game studies and sound design.
The School of Arts, Technology, and Emerging Communication (ATEC) is home to artists, scientists, designers, scholars and researchers who collaborate to create an exciting and dynamic academic program. Faculty, students and researchers explore cutting-edge topics through the study of emerging media, artistic experimentation with new technologies, and critical engagement with pressing social issues.

atec.utdallas.edu

About the School

Labs and Institutes
The ArtSciLab is an interdisciplinary research lab that carries out national and international investigations on the hybridization of art and science, data visualization and experimental publishing. ArtSciLab exists to support innovation that involves art, scientific research, technology development and education. Research includes collaboration between artists and scientists who seek to investigate problems of cultural timeliness and societal urgency.

The Emerging Gizmology Lab researches design, media and culture by studying the exponential proliferation of gizmos (products being built on new technologies). Gizmos are the leading-edge result of the technological imagination at work. The lab tracks, deconstructs and reconstructs gizmos to understand the culture that built them as well as potential for repurposing them as materials for research and projects.

The Fashioning Circuits Lab is a public humanities project that combines scholarship, university coursework and community engagement. The goal of the project is to explore the ways in which fashion and emerging media intersect and to work with community partners to introduce beginners to making and coding through the arts and humanities. In Fashioning Circuits, “fashion” functions not just as a noun to describe cultural trends, but also as a verb, “to fashion,” to indicate the experiential and problem-based learning strategies of the project and the potential for a diverse range of students to fashion themselves as members of the publics and counter publics of the future.

The Future Immersive Virtual Environments (FIVE) Lab performs research on state-of-the-art virtual reality (VR) systems and 3-D user interfaces (3DUIs). FIVE Lab researches using immersive VR technologies to promote learning and to provide training solutions that are better than real-world exercises. Researchers investigate the effects of system fidelity through user studies focused on performance, experience, learning and training.

The Narrative Systems Research Lab pursues models of understanding, structural research and the creation of new work in the fields of narrative and interactive media. Research includes making connections between narrative, new media, digital games, the fine arts, engineering, literature and the humanities through independent research, collaborative projects, and serious game development.

The Public Interactives Research Lab investigates how emerging technologies will transform urban media landscapes. Researchers create technologies that draw on developments in ubiquitous computing, public art and environmental design to create interactive experiences.

The Social Practice and Community Engagement Media Lab (SP&CE Media Lab), fosters knowledge exchange among diverse communities, creates visibility for existing projects that focus on social awareness and community engagement, and facilitates the development of community-focused projects and collaborations within the School of Arts, Technology, and Emerging Communication and with other disciplines at UT Dallas.

Contact Information

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