

Bachelor of Arts in Technology, AI, and Society (ATAS)

Florida Atlantic University

Dorothy F. Schmidt College of Arts and Letters

CIP Code: 30.1501

Program Overview

The B.A. in Technology, AI, and Society (ATAS) is an interdisciplinary degree program that explores the cultural, ethical, and societal dimensions of emerging technologies. Students will critically examine the role of artificial intelligence, data, media, and policy in shaping identity and governance in a globally connected world. The program combines liberal arts foundations with applied digital and analytical skills including storytelling, communication, and social critique.

Learning Outcomes

- Analyze emerging technologies in cultural and political contexts
- Evaluate the ethical and societal implications of digital tools and AI systems
- Create multimedia and policy-relevant projects addressing contemporary tech-society issues
- Communicate complex digital topics to both academic and public audiences

Prerequisite

COP 1031C: Computer Programming and Data Literacy for Everyone
(For non-College of Engineering & Computer Science majors)

Core Curriculum (9 Credits)

- IDS 3762: Language, Society and Artificial Intelligence
- DIG 2202: Digital Culture
- PHI 2680: Artificial Intelligence and Ethics

Thematic Track Options (Complete 9 Credits in One Track)

1. Digital Storytelling and Creative Media

- DIG 4713 Video Game Studies
- MMC 4713: New Media Narrative
- DIG 3110: Fundamentals of Digital Media Practice
- RTV 3531: Digital Film Production
- PHM 4123 Philosophy of Video Games
- PHM 4133 Science Fiction and Philosophy
- LIT 3313: Science Fiction
- ANT 3391-Anthropology of Film: An Introduction to Visual Anthropology

2. Technology, Governance, and Policy

- PAD 2258: Society, Business, and Government
- PAD 3712: Information Technology in Public Administration
- PHM 4223: Philosophy of Technology
- PHM: Social and Political Philosophy
- PAD 3438: Communication for Public Managers
- MMC 4127C: Political Podcasting
- POS 4235: Media in Politics
- POS 4204: Public Opinion and American Politics
- PAD 4144: Intro to Nonprofit Sector-
- COM 4332: Studies in New Media
- ANT 4006-Human and Cultural Rights

3. Digital Identity and Social Systems

- SYP 4453: Globalization and Inequality
- SYP 4421: Technology and Society
- MMC 3601: Minorities and the Media
- PHM 4223: Philosophy of Technology
- PHI 3320: Philosophy of Mind
- PHM 4123: Philosophy of Video Games
- SYP 4610: Sociology of Culture
- MMC 4704: Media, Representation and Diversity
- ANT 4302 Gender and Culture
- ANT 4425 Systems, Institutions in Anthropological Perspective

4. Electives (9 credits)

Choose from interdisciplinary electives including any course not used in your track or in another track and/or:

- MMC 3711: Interactive Digital Media

- SYP 3630: Sociology of Popular Culture
- COM 4603: New Media and Civic Discourse
- LIN 4930: AI in Higher Education
- LIT 3313: Science Fiction
- PHI 3638: Moral Problems
- PHI 4380: Knowledge and Reality
- PHI 4134: Symbolic Logic
- PHI 4400: Philosophy of Science
- MMC 4263: Media, Culture and Technology
- ANT 4495 Research Methods in Cultural/Social Anthropology
- PHI 3638: Moral Problems
- PHI 3640: Environmental Ethics
- PHI 4661: Ethical Theory
- PHI 4633: Biomedical Ethics
- DIG 4026 History and Theory of Arts and Animation.

Capstone Experience (3 Credits)

Students complete a final project-based or research-intensive capstone in their senior year, culminating in a presentation or digital portfolio.

- IDS 4764 - Capstone in Technology & Society

Degree Requirements

- 120 total credits (including FAU general education)
- 30 upper-division credits
- Minimum 2.0 GPA overall and in the major
- Completion of Capstone Project