Curriculum
The Master of Fine Arts in Arts, Technology, and Emerging Communication (MFA) 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 greater emphasis on the creation and application of computer-based arts and narrative.

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 and in college and university training.

Degree Program
The MFA in Arts, Technology, and Emerging Communication requires the completion of a minimum of 54 semester credit hours, including an advanced project. Concentrations are offered in animation, creative practice and game development.

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.