CREATIVE TECHNOLOGY AND DESIGN

Administered by the ATLAS Institute, graduate programs in creative technology and design are highly interdisciplinary, nurturing robust technical and design skills while giving students the maximum flexibility to explore and develop their creative visions.

ATLAS faculty interests are broad, including areas such as e-textiles, human-robot interaction, game design and engineering at the molecular level. Graduate students hail from a wide range of academic disciplines, including computer science, engineering, art, the humanities, the natural sciences, music and design.

Graduates of the professional MS program most often pursue careers in design, technology and social impact fields. PhD alumni work as researchers in industry and government, and as faculty members in academia.

For those seeking a graduate experience surrounded by a vibrant, interdisciplinary academic community of creative designers, engineers and inventors, ATLAS is the place.

For more information, visit the institute’s Graduate Programs (https://www.colorado.edu/atlas/academics/grad/) webpage.

Course code for this program is ATLS.

Professional Master's Degree
- Creative Technology and Design - Master of Science (MS) (catalog.colorado.edu/graduate/colleges-schools/engineering-applied-science/programs-study/creative-technology-design/creative-technology-design-master-science-ms/)

Doctoral Degree
- Creative Technology and Design - Doctor of Philosophy (PhD) (catalog.colorado.edu/graduate/colleges-schools/engineering-applied-science/programs-study/creative-technology-design/creative-technology-design-doctor-philosophy-phd/)

Faculty
While many faculty teach both undergraduate and graduate students, some instruct students at the undergraduate level only. For more information, contact the faculty member’s home department.

Alistar, Mirela (https://experts.colorado.edu/display/fisid_164177/) Assistant Professor; PhD, Technical University of Denmark

Alistar, Mirela
Assistant Professor; PhD, Danmarks Tekniske Universitet (Denmark)

Bethancourt, Matthew R. (https://experts.colorado.edu/display/fisid_156489/) Senior Instructor, Faculty Director; MFA, Parsons School of Design

Black, Jonathan
Lecturer

Braha, Daniel
Lecturer; BA, Arizona State University

Bruns, Carson J. (https://experts.colorado.edu/display/fisid_159851/) Assistant Professor; PhD, Northwestern University

Devendorf, Laura (https://experts.colorado.edu/display/fisid_158564/) Assistant Professor; PhD, University of California, Berkeley

Do, Ellen Yi-Luen (https://experts.colorado.edu/display/fisid_159925/) Professor; PhD, Georgia Institute of Technology

Dupré, Jill Van Matre (https://experts.colorado.edu/display/fisid_144395/) Scholar in Residence, Associate Faculty Director; JD, University of Colorado Boulder

Gross, Mark D. (https://experts.colorado.edu/display/fisid_100095/) Professor, Institute Director; PhD, Massachusetts Institute of Technology

Hales, Ian W. (https://experts.colorado.edu/display/fisid_134701/) Instructor; MS, University of Denver

Hein, Arielle (https://experts.colorado.edu/display/fisid_157379/) Instructor; MPS, New York University

Leithinger, Daniel (https://experts.colorado.edu/display/fisid_163356/) Assistant Professor; PhD, Massachusetts Institute of Technology

Margaret, Annie (https://experts.colorado.edu/display/fisid_159961/) Instructor; PhD, Northwestern University

Pierce, Aileen J. (https://experts.colorado.edu/display/fisid_134704/) Senior Instructor, Associate Faculty Director; BS, Carnegie Mellon University

Rankin, Daniel (https://experts.colorado.edu/display/fisid_156453/) Instructor; MS, University of Colorado Boulder

Rankin, Daniel W. (https://experts.colorado.edu/display/fisid_156453/) Instructor; MS, University of Colorado Boulder

Rezvani, Sheiva
Instructor; MA, New York University

Schaal, David A. (https://experts.colorado.edu/display/fisid_114824/) Senior Instructor; MFA, University of Colorado Boulder

Seltzer, Wayne
Lecturer; MA, Massachusetts Institute of Technology

Swanson, Joel E. (https://experts.colorado.edu/display/fisid_134311/) Assistant Professor; MFA, University of California, San Diego

