Curriculum
The Arts, Technology, and Emerging Communication doctoral program is a place of convergence for artists, scholars, engineers and scientists from multiple disciplines willing to explore rigorously and creatively the new territories revealed by the joined activities of arts, sciences and technology. Students in the doctoral program will typically design and develop multidisciplinary research projects addressing questions such as:

- New modes of interaction with information.
- Social and professional behaviors and relationships in physical and virtual environments.
- Challenges and issues of new modes of expression, representation and education.

Career Options
While academia represents an important professional avenue for ATEC PhD graduates, industry presents numerous career opportunities in such fields as design, research and development for new media, education, communication and information technologies.

Degree Program
The program leading to the PhD in Arts, Technology, and Emerging Communication is designed both for students wishing to teach arts-and-technology-related courses in colleges and universities and those who wish to develop new artistic, cultural or commercial applications of digital technology/emerging media. This program emphasizes the fusion of creative with critical thinking and theory with practice. Students seeking a PhD in Arts, Technology, and Emerging Communication will normally complete a minimum of 60 semester credit hours (42 semester credit hours in coursework and 18 semester credit hours in dissertation) beyond a master's degree or its equivalent, pass doctoral field examinations and complete and defend a dissertation.

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.