



ONLINE MASTER OF ARTS IN ART AND TECHNOLOGY

BRIDGE ART, DESIGN, AND TECHNOLOGY TO PUSH THE BOUNDARIES OF DIGITAL CREATION

DELIVERY FORMAT 100% Online	TIME TO COMPLETE 18+ months	CREDIT HOURS 33
TIME COMMITMENT 20 to 25 hours weekly	START DATES Fall, Spring	COST OU's Master of Art and Technology is a strategic investment in your creative and professional future. You will build advanced technical skills while developing a standout portfolio that positions you for higher-paying, in-demand roles across the digital arts and design industries. Tuition and fees for the program total \$27,885, based on a rate of \$845 per credit hour. This cost does not include books or additional materials.

AT A GLANCE

OU's online Master of Arts in Art and Technology is a fully online program that empowers artists to merge their creative vision with the latest technological innovations. You will gain the skills to confidently communicate and execute bold, original ideas across any digital platform or format.

In as few as 18 months, you will be prepared to thrive in roles such as graphic designer, animator, game developer, programmer, and more—equipped with a future-ready portfolio and the technical expertise to stand out in a competitive creative industry.

WHAT CAN I DO WITH A MASTER OF ARTS IN ART & TECHNOLOGY?

Graduates of the Master of Art and Technology program will emerge with cutting-edge technical skills, creative insight, and a polished portfolio—opening doors to a wide range of career opportunities in the digital arts and design industries.

Career paths include:

- Advertising agencies
- Commercial and industrial design firms
- Web and digital interface design
- Web development
- Creative and branding studios
- Entertainment corporations

INDUSTRY INSIGHTS

- Median Pay: \$98,380
- Job Outlook: Employment for web & digital developers and designers is expected to grow 8% by 2033
- Job Openings: 16,500 openings for web & digital developers and designers are projected each year, on average, over the next decade

Source: U.S. Bureau of Labor Statistics

PROGRAM OUTCOMES: WHAT YOU'LL LEARN

OU's online Master of Art and Technology equips artists and designers with in-demand skills in coding, digital media, and systems design. The program also offers a creative pathway for developers, programmers, and IT professionals who want to apply their technical expertise to

artistic expression and innovation.

Graduates of the program will:

- Recognize and apply core principles of the art and technology field
- Demonstrate proficiency with current industry-standard software
- Exhibit strong visual and technological literacy
- Use critical thinking and creative problem-solving to tackle complex challenges
- Apply accessible, inclusive approaches to art and design projects involving technology

TO APPLY: [HTTPS://ONLINE.OU.EDU/ADMISSIONS/GRADUATE/](https://online.ou.edu/admissions/graduate/)

FOR MORE INFO: [HTTPS://ONLINE.OU.EDU/PROGRAM/MA-IN-ART-AND-TECHNOLOGY/](https://online.ou.edu/program/ma-in-art-and-technology/)

COURSE DETAILS

The Master of Art and Technology program delivers a forward-thinking curriculum that fuses art history, design theory, and emerging technologies to fuel digital creativity. You will gain hands-on experience using industry-standard programming languages, tools, and workflows to produce compelling moving images, visual effects, and 2D and 3D animations.

This program equips you with the technical skills and creative insight to thrive in today's digital media landscape, blending conceptual foundations with real-world production techniques.

COURSE STRUCTURE

You'll earn 33 credit hours across 11 courses. During the Spring and Fall semesters, you'll take two courses per 16 weeks. During the Summer semester, courses take place in two 7-week modules. You'll take two courses in one module and one course in the other. There are also three 14-week courses each summer: Mixed Reality, Professional Project, and Professional Forum (capstone courses).

Courses are a blend of Asynchronous and synchronous coursework. Some courses feature live online lectures, while others do not. Students are encouraged to check their syllabus to determine if live sessions take place. Attendance in live sessions is strongly recommended, but not mandatory. Classes generally are in evenings Monday through Thursday either starting at 6 or 7p.m. CST

You can expect a time commitment of 20 to 25 hours per week for two classes in a Spring/Fall term.

HISTORY AND THEORY OF ART AND TECHNOLOGY

Credit Hours: 3

This course surveys the history and theory of art and technology from prehistory to the present.

Presented primarily through lectures and seminar-style discussions, the course is oriented by readings in the history of art, the history of science and technology, philosophy, philosophy of science, media studies, and more.

CREATIVE CODING TECHNIQUES

Credit Hours: 3

This course introduces the computer as an art production tool. Students work to understand computer code as a malleable form within the context of contemporary art. Students learn the basic structure and languages of OOP (Object Oriented Programming) including, but not limited to JavaScript, C#, and Python.

EMERGING ART AND TECHNOLOGY

Credit Hours: 3

This seminar-style course examines the current state of emerging technologies and their relation to art in order to help students position themselves within the field by equipping them with knowledge necessary to anticipate its future shape. Structured around readings, screenings and other media content, the course provides students with a clear sense of what is coming.

VIDEO AND SOUND TECHNIQUES

Credit Hours: 3

This course provides students with an overview of digital video and audio practices within the context of contemporary art. Students learn introductory to advanced methods using technical equipment and industry-standard software (Adobe Products) for video capture, audio capture, lighting, and post-production.

3-D ANIMATION TECHNIQUES

Credit Hours: 3

This course provides students with an overview of 3D animation methods within the context of contemporary art. Students learn introductory to advanced techniques using industry-standard software to produce virtual objects, environments, materials, character rigs, keyframe animations, procedural animations, and dynamics FX.