Szafr, Daniel J. (https://experts.colorado.edu/display/fisid_156420/) Assistant Professor; PhD, University of Wisconsin–Madison

Szafr, Danielle N. (https://experts.colorado.edu/display/fisid_156317/) Assistant Professor; PhD, University of Wisconsin–Madison

Theodore, Michael (https://experts.colorado.edu/display/fisid_113318/) Associate Professor; PhD, University of California, San Diego

Zamore, Shaz (https://experts.colorado.edu/display/fisid_166083/) Instructor; PhD, University of Washington
Courses

ATLS 5040 (3) Game Design
Introduces students to game design, development, history, theory and culture through readings, discussion, game analysis and the iterative design process of non-digital games.
Equivalent - Duplicate Degree Credit Not Granted: ATLS 4040
Requisites: Requires prerequisite course of ATLS 2000 (minimum grade C). Restricted to the ATLAS (PATL) student group only.

ATLS 5120 (3) Mobile Application Development
Provides a comprehensive overview of developing mobile applications using a range of technologies including software developers' kits, object-oriented programming and human interface design principles. Students incorporate leading edge technologies with their own academic pursuits and personal interests to develop mobile applications. Explores the social and cultural effects of app and mobile-based computing.
Equivalent - Duplicate Degree Credit Not Granted: ATLS 4120
Grading Basis: Letter Grade

ATLS 5130 (3) Typography
This course is an advanced investigation of typography for visual communication and expression. Emphasis is placed on the analysis of meaning as conveyed through materials, technology, and design. Projects are experimental and are designed to challenge you to expand your understanding of the function of typography in communication, design, art, and culture.
Equivalent - Duplicate Degree Credit Not Granted: ATLS 4130
Requisites: Restricted to graduate students only.

ATLS 5140 (3) Game Development
Builds on concepts and processes learned in ATLS 4040/5040. Reinforces game design principles through analysis and discussion of digital games, and introduces students to key practices in the development of digital game experiences, including game flow, mechanics, 2D and 3D graphics, and artificial intelligence.
Equivalent - Duplicate Degree Credit Not Granted: ATLS 4140

ATLS 5150 (1) Managing Effectively in a Changing Telecommunications Environment
Provides students with an opportunity to join international managers and policy makers from around the world in an intensive seminar focused on the challenges of managing in a telecommunications environment in an era of technological change. Guest lecturers provide an effective overview of the cutting-edge issues managers face in telecom and technology companies around the world.
Equivalent - Duplicate Degree Credit Not Granted: TLEN 5150
Requisites: Restricted to CYBR/TLEN graduate students.

ATLS 5151 (3) Flow Visualization
Explores techniques for the visualization of the physics of fluid flows including seeding with dyes, particles and bubbles, and shadowgraphy and schlieren. Reviews optics and fluid physics, especially atmospheric clouds. Assignments are student-driven, to individuals and mixed teams of graduates, undergraduates, engineering majors and photography/video majors.
Equivalent - Duplicate Degree Credit Not Granted: CINE 4200, MCEN 4151, MCEN 5151, ATLS 4151 and ARTF 5200

ATLS 5210 (3) Global Development I
Introduces students to the theories and policy of international development. Examines the role of multilateral agencies, foundations, aid organizations, corporate entities and academia in development as both an industry and a research field. Focuses on development movements and their outcomes, the inter-related nature of development and its effect on policies and programs, and critiques.
Requisites: Restricted to graduate students only.

ATLS 5214 (3) Big Data Architecture
Provides students with a comprehensive survey of technologies used today in the collection, storage, processing, analytics and display of big data. Focuses on cultivating real world skills with students working on semester long projects to execute on a group project.
Equivalent - Duplicate Degree Credit Not Granted: ATLS 4214
Requisites: Restricted to graduate students only.
Grading Basis: Letter Grade

ATLS 5220 (3) Global Development II
Explores the impact of economic, geographical and social/cultural conditions on development outcomes through standalone course components taught by subject matter experts in region and in residency at ATLAS. Components may include, but are not limited to, development economics, environmental sustainability, public health, climate change, globalization and migration, religion, and gender as these broad themes relate to development.
Requisites: Requires prerequisite courses of ATLS 5210 (minimum grade D). Restricted to graduate students only.

