

ATLAS Copy to Copy

Updated 6/2022

What is ATLAS?

ATLAS is an interdisciplinary institute for radical creativity and invention, transforming ingenious ideas into reality through research, experimentation and critical thinking. Part of the University of Colorado Boulder, the institute offers undergraduate and graduate programs through the College of Engineering & Applied Science.

B2 Center for Media, Art and Performance

Part of the ATLAS Institute at CU Boulder, the B2 Center for Media, Arts & Performance embraces convivial and interdisciplinary experimentation that co-mingles art, technology, media, science, performance, radical creativity and [insert your practice here].

ATLAS graduate programs

PhD & MS

Radically interdisciplinary, ATLAS graduate programs nurture robust design and technical skills, while maximizing flexibility for students to explore and develop their unique creative visions.

ATLAS faculty interests are broad, encompassing fields from e-textiles to game design and engineering at the molecular level. Similarly, graduate students hail from many academic disciplines, including computer science, the humanities, engineering, art, the natural sciences, music and design.

ATLAS PhD program

The PhD program at CU Boulder's ATLAS Institute emphasizes out-of-the-box invention and radical inquiry. Suited to students whose interests transcend traditional disciplinary boundaries,

ATLAS is a thriving academic community of researchers and students who blend engineering, design, art and humanitarianism.

Structurally, the ATLAS PhD program is like any other research-based doctoral program: a student forms an advisory committee, takes courses, takes a qualifying examination, proposes a dissertation, performs research, writes a dissertation and defends it. PhD students are required to take the ATLAS Research Methods class, the ATLAS Research Professional Development class and the ATLAS Colloquium at least once each during the first two years of study. Beyond those requirements the curriculum is crafted from one student to the next, based on background and experience. The student, in consultation with her or his advisory committee, identifies expertise that will be needed to perform the research and selects courses to develop the requisite expertise.

MS—Creative Technology & Design

Creative Industries track

Pursuing a project-based curriculum, Creative Industries students gain technical fluency, designing and building systems and products to realize their creative visions. They graduate as creative technologists equipped with robust portfolios of thoughtful projects and prototypes.

The Creative Industries track is guided by a unique and relevant core curriculum, further shaped by student interest and by industry leaders. Beyond the core, the curriculum is flexible, allowing students to design their own experience by selecting courses from a diverse and challenging array of technical focus and critical perspective electives.

While some students focus their studies on user experience and user interaction (UI/UX), others explore fields such as game design, virtual and augmented reality, performance arts and media, learning and education, and interactive product design.

Whatever their goals, students in the Creative Industries track work directly with successful professionals, gaining design expertise and technical skills from practitioners who understand the economics of their fields. Complemented by workshops, visiting speakers and studios, students are exposed to the most current and relevant considerations in their fields today, emerging from the program well prepared for the business of creativity.

MS—Creative Technology & Design

Social Impact track

The Social Impact track of the Creative Technology & Design master's program prepares students to leverage technology to create equity in access and to support underserved communities in the US and around the world.

Learning in the Social Impact program prepares students to apply information and communication technologies (ICT) to address social issues for impact. The most effective and culturally appropriate solutions balance technology and societal need; through a project-based curriculum, students learn to critically evaluate and apply both.

All students in the Social Impact track share a common passion for tackling some of the world's most complex problems. Many focus on development issues domestically or abroad; these include accessibility, education, climate change, global health, and policy. Students choose their own path by selecting from a diverse and challenging array of technical focus and critical perspective elective courses.

A diverse student cohort is one of the program's greatest strengths. A broad mix of talent leads to more thoughtful and thorough development projects and solutions.

A hallmark of the program is the final field-based practicum. Students spend a full semester with non-governmental organizations, development agencies, foundations and technology companies applying thoughtful, real-world interventions that have a social impact. This experience positions them well for careers in the field, sometimes with the same organization.

BS & Minor—Creative Technology & Design

Awarded through the College of Engineering and Applied Science, a Bachelor of Science and minor in Creative Technology and Design offers a broad, transdisciplinary curriculum that integrates technological skills with a critical, theoretical and historical understanding of creativity, technology and design. The CTD curriculum infuses creativity and imagination into a technically rigorous education characterized by an emphasis on critical thinking, problem-solving, design and creative production. This program attracts designers, makers, tinkerers and builders—those with unorthodox perspectives and unconventional approaches to technology. Teaching diverse and

adaptable skills, CTD equips graduates for a wide range of 21st-century challenges and opportunities.

Students from all colleges at CU Boulder may apply for the Creative Technology & Design minor; students who wish to major in CTD must be admitted to the College of Engineering and Applied Science.

All CTD programs are housed within the ATLAS Institute, with core courses taught in the Roser ATLAS Center. BS-CTD incorporates the College of Engineering & Applied Science "Flexible First Year" and comprises a minimum of 128 credit hours of coursework.