TECHNOLOGY, ARTS AND MEDIA

Courses in Technology, Arts and Media (TAM) are offered through the ATLAS Institute (http://atlas.colorado.edu), a center of interdisciplinary research, learning and collaboration in engineering, creative technologies and design. ATLAS is a vibrant and growing community of researchers, instructors, and students from the arts, sciences, social sciences, and engineering whose interest in the creative application of diverse technologies creates a culture of innovation and interdisciplinary collaboration that benefits from strong ties to the technology sector in Colorado and beyond.

Created to equip students with new and adaptable skill sets for the ever-expanding digital landscape, the Technology, Arts and Media (TAM) program offers a bachelor of science, as well as minor and certificate programs. Through both the core curriculum and electives, TAM offers students a wide range of learning opportunities in subjects such as programming, physical computing, digital media, virtual reality, technology education, mobile application development, design, history of technology, big data, virtual reality, web design, user-interface/user-experience, robotics, and wearable technology.

Course code for this program is ATLS.

Centers and Labs

The ATLAS Institute is affiliated with the University of Colorado Boulder College of Engineering and Applied Science and the Graduate School. With a strong emphasis on design, research, project-based learning, and creative production, the institute includes a wide range of research labs, creative studios, and learning facilities:

Laboratory for Playful Computation
A research lab that designs playful and programmable technologies to create new possibilities for fun, creative, and expressive STEM and computing-based learning.

Interactive Robotics and Novel Technologies (IRON) Lab
A research lab that explores human-centered principles for developing novel sensing, interactive, and robotic technologies, blending methods and techniques from computer science, design, engineering, and the social sciences.

Unstable Design Lab
A research lab that studies technology and culture through the design and development of technologies that embrace chance and uncertainty.

BTU Lab
A dynamic teaching facility, creative studio, and hackerspace that provides a range of physical computing, electronics, and fabrication technologies, including a laser cutter, 3D printers, and computers.

Novel Audio / Radiophonic Workshop and Laboratory (NARWAL)
A learning lab for sound exploration and tinkering with synthesizers, digital audio workstations, vintage audio platforms, and experimental interfaces.

Mixed Reality Lab
A learning lab that provides a range of emerging technologies for the exploration, project development and creative applications of virtual and augmented realities.

Heliographic Lab
Provides a range of technologies and materials for investigating digital imaging and photography through the production of creative works and projects.

Center for Media, Arts and Performance
Centered around the ATLAS Black Box theater, CMAP blends creativity, engineering, and the performing arts, serving as an incubator for the novel and experimental use of technology in music, dance, visual art, theater, film, and new media.

Bachelor's Degree
- Technology, Arts and Media - Bachelor of Science (BS) (catalog.colorado.edu/undergraduate/colleges-schools/engineering-applied-science/programs-study/technology-arts-media/technology-arts-media-bachelor-of-science-bsm)

Minor
- Technology, Arts and Media - Minor (catalog.colorado.edu/undergraduate/colleges-schools/engineering-applied-science/programs-study/technology-arts-media/technology-arts-media-minor)

Certificate
- Technology, Arts and Media - Certificate (catalog.colorado.edu/undergraduate/colleges-schools/engineering-applied-science/programs-study/technology-arts-media/technology-arts-media-certificate)

Courses

ATLS 1100 (3) Design Foundations
Introduces foundational principles, practices and methods of design. Emphasizes design as an expressive and creative problem solving tool. This course engages with design from a broad perspective including visual, computational, physical and auditory design practices. Through lectures, discussions and creative projects, students will gain a familiarity with the diverse applications of creative technology through design.

Requisites: Restricted to Technology, Arts and Media (TMEN) majors only.

Grading Basis: Letter Grade

ATLS 1220 (4) Virtual Worlds: An Introduction to Computer Science
Introduces the fundamental principles of computer science using an online virtual world called Second Life as the "Laboratory" for the course. Students will learn how to program by creating objects of interest in Second Life. In-class and in-world discussions and readings will introduce the student to important ideas and concepts that shape the field of computer science.

Equivalent - Duplicate Degree Credit Not Granted: CSCI 1220

ATLS 1240 (3) The Computational World
Introduces and explores the "computational style of thinking" and its influence in science, mathematics, engineering and the arts. Does not focus on the nuts and bolts of any particular programming language, but rather on the way in which computing has affected human culture and thought in the past half century.

Equivalent - Duplicate Degree Credit Not Granted: CSCI 1240
ATLS 1710 (3) Tools and Methods for Engineering Computing
Designed for students with little or no programming background. Students learn procedural and object-oriented programming through development of games, simulations, and animations using Flash/Actionscript, VB/Excel, Java, MATLAB, and real-world applications. Activities are oriented toward smaller projects that address topics in beginning science, engineering, and mathematics courses. Students gain practical, applicable skills.