ATLS 5230 (3) Case Studies in Social Impact
Serves as foundation course for MS-ICTD program. Students will evaluate case studies across a range of technologies and applications. Students will learn how to match available technologies to human and environmental needs and resources, be introduced to the seminal work and leaders in the field, and discuss the future of ICTD as an emerging area of academic focus.
Equivalent - Duplicate Degree Credit Not Granted: ATLS 4230
Requisites: Restricted to graduate students only.

ATLS 5240 (3) Technology for Social Impact Laboratory
Prepares students for the semester-long practicum. Students work in teams to design interventions that address unique socio-economic and environmental development issues. Teams will design a variety of interventions, including telehealth and distance education programs, communication networks, and pro-development policies. Topics will be chosen by teams and guided by program faculty and external domain experts.
Requisites: Requires prerequisite courses of ATLS 5230 (minimum grade D). Restricted to graduate students only.

ATLS 5244 (3) Empathy and Technology
Explores how the creative integration of empathy and compassion with design and technology can benefit society. Reviews foundational neuroscience and evolution of empathy. Through readings, discussion, and reflection students will develop personal practices for fostering empathy and critically investigate: empathy as a finite resource, tribalism/polarization, the weaponization of empathy, and principles for designing social systems that promote well-being. Previously offered as a special topics course.
Equivalent - Duplicate Degree Credit Not Granted: ATLS 4244
Requisites: Restricted to graduate students only.
Grading Basis: Letter Grade
ATLS 5250 (3) Technology for Social Impact Practicum
Introduces methods and models that can be employed in program development and deployment. Examines the applications of participatory research, value-centric design, program scale, cross-disciplinary work, and appropriate monitoring and evaluation. The goal is to build student confidence around existing evaluation toolkits and methods, while advancing multi-method approaches to designing and analyzing initiatives.
Requisites: Restricted to graduate students only.

ATLS 5320 (3) Mobile Application Development: Advanced Topics
Explores advanced topics in mobile application design and development, including examining different approaches to information design and the various user interaction models associated with them. Understanding how data is structured, accessed, stored and flows through apps is a core theme of the course. Explores the interaction with external data sources and storage models.
Equivalent - Duplicate Degree Credit Not Granted: ATLS 4320
Requisites: Requires prerequisite course of ATLS 5120 (minimum grade C).
Grading Basis: Letter Grade

ATLS 5380 (3) Future of Video: Technology, Policy, and Economics
Examines the issues that have been created by the shift from analog to digital technologies, the shift from narrowband/wideband systems to broadband systems, and the shift to converged networks (i.e. networks able to convey voice, data, image and video traffic on a common platform) based upon packet switching and Internet Protocol (IP) suite.
Equivalent - Duplicate Degree Credit Not Granted: CYBR 5480
Requisites: Requires prerequisite course of CYBR 5001 (minimum grade C-). Restricted to CYBR graduate students.

ATLS 5402 (3) Research Methods in Human-Robot Interaction
Introduces students to the field of human-robot interaction (HRI). Covers HRI theory, principles, methodologies, and applications with links to robotics, artificial intelligence, human factors, human-computer interaction, design, cognitive psychology, education and other domains. Coursework includes readings from state-of-the-art in HRI research, team exercises and problem-solving sessions, and implementation and evaluation of a human-robot interaction systems for specific applications.
Equivalent - Duplicate Degree Credit Not Granted: CSCI 5402
Requisites: Restricted to graduate students only.

ATLS 5410 (3) Creative Technologies
This course gives students hands-on exposure to a wide range of technologies, including 3D printing, laser cutting, microcontrollers, sensors and programming. Through rapid prototyping and problem solving, students gain technical fluency and competence while identifying technology skills they wish to develop further.
Requisites: Restricted to ATLS (ATLS) graduate students only.

