Master of Fine Arts in Arts and Technology

Curriculum
The program leading to the Master of Fine Arts in Arts and Technology is designed both for students wishing to teach arts-and-technology-related courses in colleges and universities and 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. Students must complete 54 semester credit hours of course work and a substantial 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, game design in a variety of industries and in higher education.

Degree Program
The MFA in Arts and Technology requires the completion of a minimum of 54 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.

utdallas.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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