Master of Arts in Emerging Media and Communication

Curriculum
The media landscape has dramatically shifted, and new knowledge, new ways of acquiring knowledge and new collaborative digital skills are required to be successful in this new era. Media makers of all varieties will need to develop the tools and skills necessary to make and understand digital networked media. The Master of Arts in Emerging Media and Communication degree attracts students looking to practice new media as well as understand the way it is transforming our culture.

Career Options
Career opportunities include, but are not limited to, interactive narrative and user experience design; web development; digital/social media communication; nonprofit communications manager; community engagement; digital organizer/campaigner; education and training; grant writer; media production; public relations; marketing; development officer; digital journalism and writer.

Degree Program
The MA in Emerging Media and Communication requires the completion of a minimum of 30 semester credit hours of coursework and a Capstone Project of at least 3 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.

ATEC Graduate Programs

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

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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