ATLS 5420 (3) Professional Seminar: Business of Creativity
This course was designed specifically to prepare students to make the most of their time in the CTD Master’s Program, and to prepare them for a career within the creative technology and design professional landscape. The course helps students identify career goals and mentors, and helps them position themselves for industry through course-selection, portfolio development, and projects. There is also a survey element to the course which exposes students to creative technology professionals who discuss their career paths, offer advice, and provide insight into their individual design process.
Requisites: Restricted to Atlas (ATLS) graduate students only.
Grading Basis: Letter Grade

ATLS 5430 (3) Design Methods
In this course, students will learn to develop sense-making techniques as designers. This includes framing and structuring design research, making representations to generate insights, as well as documenting and communicating processes and outcomes. The class is structured around weekly discussions and activities anchored in real-world design challenges; and it will also offer tutorials on key design skills such as rapid prototyping and visual communication.
Requisites: Restricted to Atlas (ATLS) graduate students only.

ATLS 5440 (3) Design Studio
In this course students work with both faculty and industry expert mentors on developing a semester-long group project. In small teams, students learn to develop an interactive experience that combines project design and technical execution. The class is designed to reflect a real world interactive design project experience, in which students must present and deliver a large scale completed project for demonstration/exhibition at the end of the semester.
Requisites: Restricted to Atlas (ATLS) graduate students only.

ATLS 5519 (1-3) Advanced Special Topics in Creative Technology and Design
Analyzes special interest areas of multidisciplinary in creative technology and design research and practice.
Repeatable: Repeatable for up to 9.00 total credit hours. Allows multiple enrollment in term.
Requisites: Restricted to graduate students only.

ATLS 5529 (1-3) Advanced Special Topics: Critical Perspectives in Technology
Analyzes critical perspectives in technology, art and media. Within these courses, students will develop vocabularies, theoretical perspectives and critical approaches relevant to technology and its effects on culture and society.
Equivalent - Duplicate Degree Credit Not Granted: ATLS 4529
Repeatable: Repeatable for up to 9.00 total credit hours. Allows multiple enrollment in term.
Requisites: Restricted to graduate students only.
Grading Basis: Letter Grade

ATLS 5606 (3) Critical Technical Practice
Surveys design theory and methods that can be used to question relationships between technology, culture, and the environment. Students will discuss readings and synthesize those readings through design exercises. The course will equip students with resources for thinking more critically and creatively about design and possible future human-technology relationships. Counts as Mastery in Information Science.
Requisites: Restricted to graduate students only.
Grading Basis: Letter Grade

ATLS 5610 (6) Startup Practicum
Presumes that entrepreneurship can be learned through the conception, build, and launch of an original product or service by student teams within a single semester. Immerses students in the daily leadership and innovation challenges of the startup environment and serves as a clinic in thinking, decision making and mental agility that will benefit any area of business—not just start-ups.
Requisites: Restricted to graduate students only.
ATLS 5616 (3) Introduction to Virtual Reality
Introduces students to the field of virtual reality (VR). Covers the historical development of virtual reality technologies and virtual reality as a research field, the mathematics of 3D coordinate systems, fundamental principles, algorithms, and design patterns in developing interactive virtual environments, the perceptual science behind mixed reality technologies, and libraries and tools for creating VR experiences. Previously offered as a special topics course.
Equivalent - Duplicate Degree Credit Not Granted: CSCI 4616, ATLS 4616, CSCI 5616

ATLS 5620 (3) User-Experience Design 1
Emphasizes that user-centered design is the first and primary consideration in the design process. UCD teaches how to design successful interactions from research into users' behaviors, attitudes and expectations via three key elements to designing successful user experiences: 1) Listen, Observe, and Research; 2) Concept and Design for Your Users; 3) Deliver/Launch.
Requisites: Restricted to Atlas (ATLS) graduate students only.

