School of Arts, Technology, and Emerging Communication

Master of Fine Arts in Arts, Technology, and Emerging Communication

UTD

Curriculum

The Master of Fine Arts in Arts, Technology, and Emerging Communication (ATEC) is a terminal degree for those who wish to teach arts and technology-related courses at the college level, as well as for those who intend to engage in professional studio or design practice. Students participate in a culture of community and critique, while focusing on developing their own creative use and critical investigation of technology in artistic practices. They learn to present their work, incorporate feedback and situate their practice within aesthetic, historical and cultural contexts. After completing their interdisciplinary coursework, students develop a thesis project that includes a public presentation.

The program also provides opportunities for students to refine their teaching through teaching assistantships, to attend and present at conferences through competitive scholarships, to engage with the core intellectual life of ATEC through the Dean's Colloquium and other speaker series, and to collaborate in multiple research collectives.

Students are admitted to one of two pathways within the ATEC MFA:

• Animation: Students explore the history and cultural contexts of animation and produce animated content for storytelling, aesthetic, problem-solving or experimental purposes.

• Creative Practice: Students explore and produce art and technology as collaborators, creative opportunists, critical researchers, project developers, boundary transgressors and experimenters who aren't afraid to fail.

Career Options

Career opportunities include the application of 3-D computer animation, modeling and simulation, data visualization, virtual environments, sound design, digital fabrication, interactive narrative, or game design in studio arts, creative industries, cultural institutions or education.

Degree Program

The MFA in Arts, Technology, and Emerging Communication requires the completion of a minimum of 54 semester credit hours, including an advanced project. Concentrations are offered in animation, creative practice and game development.

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

The Edith O'Donnell Arts and Technology Building

Housed in the Edith O'Donnell Arts and Technology Building, ATEC is home to a number of research labs and studios embracing the service of creating new knowledge and identifying new horizons of research and creative practice. ATEC research teams and laboratories are engaged in innovative practices in the domains of: cultural sciences, data visualization and representation, modeling and simulation, virtual environments, emerging media and communication, game studies and sound design.

Contact Information

Office of Admission and Enrollment
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School of Arts, Technology, and Emerging Communication

About the School

The School of Arts, Technology, and Emerging Communication (ATEC) is home to artists, scientists, designers, scholars and researchers who collaborate to create an exciting and dynamic academic program. Faculty, students and researchers explore cutting-edge topics through the study of emerging media, artistic experimentation with new technologies, and critical engagement with pressing social issues.
atec.utdallas.edu

ATEC Graduate Programs	
Arts, Technology, and Emerging Communication	MFA, MA
Arts, Technology, and Emerging Communication	PhD

Labs and Institutes

The **ArtSciLab** is a interdisciplinary research lab that carries out national and international investigations on the hybridization of art and science, data visualization and experimental publishing. ArtSciLab exists to support innovation that involves art, scientific research, technology development and education. Research includes collaboration between artists and scientists who seek to investigate problems of cultural timeliness and societal urgency.

The **Emerging Gizmology Lab** researches design, media and culture by studying the exponential proliferation of gizmos (products being built on new technologies). Gizmos are the leading-edge result of the technological imagination at work. The lab tracks, deconstructs and reconstructs gizmos to understand the culture that built them as well as potential for repurposing them as materials for research and projects.

Fashioning Circuits is a public humanities project that combines scholarship, university coursework and community engagement. The goal of the project is to explore the ways in which fashion, maker culture and emerging media intersect and to work with community partners to introduce beginners to making and coding through the arts and humanities. In Fashioning Circuits, "fashion" functions not just as a noun to describe cultural trends, but also as a verb, "to fashion," to indicate the experiential and problem-based learning strategies of the project and the potential for a diverse range of students to fashion themselves as members of the publics and counter publics of the future.

LabSynthE is a creative laboratory for the investigation of synthetic and electronic poetry. The laboratory currently works on projects at the intersection of memory, translation, poetry and sound, worker's rights, and feminism. LabSynthE is a place where all voices are welcome. It operates like an improvisation group, prioritizing "yes and" as a condition for exchange.

The **Narrative Systems Research Lab** pursues models of understanding, structural research and the creation of new work in the fields of narrative and interactive media. Research includes making connections between narrative, new media, digital games, the fine arts, engineering, literature and the humanities through independent research, collaborative projects, and serious game development.

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

The **Studio for Mediating Play** integrates critical research and creative practices with intersectional feminist theory and criticism to address social and material issues through engagements with and about play. The studio treats play as a significant cultural phenomena of study as well as grounding for critical research and practice, exploring how play is shaped by and can probe existing systems of power. The studio draws inspiration from art, performance, and other studio-based practices. From designing experimental games to examining fandom and reception practices, The Studio for Mediating Play investigates how play both mediates and is mediated by cultural and material forces.

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