Welcome to ATEC!

On behalf of Dean Balsamo, the faculty, and staff, I would like to welcome you to The University of Texas at Dallas and specifically to the School of Arts, Technology, and Emerging Communication (ATEC). These are truly exciting times here at UT Dallas as multiple construction projects continue to change the face of campus. We are entering our fifth year in the new Edith O’Donnell Arts and Technology Building, and I think you will find that the building has a particular energy about it that encourages some really creative and innovative thinking. You will have the opportunity to take advantage of this amazing new space and make it yours through your own creative endeavors and research projects.

ATEC is the newest of eight schools on the UT Dallas campus, having previously been housed as a program within the School of Arts and Humanities. As a new entity at UT Dallas, we are on the cusp of new expansive growth into areas of study and research that have yet to be discovered, and you will get to be a part of it! By engaging with the tools and practices of the sciences and incorporating cutting-edge technologies, you will expand your study of the arts and humanities and explore new models and processes of creativity. Whether your interests lie in developing new medical or scientific visualization techniques, using gaming technologies to enhance education, architectural sciences or industrial design, developing new technologies for the ever-changing online world, or working in the highly competitive fields of sound design, gaming, or animated films, ATEC is the place to explore and discover the possibilities.

Again, welcome to ATEC! The advising team looks forward to helping you succeed during your time here.

Eric Farrar
Associate Dean of Undergraduate Studies
The School of Arts, Technology, and Emerging Communication (ATEC) was founded in 2015 as the newest school at The University of Texas at Dallas. The School was created through the merger of two long-standing programs previously housed in the School of Arts and Humanities: The Arts and Technology Program and the Emerging Media and Communication Program.

ATEC programs, faculty, students, staff, labs, and studios are located in the Edith O’Donnell Arts and Technology Building, which was inaugurated in 2014. The building also houses the Edith O’Donnell Institute of Art History. The building continues to be modified and remodeled to accommodate new ATEC collaborations and research areas.

Dr. Anne Balsamo was hired in Spring 2016 as the first Dean of the School. She joins a dynamic faculty that includes experts with backgrounds in critical media studies, communication research, design and production, animation, game design, art, engineering, and computer science.
Collectively, ATEC works on Intentional Future-Making. The broad objective for the academic programs and research collaborations is to explore possibilities for creating the futures we want for ourselves, our communities, and our planet.

The undergraduate curriculum enables ATEC students to earn a Bachelor of Arts (BA) in Arts, Technology, and Emerging Communication. All students enter the ATEC major on the Design and Production pathway which gives students a foundation in ATEC, while allowing for exploration of specific areas of interest including: sound design, user experience design, animation, games, mediated communication, digital fabrication, and more! Students seeking more in-depth and focused coursework may apply to a pathway of study in one of the following three areas: Animation, Critical Media Studies, or Games.

At the Master’s level, students can earn either a Master of Arts (MA) or Master of Fine Arts (MFA). Pathways for the MA program include Game Studies and Networked Cultures. MFA pathways include Animation, Creative Practice, and Game Development.

The PhD program emphasizes the fusion of creative practice, critical thinking, and theoretical investigation. It 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.
The ATEC Academic Advising Office is available to students throughout their academic careers to assist with navigating their degree requirements and understanding UT Dallas policies. Advisors can direct students to the information and experiences that will help ensure success during their time at UT Dallas and following graduation. The academic advising partnership requires participation and involvement of both the advisor and student. While academic advising is a collaborative process, the final responsibility for making academic decisions and progress rests with each student.

Within ATEC, students are assigned an academic advisor based on their last name. ATEC advisors are available to meet with students by appointment only. From orientation through graduation, students will be able to reach out to their assigned academic advisor for academic guidance and to assist with any question they may have. Peer advising mentors are available to assist with general questions related to registration and important deadlines. Peer advising mentors are present in the ATEC Advising Office on Monday through Friday.

The Undergraduate Advising Office is located in the Edith O’Donnell Arts and Technology Building on the third floor, ATC 3.605. Advisors can be reached directly by email, and the advising office can be reached by phone at (972) 883-7528. Below is a listing of ATEC advisors who can help guide you through your studies.

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<tr>
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ATEC Resources

Student Groups

There are over 300 student groups to choose from here at UT Dallas. You can find the full listing by visiting utdallas.edu/soc. Below are just a few that may relate to your interests within ATEC.

UX Club: The UX Club is a student organization that promotes the understanding and awareness of user experience among members and the greater campus community. Together they work as a catalyst for students to enhance their design skills. They provide members the opportunity to network with user experience industry leaders around the DFW metroplex.

Student Game Developer Alliance: The Student Game Developer Alliance (SGDA) is a student-run organization that provides a network for communication between students and industry members, and aims to provide education and events based in the video game industry.

Animation Guild: The Animation Guild is an organization which aims to provide a collaborative environment for those interested in the production and understanding of creative fields relating to animation.

Sound Design Club at UT Dallas: Our purpose is to foster a community and interest in sound design and other sound related fields for the campus of UTD.

