



FOUNDATIONS OF AET

ARTS AND ENTERTAINMENT TECHNOLOGIES

Arts and Entertainment Technologies provides first-hand experiences with digital media technology, software, and applications for use in entertainment and artistic endeavors. Students engage with multi-disciplinary tools; build technological skills; and apply methods of design thinking to create products, applications, and experiences for specific audiences. Students engage in project-based learning to study an assortment of entertainment concepts and experiences; discover the underlying technology involved; and explore the cultural, philosophical, ethical, and practical aspects of entertainment technology.

BIG IDEAS



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A focus on how design process and thinking creates user engagement through the lenses of interactive storytelling, and how perceptions can be altered through the use of visualization software to enable animation and immersive experience.

DIGITAL AND VIDEO GAME DEVELOPMENT

A look at the evolution, history, and trends in video gaming; the fundamentals of game design and theory; the sociology of gaming; and the psychology of user interactions to evaluate and redefine what it means to “play.”

INTERACTIVE EXPERIENCE

The way individuals perceive and connect with interfaces, spaces, and immersive experiences is always changing. Through the merging of technology, creativity,

and data, users can be better understood, and mobile apps can be created to solve problems.

SOUND AND MUSIC DESIGN

The future of sound design has been charted by the evolution of various music and sound editors. These advances allow sound and music to be used in the creation of meaningful and immersive experiences—designed and developed through the use of digital tools and technology.

DEMOCRATIZATION OF TECHNOLOGY

Makerspaces, social media, and podcasts are just a few DIY (do-it-yourself) innovations that have profoundly altered the way that artists and industries operate. Disruptive technology and subversive art will be explored through cultural, creative, and critical lenses.

TRANSFERABILITY

3 College Credits

UT Course Code: AET 304

PRE-REQUISITES

Graphic Design (recommended)

TECHNOLOGY

Desktop Computer or Laptop Access

Installation of additional software may be required.

PEDAGOGY

Project-Based Learning