ATLS 2000 (3) The Meaning of Information Technology
Surveys the history of information technologies and modern techniques of information production, storage, transmission, and retrieval. Emphasizes understanding not only the technological transformations in interpersonal, organizational, and mass communication, but also the technological, social and political changes that underlie the movement toward a digital society.
Equivalent - Duplicate Degree Credit Not Granted: HUEN 2020
Requisites: Restricted to Technology, Arts and Media (TMEN) majors or the ATLAS (PATL) student group only.

ATLS 2036 (3) Introduction to Media Studies in the Humanities
Serves as an introduction to media studies specifically from a humanities perspective. Studies both histories and theories of media from the 20th and 21st centuries. Touches on methodologies for undertaking media studies (including distant ready and media archaeology). Objects of study may include such topics as film, radio, social media platforms and games, as well as digital art and literature.
Equivalent - Duplicate Degree Credit Not Granted: ENGL 2036
Repeatable: Repeatable for up to 6.00 total credit hours.
Requisites: Restricted to students in the Atlas student group (PATL) only.

ATLS 2100 (3) Image
Introduces techniques, technologies and concepts of digital image making and manipulation through lectures, projects and critiques. Focuses on digital photography, digital animation and digital video as a means to formal and expressive ends. This course also contextualizes practices and methodologies of digital imaging with historical and critical perspectives.
Requisites: Requires prerequisite course of ATLS 2000 (minimum grade C). Restricted to Technology, Arts and Media (TMEN) majors or the ATLAS (PATL) student group only.
Grading Basis: Letter Grade

ATLS 2200 (3) Web
Introduces techniques, technologies and concepts of web design and development through lectures, projects and critiques. Focuses technically on HTML, CSS and JavaScript as the primary web technologies. Contextualizes the technical and societal implications of the Internet through historical and critical perspectives.
Requisites: Requires prerequisite course of ATLS 2000 (minimum grade C). Restricted to Technology, Arts and Media (TMEN) majors or the ATLAS (PATL) student group only.
Grading Basis: Letter Grade

ATLS 2300 (3) Text
Introduces technologies, terminology and histories related to the design of text within digital and analogue media. Students will learn the fundamentals of design, typography and layout through lectures, projects and critiques. The curriculum surveys significant theoretical perspectives, historical periods and significant practitioners that influence the practice of typographic design.
Requisites: Requires prerequisite course of ATLS 2000 (minimum grade C). Restricted to Technology, Arts and Media (TMEN) majors or the ATLAS (PATL) student group only.
Grading Basis: Letter Grade

ATLS 2519 (1-3) Special Topics in Technology, Arts and Media
Analyzes special interest areas of multidisciplinary technology, arts and media research and practice.
Repeatable: Repeatable for up to 12.00 total credit hours. Allows multiple enrollment in term.
Requisites: Restricted to Technology, Arts and Media (TMEN) majors or the ATLAS (PATL) student group only.
Grading Basis: Letter Grade

ATLS 3000 (3) Code
Instructs non-computer science students in analyzing problems and synthesizing programs for the solution emphasizing good engineering practices for program construction, documentation, testing, and debugging. Uses Java for programming projects. Formerly ATLS 2010.
Requisites: Requires prerequisite course of ATLS 2000 (minimum grade D-). Restricted to students in the ATLAS student group (PATL) only.

ATLS 3100 (3) Form
Teaches the fundamentals of 3D modeling, 3D animation and 3D printing / rapid prototyping from a conceptual and sculptural perspective. Through topical lectures, technical demonstrations and creative projects the course will introduce students to the possibilities of thinking and working within 3-dimensional spaces.
Requisites: Requires a prerequisite courses of ATLS 2000 (minimum grade C) and CSCI 1300 (minimum grade C-). Restricted to Technology, Arts and Media (TMEN) majors or the PATL student group only.
Grading Basis: Letter Grade

ATLS 3110 (3) Motion
An animation-based projects course that advances student understanding of motion design in today's culture. Through active production and critical analysis, students will create new media projects and critically examine the history, social implications, and impacts of these forms of mass media.
Recommended: Prerequisite ATLS 2100.

ATLS 3112 (1-3) Digital and Social Systems Professional Development
Supports students in developing professional skills and practices in human computer interaction, design of interactive systems, computer supported cooperative work, computer supported collaborative learning, educational technology, tools that support creativity, user-developed knowledge collections and gaming.
Equivalent - Duplicate Degree Credit Not Granted: CSCI 3112
Repeatable: Repeatable for up to 10.00 total credit hours.