ATLS 5630 (3) Web Front-End Development
Explores interactivity on the web using front-end web development concepts and technologies. Students will work with a range of technologies including JavaScript, jQuery, HTML5, APIs and user interface design methods to create interactive web applications. Individual and group projects will include animations, games, interactive narratives and web applications.
Equivalent - Duplicate Degree Credit Not Granted: ATLS 4630
Requisites: Restricted to graduate students only.

ATLS 5640 (4) Design Thinking
Explores design thinking and how it can be applied conceptually and practicallly to innovation in areas as diverse as business organization and product development to topics and areas including but not limited to, story, design, UX, interaction design, communication strategy and presentation. Fast-paced, project-based, and immersive, students will work in small teams to discover solutions to real-world problems.
Requisites: Restricted to graduate students only.

ATLS 5650 (3) Introduction to Programming
Provides a hands-on introduction to programming logic, environments, and execution using Ruby as the primary programming language. Covers basic programming principle, syntax, design patterns, and best industry practices while focusing on developing elegant, problem-solving skills through code.
Requisites: Restricted to graduate students only.

ATLS 5660 (3) Creative Code
Exposes students to front-end, web-based design and development processes and best practices. WordPress will be used as the back end CMS. Students will learn how to design and develop using WordPress as a framework. At the end of the semester, students will present a final project to illustrate what they have learned and the logic of their build.
Requisites: Restricted to graduate students only.
Recommended: Prerequisites: exposure to HTML, CSS, JavaScript, PHP and MySQL and previous experience with WordPress for blogging and/or content publication.

ATLS 5670 (3) Content Strategies
Experiments with different frameworks on how to combine messaging with creative to communicate complex ideas, brand story, product, and finally measure success. Gain experience and expertise with the various content types and channels, with an understanding of how to apply them and the capabilities to do so in solving creative and business problems.
Requisites: Restricted to graduate students only.

ATLS 5680 (3) Creative Tech Studio
Emphasizes fundamentally, theoretically, and practically that technology and creativity are not opposing disciplines but rather a dynamic and complementary blending of idea and execution that is iterative and evolving through the dynamic exchange and interaction of ideas and tools. Each Studio will offer a different conceptual challenge, such as using technology to bridge physical and digital environments, game design, or storytelling.
Repeatable: Repeatable for up to 12.00 total credit hours.
Grading Basis: Letter Grade

ATLS 5680 (3) Creative Tech Studio
ATLS 5720 (3) User-Experience Design 2
Expands on techniques and opportunities presented in User-Experience Design 1 with a deeper dive into research and prototyping practices as means to insight into user desires and preference, adoption, and execution of product and branded experiences in a variety of contexts and locations within the global experience economy.
Requisites: Requires prerequisite course of ATLS 5520 (minimum grade C).

ATLS 5730 (3) Front-End Development 2
Requires that students are proficient in front-end environment and ready for advanced front-end development using these tools - HTML 5, CSS3, JS - on weekly projects, a mid-term project, and a final project. This course develops more robust and elegant uses of the semantic use of elements as well as the benefits of using standards-based, valid code, CSS efficiencies, and JS and its libraries.

ATLS 5740 (3) Design Thinking 2
Presents visual thinking as a complex process that can be supported in every stage using specific design techniques. Provides practical, task-oriented information for designers and software developers charged with design responsibilities, including examples of integrated text and full-color data stories, all of which are robust in principles of “active vision,” viewing graphic designs as cognitive tools.

ATLS 5809 (3) Computer Animation
Develops a firm understanding of the general principles of computer animation. Lectures cover the creation of models, materials, textures, surfaces, and lighting. Path and key frame animation, particle dynamics, and rendering are introduced. Students are assigned a number of animation tutorials to carry out.
Equivalent - Duplicate Degree Credit Not Granted: ATLS 4809 and CSCI 4809 and CSCI 5809
Requisites: Restricted to graduate students only.

