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.

Located 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.

Program Description
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.

Career Opportunities
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.

 Marketable Skills
Upon successful completion of the PhD in Arts, Technology, and Emerging Communication, UT Dallas students will receive, identify, formulate, apply, and conduct or implement the following skills:

- Independent and rigorous reasoning with attention to nuance
- Multi-modal research planning and implementation to develop and contribute new knowledge, both individually and in substantial collaborative projects
- Understanding pedagogical practices, curriculum development, and instruction methods
- Written and oral communication skills for diverse audiences
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

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.