Doctor of Philosophy in Arts and Technology

Curriculum
The program leading to the PhD in Arts and Technology 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 and Technology will normally complete a minimum of 60 semester credit hours (42 credit hours in course work and 18 credit hours in dissertation) beyond a master’s degree or its equivalent, pass doctoral field examinations and complete and defend a dissertation.

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, as well as college and university teaching.

Degree Program
The PhD in Arts and Technology requires 60 semester credit hours minimum beyond the master’s degree.

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.

Contact Information
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.

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