“THE” Drawing Session: We are a group of rapscallion artists. We come from all backgrounds and all skill levels. We are here to get better at our life/figure drawing skills and connect with like-minded, passionate people. Bring you pencil, pens, and notebooks, and be prepared to model as well as draw!

Computer Labs

Staffed by knowledgeable Lab Techs for student assistance, the ATEC Building houses two types of computer labs. Classroom labs will have schedules posted on the door with times of classes; if a classroom lab is not being used for class during business hours, students are welcome to use the lab for homework and additional projects. The Open Lab is available solely for ATEC student use during ATEC Building hours, 8 AM to midnight. No classes or meetings are held in the Open Lab, so students have full access to the lab throughout the day. We highly recommend utilizing the labs to work on coursework where you’ll be able to learn from and ask questions of your fellow students, as well as begin your networking journey in a competitive industry.

All software needed for ATEC courses will be available in the computer labs. You will not be required to purchase any additional software or specific type of computer for your ATEC courses.

Career Center

Develop your job search skills, polish up your resume, and get assistance in seeking out your career path. Get help with:

• Mock Interviews
• Resume Writing
• Interviewing Skills
• Job Searches
• Career Advising and Assessment

Social Media

Follow us on social media for all upcoming events, news, and ATEC happenings!

/ATECudallas   @ATEC_utdallas   @ATEC_utdallas
ATEC Research Labs

Animation Projects Lab
The Animation Projects Lab is a collaborative research space shared by animation faculty and graduate students for the development of animation-related projects. The lab explores the broad application of animation as a medium and uses a wide range of technologies to complete each project.

antÉ Institute
The antÉ Institute for Research in Anticipatory Systems identifies the anticipatory characteristics of living systems to create proactive solutions that take advantage of new forms of computation. Research concentrates on the sources of anticipation: cognitive science, brain science, mathematical foundations, information theory, and anticipation as a basis for semiotics.

ArtSciLab
The ArtSciLab is a transdisciplinary research lab that involves art, science, technology, and education. Research projects are a collaboration between artists and scientists who investigate topics such as experimental publishing, data sonification, data visualization, and the hybridization of art and science.

Creative Automata Lab
The Creative Automata Lab researches modeling as a way to connect the disciplines of science, art, physics, and computer science to culture using computational thinking. The lab explores the use of modeling as the method that maps math and computing concepts to culture.

Cultural Science Lab
The Cultural Science Lab (CultSciLab) focuses on the complex networks in art history and archaeology. Through examining massive amounts of data, the lab searches for patterns not readily visible in culture. The result is visual representation documenting art history and archeology to create maps of cultural mobility.

Emerging Gizmology Lab
The Emerging Gizmology Lab researches design, media, and culture by studying the exponential proliferation of “gizmos” (products built on new technologies). The lab tracks, deconstructs, and reconstructs gizmos to understand the culture that created them, and the potential for their repurposing and reuse.

Fashioning Circuits Lab
The Fashioning Circuits Lab explores the intersections between fashion and emerging media, with particular emphasis on the effects of technology on embodiment and identity. The lab views wearable technologies as both objects of study and materials for creative expression.

FIVE Lab
The Future Immersive Virtual Environments (FIVE) Lab performs research on state-of-the-art virtual reality (VR) systems and 3D user interfaces (3DUIs). The lab researches the use of immersive VR technologies that are better than real-world exercises, to promote effective learning and training for multiple industries.

Games Research Lab
The Games Research Lab is a collaborative research space shared by faculty and students focused in gaming and interactive media. The lab researches educational games, serious games, simulation, and the game as an interactive art form.

Laboratory of Media Psychology
The Laboratory of Media Psychology researches the psychosocial effects of emerging media on individual’s attitudes, cognitions, behaviors, and emotions. Empirical data are gathered and tested using social science methods including survey and experiment.

LabSynthE
LabSynthE is a community of practice combining new media, sound, and visual studies. The lab researches the history of electronic literature as well as experimental art forms. It explores multimedia modes of expression emerging within the practice of digital technologies.

Narrative Systems Research Lab
The Narrative Systems Research Lab researches the nature of storytelling and the kinds of stories best told by the digital experience. The lab explores models of understanding, structural research, and the creation of new work in the fields of narrative and interactive media.

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

SP&CE Media Lab
The Social Practice and Community Engagement (SP&CE) Media Lab facilitates the development of projects and collaborations in order to promote knowledge exchange among diverse communities and create visibility for existing projects that focus on social awareness.

3D Studio
The 3D Studio explores art, design, and technology through intensive project-based studio practice. The studio combines applications of modern technologies with the tools and approaches of traditional studio practice to create meaning.
The School of Arts, Technology, and Emerging Communication is located in the heart of the UT Dallas campus in the Edith O’Donnell Arts and Technology Building. Dedicated in 2015, the $60 million, 155,000 sq. ft. building is designed for creative thinkers to gather and work.

ATEC provides students and faculty with a variety of labs and studios to further their research and creative practice, including multiple open labs that feature leading-edge technologies and high performance workstations.