ATLS 5880 (3) Interactive Machine Learning for Customizable and Expressive Interfaces
Introduces students to techniques for applying machine learning in the development of customizable human-computer interfaces. Students will learn to process a wide variety of input data (e.g. video and accelerometer streams), using different machine learning algorithms to detect semantically meaningful events that can afford the construction of new interactive systems. They will complete substantial projections within the domains of assistive or creative technologies. Does not fulfill Breadth Requirement for CSEN graduate students.
Equivalent - Duplicate Degree Credit Not Granted: ATLS 4889, CSCI 4889 and CSCI 5880
Requisites: Requires prereq (CSCI 3022 or APPM 4570 or APPM 3570 or APPM 4520 or CVEN 3227 or MATH 3510 or MATH 4510 or ECEN 3810 or ECON 3818 or MCEN 4120) (CSCI 3002 or CSCI 3202 or CSCI 4448) all min grade C-. Restricted to grad students in the ATLAS program.
Grading Basis: Letter Grade
ATLS 5900 (1-6) Masters Level Independent Study
Provides opportunities for independent study and research at the Masters level. Students work on research project guided by faculty. 
**Repeatable:** Repeatable for up to 6.00 total credit hours. Allows multiple enrollment in term. 
**Requisites:** Restricted to graduate students only.

ATLS 6519 (1-3) Advanced Special Topics in Creative Technology and Design
Analyzes special interest areas of multidisciplinary in creative technology and design research and practice. 
**Repeatable:** Repeatable for up to 9.00 total credit hours. Allows multiple enrollment in term. 
**Requisites:** Restricted to graduate students only.

ATLS 6910 (3-6) Social Impact Practicum
This practicum allows Social Impact MS students to synthesize what they have learned and test their readiness for a career in Social Impact. Practicum assignments are arranged under the supervision of the MS Program Director and involve work with a non-governmental organization, development agency or technology/policy entity. Successful completion is required for graduation from the Social Impact MS Program. 
**Requisites:** Requires prerequisite courses of ATLS 5210 and ATLS 5220 and ATLS 5230 and ATLS 5240 and ATLS 5250 (all minimum grade D-).

ATLS 6920 (3) Creative Industries Final Project
This course allows MS-CTD students to synthesize what they have learned and test their readiness for a career in the creative technologies and design field. Through this class students work with an academic and/or industry mentor to create a capstone final project emblematic of their focus during their master degree studies. Students learn to propose and scope work, adhere to budget constraints and time schedules, communicate their work, and create a final end deliverable that is presented to the larger ATLAS community. This final project is meant to serve as a culminating portfolio project that helps position students for industry after graduation. Successful completion is required for graduation from the MS-CTD Program. 
**Requisites:** Restricted to Tech, Media and Society (ATLS) master’s degree students only.

ATLS 7000 (1) ATLAS Colloquium
This student/faculty seminar critically examines issues in technology, media and society from the multiple interdisciplinary perspective of the gathered participants. Topics may include: IT and business, security, ethics, globalization, digital divide, IT and education, human computer interaction and others. Department consent required. 
**Repeatable:** Repeatable for up to 8.00 total credit hours. 
**Requisites:** Restricted to graduate students only.

ATLS 7800 (2) Online Course Design for the Foreign Languages
Learn about the challenges and affordances of designing online foreign languages courses. Read research articles and book chapters pertaining to instructional design issues and online teaching strategies. Experiment with the latest forms of educational technologies. Students enrolled in the course will design and teach a two-week online language course. 
**Grading Basis:** Pass/Fail

ATLS 7900 (1-6) Doctoral Level Independent Study
Provides opportunities for independent study and research at the Doctoral level. Students perform independent research under faculty supervision. 
**Repeatable:** Repeatable for up to 6.00 total credit hours. Allows multiple enrollment in term. 
**Requisites:** Restricted to Atlas (ATLS) graduate students only.

ATLS 8990 (1-10) Doctoral Dissertation
Approved research conducted under the supervision of members of the graduate faculty. Investigates some specialized topic or field in the area of interdisciplinary information and communication technology. All doctoral students must register for at least 30 hours of dissertation credit as part of the requirement for the ATLAS doctoral degree. 
**Repeatable:** Repeatable for up to 30.00 total credit hours. 
**Requisites:** Restricted to Atlas (ATLS) graduate students only.