MOTION GRAPHICS TECHNIQUES

Credit Hours: 3

This course provides students with an overview of the methods and techniques relating to motion graphics. Students learn industry-standard software (Adobe After Effects) for the successful creation of graphic and photographic moving images including, but not limited to, keyframe 2D animation, digital compositing, effective communication in moving text, and 2D procedural effects.

MOVING IMAGE PRODUCTION

Credit Hours: 3

This studio course provides students with one-on-one and group feedback for self-directed projects of time-based media. Students will develop their work within a theoretical and conceptual framework, learning and applying the principles of interactivity in art and design. The course includes screenings, discussions, and critiques.

GAME ENGINE TECHNIQUES

Credit Hours: 3

This course provides students with an overview of game engine software to produce narrative and experimental screen-based interactive media within the context of contemporary art. Students learn introductory to advanced techniques including, but not limited to importing models and characters, virtual lighting and terrain building, animating game objects, scripting interactivity, and exporting playable content.

INTERACTIVE MEDIA PRODUCTION

Credit Hours: 3

This studio course provides students with one-on-one and group feedback for self-directed projects in interactive media. Students will develop their work within a theoretical and conceptual framework, learning and applying the principles of interactivity in art and design. The course includes screenings, discussions, and critiques.

MIXED REALITY TECHNIQUES

Credit Hours: 3

This course provides an overview of emerging visual technologies within the context of contemporary art. Students are introduced to technical equipment and industry-standard software for virtual and augmented reality production, including, but not limited to, deployment of interactive experiences to headsets, programming controllers, integration of virtual environments with live video capture, app development, and web-based mixed reality.

PROFESSIONAL PROJECT

Credit Hours: 3

This course is the culmination of the Art and Technology degree program. Each student develops and implements an individual project relevant to their interests. This course is taught as an independent study with students checking in regularly with the instructor as they conceptualize and execute their final thesis project for completion of the program.

PROFESSIONAL FORUM

Credit Hours: 3

The aim of this course is to ensure successful completion of the thesis project through cultivation of a peer feedback group, constructive criticism, and positive reinforcement. Additionally, the course helps students to develop language skills for discussing the work that they are doing and confidence in presenting their work to others.

WHY CHOOSE OU ONLINE FOR AN ART & TECHNOLOGY MASTER'S DEGREE

OU Online delivers high-quality, affordable undergraduate and graduate programs in a flexible, fully online format—backed by the reputation of a top-tier public institution.

FACULTY EXPERTISE

Learn from nationally and internationally recognized artists and experts within the Weitzenhoffer Family College of Fine Arts. These practicing professionals bring real-world insight and can help you grow your network while guiding you in using technology as a powerful tool for creative expression.

ROBUST STUDENT SUPPORT

OU Online offers comprehensive support services tailored to online learners, including academic assistance, online tutoring, mental health counseling, and career development

resources. The program is designed to meet the needs of working professionals, allowing you to advance your art and technology skills without putting your career on hold.

GLOBAL ALUMNI NETWORK

With a global network of more than 250,000 alumni, becoming a Sooner connects you to a powerful community of professionals. You will gain access to leaders in art and technology across the world, opening doors to new opportunities and accelerating your career.

COST & FINANCIAL AID

Earning a master's degree in art and technology from OU Online is an investment in your future—and OU Online is committed to making that investment as accessible and transparent as possible.

Tuition and fees for the program total \$27,885 at a rate of \$845 per credit hour. Books and additional materials are not included. Some courses in this program may also require the purchase of software and hardware to complete coursework.

Financial aid, scholarships, and employer tuition assistance may be available to help offset the cost.

If you have questions about financial aid for your online program, please contact the Online Aid office at onlineaid@ou.edu or call 405-325-2929.

A nonrefundable deposit of \$350 is required upon admission to secure your place in the program. This deposit guarantees your spot in your first semester of courses and will be applied toward your first semester's tuition.

** Please be aware that tuition and fees may change, as determined by the Oklahoma State Regents for Higher Education.*

TRANSFER CREDIT

Transfer credit is not allowed in this program.

LEARN MORE ABOUT FINANCIAL AID: [HTTPS://ONLINE.OU.EDU/COST-AND-AID/GRADUATE/](https://online.ou.edu/cost-and-aid/graduate/)

TAKE THE NEXT STEP

To apply to the online Master of Arts in Art and Technology program, you must hold a bachelor's degree from a regionally accredited college or university (or the international equivalent). Applicants should have general computer literacy before applying to this program.

Applicants must complete the following:

- Complete an online application at <https://gograd.ou.edu/apply/>

- Submit a current resume
- Submit transcripts.
- Artist statement / personal statement (500+ words)
- Submit a visual portfolio with at least 10 images or media files of your artwork or professional work.
- International students must demonstrate English proficiency

APPLICATION TIMELINE

Applications are reviewed year-round for fall and spring sessions and are due 14 days before the intended start date.

A nonrefundable deposit of \$350 is required upon admission to secure your place in the program. This deposit guarantees your spot in your first semester of courses and will be applied toward your first semester's tuition.

STEP 1

Contact an Enrollment Coach to discuss your qualifications and interest in the program.

STEP 2

Complete the online application at <https://gograd.ou.edu/apply/>

STEP 3

Provide supplemental materials, including a resume, official transcripts, a personal/artist statement, and a professional portfolio with at least 10 images of your work.

TO APPLY: [HTTPS://GOGRAD.OU.EDU/APPLY/](https://gograd.ou.edu/apply/)