

School of Arts, Technology, and Emerging Communication

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



Program Description

The Master of Fine Arts in Arts, Technology, and Emerging Communication (MFA) 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. Taught by internationally recognized faculty at the University of Texas at Dallas, MFA students participate in a culture of community and critique while developing their own creative uses and critical investigations of media and 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 component.



Students are currently admitted to only two of three pathways listed below:

- *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, media, and technology as collaborators, creative opportunists, critical researchers, project developers, boundary transgressors, and experimenters.
- *Game Development*: Student study the structure, content, and design of games and engage in game design practices suitable for academic, experimental, independent, and commercial applications.*

**ATEC is not currently accepting applications to the Game Development pathway. Applicants with an interest in Game Development are encouraged to review the other pathways to evaluate how they might intersect with their interests.*

In addition to working with world-renowned faculty, students in the MFA 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 MFA program ensures that students gain a broad understanding of their chosen field or discipline, can apply their knowledge in new, creative ways, 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 MFA program will introduce students to new ideas, methodologies, and competencies, while preparing them to succeed in both public and private sectors.

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
Website: utdallas.edu/admissions

ATEC Advising School of Arts, Technology, and Emerging Communication

800 West Campbell Road, ATC 10
Richardson, TX 75080-3021
Phone: 972-883-4376
E-mail: atecgradstudies@utdallas.edu
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- *Labs:* 3D Studio, ArtSciLab, Creative Automata Lab, Cultural Science Lab, Emerging Gizmology Lab, Fashioning Circuits, LabSynthE, Narrative Systems Research Lab, Public Interactives 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 MFA program have gone on to pursue a wide variety of careers in studio arts, creative industries, cultural institutions, and education, such as:

- 3-D computer animation
- Modeling and simulation
- Data visualization
- Virtual environments
- Sound design
- Digital fabrication
- Interactive narrative
- Game design
- Museum administration
- Non-profit arts foundations

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 MFA program website for additional information.

Applicants to the MFA program should have:

- A previous academic degree (BA, BS, MA, MFA) in an appropriate field of study (e.g., Art, Computer Science, Design, Film/Video Production, 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 should submit a 500–700-word essay explaining their work or research. The essay should discuss past and present artistic practices as well as future directions or goals for the work, and it should describe how the ATEC MFA program is particularly suited to their professional goals.
- Additional Materials: Applicants to the MFA program should submit a collection of original artworks demonstrating their artistic range and skills as evidence of previous course work and/or expertise in the creative arts and digital media and technology. These samples should be submitted in the form of a link to an online repository or portfolio of digital documents, which may include texts, still images, animations, films, or audio files. These should use the format best suited to convey the artistic qualities of the documents without requiring specialized software.
- 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 MFA program must be received on or before January 1. If space remains, the program will continue to accept applications in accordance with university deadlines. Students are accepted for the fall semester only.

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The University of Texas at Dallas
800 W. Campbell Rd., JO 31
Richardson, TX 75080-3021
atec.utdallas.edu

utdallas.edu

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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.

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ATEC Graduate Programs

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