Master of Arts in Arts and Technology

Curriculum
The program leading to the Master of Arts in Arts and Technology 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. Students must complete 36 semester credit hours of course work and an advanced project.

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

Degree Program
The MA in Arts and Technology requires the completion of a minimum of 36 semester credit hours.

For complete admission and degree requirements, view the Graduate Catalog at catalog.utdallas.edu.

About the School
The School of Arts, Technology, and Emerging Communication merges the innovation processes of artists, scientists, and engineers. The school provides a rich educational environment that prepares students to examine in larger cultural, historical, and philosophic perspectives the ways in which developments associated with the convergence of the arts and technology are transforming society. Students are not only challenged to think about how media and communication function today, but are also equipped with the tools to critically understand and create the digital media of tomorrow.

uteallas.edu/atec

ATEC Graduate Programs

Master of Arts: Arts and Technology, Emerging Media and Communication

Master of Fine Arts: Arts and Technology

Doctor of Philosophy: Arts and Technology

Facilities
The School of Arts, Technology, and Emerging Communication is housed in the Edith O’Donnell Arts and Technology Building, a 155,000-square-foot facility. Inside are classrooms for game and sound design, a recording studio, a motion capture lab, soundproof chambers, and a photography lab, as well as a 1,200-seat lecture hall.

Contact Information
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The University of Texas at Dallas
uteallas.edu/admissions/graduate