Program Description
The Master of Arts in Arts, Technology, and Emerging Communication (ATEC) degree program cultivates creative practitioners, scholars, and interdisciplinary researchers and is designed for students who wish to pursue advanced study of technology and media or take an initial step toward a PhD in related fields.

Taught by internationally recognized faculty in the School of Arts, Technology, and Emerging Communication, students learn foundational theories and methodologies that underpin technology and media studies and develop an in-depth understanding of contemporary debates in these fields. Throughout their coursework—and as students develop research questions and work on their theses—they benefit from faculty members’ wide-ranging expertise in fields such as global media studies, feminist media studies, critical play studies, games and learning, cultural studies of media, digital health humanities, disability media studies, digital journalism, remix studies, public humanities, science and technology studies, art + science, and animation studies. The program is designed both for individuals engaged in professional practice who wish to enhance their knowledge and skills and for full-time students intending to pursue a doctorate in a related field.

Students are admitted to one of two pathways in the ATEC master’s program:
- **Emerging Media Studies**: Students use media and cultural studies methods to explore the histories and social, cultural, and political implications of digital media and technologies.
- **Interaction Design**: Students use design research and media studies methods in the analysis and design of emerging technologies. *

* ATEC is not currently accepting applications to the Interaction Design pathway. Applicants with an interest in Interaction Design are encouraged to review the Emerging Media Studies pathway to evaluate how it might intersect with their interests.

In addition to working with world-renowned faculty, students in the ATEC master’s program have the opportunity to develop 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.

Benefits
The ATEC master’s program ensures that students gain a broad understanding of their chosen field or discipline, can apply their knowledge and analytical skills toward novel solutions to practical problems, and can communicate and work effectively in collaborative environments.

Other benefits include:

- **World-Class Faculty**: The program is led by faculty of the School of Arts, Technology, and Emerging Communication who are widely cited experts in their respective fields.
- **Comprehensive Curriculum**: Courses in the ATEC master’s program will introduce students to new ideas, methodologies and competencies while preparing them to succeed in both public and private sectors.
• Labs: 3D Studio, ArtSciLab, Creative Automata Lab, Cultural Science Lab, Emerging Gizmology Lab, Fashioning Circuits, LabSynthE, Narrative Systems Research Lab, Public Interacts Research Lab (PIRL), SP&CE Media, The Studio for Mediating Play
• Facilities: The Edith O’Donnell Arts and Technology Building, a 155,000-square-foot facility, houses programs in arts and technology, visual arts, and emerging media and communication, as well as a 1,200-seat lecture hall.
• Location: Situated in the greater Dallas region—recently rated by Forbes magazine as the #1 “Best City for Jobs”—UT Dallas provides students with easy access to employers and internship opportunities, not to mention a large and supportive alumni population.

Career Opportunities
Graduates of the ATEC master’s program have gone on to pursue professional careers in a wide variety of fields in both private and public sectors, such as:

• Interactive narrative and game design
• User experience design
• Interaction design
• Data visualization
• Postsecondary education
• Writing and publishing
• Non-profit advocacy research
• Arts and culture administration

Application Deadlines and Requirements
Please take note of all application deadlines and visit the Apply Now webpage to begin the application process. See the ATEC master’s program website for additional information.

Applicants to the ATEC master’s degree program should have:

• A previous academic degree (BA, BS, MA, MFA) in an appropriate field of study (i.e., Art, Computer Science, Design, Film, Literature, Media Studies, etc.).

• A minimum grade point average (GPA) of 3.0 on a 4.0-point scale, especially in upper-division undergraduate or graduate work.

• Letters of Recommendation: Applicants must submit three letters of recommendation from individuals who can judge the candidate’s potential for success in the master’s degree program.

• Personal Statement: Applicants must submit a personal statement that describe research experiences and academic interests.

• A curriculum vitae (CV) or resume.

• An 8–10-page writing sample that demonstrates the applicant’s research experience.

• International applicants have multiple ways to fulfill the English proficiency requirements. Please view Graduate Admissions for all choices. Students who take the TOEFL must receive a score of at least 80 on the internet-based test. Scores must be less than two years old. See the Graduate Catalog for additional information regarding English proficiency requirements for international applicants.

For priority consideration for admission and funding, completed applications to the ATEC master’s program must be received on or before January 1. If space remains, we will continue to accept applications in accordance with university deadlines. Students are accepted for the fall semester only.
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 an 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.

ATEC Graduate Programs

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Contact Information

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