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## Graduate Program in Arts and Technology

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### Master of Arts

The program leading to the M.A. in Arts and Technology is designed both for individuals engaged in professional practice wishing to enhance their knowledge and skills and for students intending to pursue a doctorate in a related field. It offers advanced studies in interactive media and computer-based arts that emphasize the fusion of creative with critical thing and theory with practice. Students must complete thirty-six semester hours of course work and an advanced project.

#### Core Courses (6 hours)

ATEC 5349 Interdisciplinary Approaches to Arts and Technology

ATEC 6331 Aesthetics of Interactive Arts

Students are expected to complete these courses as early as possible in their degree plan.

#### Prescribed Electives (27 hours)

Twenty-seven hours chosen from the following courses:

ATEC 6341 Game Design

ATEC 6351 Digital Arts

ATEC 6361 Writing for Interactive Media

ATEC 6371 Community Media

ATEC 6V81 Special Topics in Emergent Communication

ATEC 7V82 Advanced Projects in Interactive Media

HUAS 6313 The Business of the Arts

HUAS 6330 Studies in Visual Arts

HUAS 6375 Imagery and Iconography

HUAS 6392 Image/Text Workshop

HUAS 6393 Time-Based Arts Workshop

HUAS 7301 Art and Society

HUHI 7387 Science and Technology in Western Culture

HUSL 6308 Studies in Literary Forms

HUSL 6370 Literature and Ideas

#### Final Project (3 hours)

ATEC 7V81 Advanced Project Workshop

Having completed at least 30 hours of course work, students will complete and present an advanced project in digital arts for evaluation by a master's committee.

### Master of Fine Arts

The program leading to the M.F.A. in Arts and Technology is designed both for students wishing to teach arts-and-technology-related courses in colleges and universities and for those intending to engage in professional studio or design practice. While maintaining a commitment to interdisciplinary education fusing critical with creative thinking, this program places greater emphasis on the creation and application of computer-based arts and narrative. Students must complete fifty-four semester hours of course work and a substantial advanced project.

**Core Courses (6 hours)**

ATEC 5349 Interdisciplinary Approaches to Arts and Technology

ATEC 6331 Aesthetics of Interactive Arts

Students are expected to complete these courses as early as possible in their degree plan.

**Prescribed Electives (24 hours)**

Twenty-four hours chosen from the following courses:

ATEC 6341 Game Design

ATEC 6351 Digital Arts

ATEC 6361 Writing for Interactive Media

ATEC 6371 Community Media

ATEC 6V81 Special Topics in Emergent Communication

ATEC 7V82 Advanced Projects in Interactive Media

HUAS 6313 The Business of the Arts

HUAS 6330 Studies in Visual Arts

HUAS 6352 Creating TV and Movie Scripts

HUAS 6373 Studies in Film

HUAS 6375 Imagery and Iconography

HUAS 6392 Image/Text Workshop

HUAS 6393 Time-Based Arts Workshop

HUAS 6395 Creating Short Fictions

HUAS 7301 Art and Society

HUAS 7310 Art and Authorship

HUHI 7387 Science and Technology in Western Culture

HUSL 6308 Studies in Literary Forms

HUSL 6370 Literature and Ideas

**Free Electives (9 hours)**

Nine hours of electives in any organized courses.

**Independent Study (9 hours)****Final Project (6 hours)**

ATEC 7V81 Advanced Project Workshop

Having completed at least 45 hours of course work, students complete and present a substantial advanced project in digital arts for evaluation by a master's committee.