ATLS 3173 (3) Creative Climate Communication
We generate multimodal compositions on the subject of climate change and engage with various dimensions of issues associated with sustainability. We work to deepen our understanding of how issues associated with climate change are or can be communicated, by analyzing previously created expressions from a variety of media (interactive theatre, film, fine art, television programming, blogs, performance art, for example) and then be creating our own work.
Equivalent - Duplicate Degree Credit Not Granted: ENVS 3173 and THTR 4173
Recommended: Prerequisite ENVS 1000.
ATLS 3200 (3) Sound
Introduces techniques, technologies and concepts of digital sound through lectures, projects and critiques. Focuses technically on digital sound creation, production, synthesis and interactivity. Explores various approaches to digital sound production through historical and conceptual perspectives.
Requisites: Requires prerequisite course of ATLS 2000 (minimum grade C). Restricted to Technology, Arts and Media (TMEN) majors or the ATLAS (PATL) student group only.
Recommended: Prerequisite CSCI 1300.
Grading Basis: Letter Grade

ATLS 3500 (1-3) Client Projects in Technology, Arts and Media
Allows undergraduate students to work on collaborative projects with faculty and with external organizations under faculty supervision. Focuses on teamwork, conceptual planning, technical design and development and working within real-world client environments. Critical skills include project research, planning, design, development, troubleshooting and presentation.
Repeatable: Repeatable for up to 6.00 total credit hours.
Requisites: Requires prerequisite courses of ATLS 2000 and ATLS 3010 (all minimum grade C).
Recommended: Prerequisite ATLS 3020.

ATLS 3519 (1-3) Special Topics in Technology, Arts, and Media
Analyzes special interest areas of multidisciplinary technology, arts and media research and practice.
Repeatable: Repeatable for up to 21.00 total credit hours. Allows multiple enrollment in term.
Requisites: Restricted to Technology, Arts and Media (TMEN) majors or the ATLAS (PATL) student group only.

ATLS 3529 (1-3) Special Topics in 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.
Repeatable: Repeatable for up to 9.00 total credit hours. Allows multiple enrollment in term.
Requisites: Requires prerequisite course of ATLS 2000 (minimum grade C). Restricted to Technology, Arts and Media (TMEN) majors or the ATLAS (PATL) student group only.

ATLS 4040 (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 5040

ATLS 4120 (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 5120
Requisites: Requires prerequisite course of ATLS 3000 or CSCI 1300 (minimum grade C). Restricted to Technology, Arts and Media (TMEN) majors or the ATLAS (PATL) student group only.
Grading Basis: Letter Grade

ATLS 4151 (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: ATLS 5151, MCEN 4151, MCEN 5151, FILM 4200 and ARTF 5200
Requisites: Restricted to Technology, Arts and Media (TMEN) majors or the ATLAS (PATL) student group only.

ATLS 4214 (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 5214
Requisites: Requires prerequisite course of CSCI 2270 (minimum grade D-). Restricted to Technology, Arts and Media (TMEN) majors, Computer Science (CSEN/CSCI) majors or the ATLAS (PATL) student group only.
Grading Basis: Letter Grade

ATLS 4230 (3) Case Studies in Information and Communication Technology for Development
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 5230

ATLS 4250 (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 5040

ATLS 4320 (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 5320
Requisites: Requires a prerequisite course of ATLS 4120 (minimum grade D-). Restricted to College of Engineering (ENGRU) undergraduates only.
Grading Basis: Letter Grade

ATLS 4519 (1-4) Advanced Special Topics in Technology, Arts, and Media
Analyzes special interest areas of multidisciplinary technology, arts and media research and practice.
Repeatable: Repeatable for up to 21.00 total credit hours. Allows multiple enrollment in term.
Requisites: Restricted to Technology, Arts and Media (TMEN) majors or the ATLAS (PATL) student group only.
Grading Basis: Letter Grade
ATLS 4529 (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 5529
Repeatable: Repeatable for up to 9.00 total credit hours. Allows multiple enrollment in term.
Requisites: Requires prerequisite course of ATLS 2000 (minimum grade D-). Restricted to Technology, Arts and Media (TMEN) majors or the ATLAS (PATL) student group only.
Grading Basis: Letter Grade

ATLS 4630 (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 5630
Requisites: Requires prerequisite courses of ATLS 2200 and ATLS 3000 or CSCI 1300 (all minimum grade C).

ATLS 4809 (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 5809 and CSCI 4809 and CSCI 5809
Requisites: Restricted to students in the Atlas student group (PATL) only.

ATLS 4900 (1-3) Undergraduate Independent Study
Provides opportunities for independent study at the upper-division undergraduate level. Students work on research or a creative project guided by faculty. Department consent required.
Repeatable: Repeatable for up to 6.00 total credit hours. Allows multiple enrollment in term.
Requisites: Requires prerequisite courses of ATLS 3010 and 3020 (all minimum grade D-).