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.