

# School of Arts, Technology, and Emerging Communication

Doctor of Philosophy in Arts, Technology, and Emerging Communication



## Curriculum

The PhD program in Arts, Technology, and Emerging Communication (ATEC) is designed for those who wish to engage in deep scholarship or to develop artistic, cultural or commercial applications of digital technology and emerging media. With a diverse group of faculty and a curriculum that integrates scholarly study with creative practice, ATEC cultivates creative scholars, scholarly practitioners and interdisciplinary researchers.



ATEC PhD students have backgrounds in a variety of relevant fields and are grouped into transdisciplinary cohorts for their first year of coursework, where they investigate foundational theories, questions and methods that underlie the study of Arts, Technology, and Emerging Communication. Additional coursework is used to practice methods and explore individual interests, including up to 15 hours in courses from other Schools at UT Dallas

PhD students are expected to participate in the rich, intellectual life of ATEC, including the Dean's Colloquium speaker series and a vibrant lab and studio culture.

## Career Options

While academia represents an important professional avenue for ATEC PhD graduates, industry presents numerous career opportunities in such fields as design, research and development for new media, education, communication and information technologies.

## Degree Program

The program leading to the PhD in Arts, Technology, and Emerging Communication 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, Technology, and Emerging Communication will normally complete a minimum of 60 semester credit hours (42 semester credit hours in coursework and 18 semester credit hours in dissertation) beyond a master's degree, pass doctoral field examinations and complete a dissertation.

For complete admission and degree requirements, view the Graduate Catalog at [catalog.utdallas.edu](http://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

800 West Campbell Road  
Richardson, TX 75080-3021  
Phone: 972-883-2270 or 1-800-889-2443  
Email: [interest@utdallas.edu](mailto:interest@utdallas.edu)  
Website: [utdallas.edu/enroll](http://utdallas.edu/enroll)

### ATEC Advising School of Arts, Technology, and Emerging Communication

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Website: [atec.utdallas.edu](http://atec.utdallas.edu)

# 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](http://atec.utdallas.edu)

## 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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## ATEC Graduate Programs

Arts, Technology, and Emerging Communication	MFA, MA
Arts, Technology, and Emerging Communication	PhD