FLORIDA ATLANTIC UNIVERSITY

NEW/CHANGE PROGRAM REQUEST
Undergraduate Programs

UUPC Approval 3-30-26
UFS Approval _____
Banner _____
Catalog _____

Department School of Interdisiplinary Studies

College Arts and Letters

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

☑ **New Program***

☐ **Change Program***

Effective Date
(TERM & YEAR)
Fall 2026

Please explain the requested change(s) and offer rationale below or on an attachment.

The Bachelor of Arts (B.A.) in AI, Technology and Society is an innovative, interdisciplinary degree designed to examine how technology shapes, and is shaped by, human culture, communication, governance, and creative expression. Students will explore the ethical, social, and cultural implications of emerging technologies—such as artificial intelligence, digital media, and data systems—while developing critical thinking, research, and communication skills. The program combines theoretical coursework with hands-on projects, including digital storytelling, policy analysis, and multimedia production, to equip graduates for roles in technology policy, digital humanities, media industries, or graduate study.

Key features:

Core Focus: The intersection of technology with societal structures, including its impact on communication, politics, art, and identity.

Interdisciplinary Approach: Draws from humanities and social sciences to provide a holistic understanding of technology's role in modern life.

Learning Outcomes: Students will analyze technological trends, evaluate their societal consequences, and create projects that bridge theory and practice.

Career Paths: Prepares students for jobs in tech policy advocacy, digital content creation, cultural analysis, or further academic pursuits.

*All new programs and changes to existing programs must be accompanied by a catalog entry showing the new or proposed changes.

Faculty Contact/Email/Phone
Kevin Wagner/kwagne15@fau.edu/561-252-1794

Consult and list departments that may be affected by the change(s) and attach documentation
SCMS, Philosophy, Political Science, Public Admin., History Sociology, Anthropology, English, Music, EECS

Approved by	***Date***
Department Chair: Kevin Wagner	1/12/26
College Curriculum Chair: Robin Larson	02-10-2026
College Dean:	2/11/2026
UUPC Chair: Korey Sorge	3-30-26
Undergraduate Studies Dean: Dan Moeroff	3-30-26
UFS President:	
Provost:	

Email this form and attachments to mjenning@fau.edu seven business days before the UUPC meeting.

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

(Minimum of 120 credits required)

Admission Requirements

All students must meet the minimum admission requirements of the University. Please refer to the Admissions section of this catalog.

The Bachelor of AI, Technology, and Society (ATAS) is an interdisciplinary degree program in the Dorothy F. Schmidt College of Arts and Letters at Florida Atlantic University. The program 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.

Prerequisite Coursework for Transfer Students

Students transferring to Florida Atlantic University must complete both lower-division requirements (including the requirements of the General Education Curriculum) and requirements for the college and major. Lower-division requirements may be completed through an Associate in Arts (A.A.) degree from any Florida public college, university or community college or through equivalent coursework at another regionally accredited institution. Before transferring and to ensure timely progress toward the baccalaureate degree, students must also complete the prerequisite courses for their major as outlined in the Transition Guides.

All courses not listed with the Florida Statewide Course Numbering System that will be used to satisfy requirements will be evaluated individually on the basis of content and will require a catalog course description and a copy of the syllabus for assessment.

Prerequisite

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

Degree Requirements

The minimum number of credits required for the Bachelor of Arts in AI, Technology, and Society degree is 120 credits: 36 credits in the General Education Curriculum and 42 upper-division credits (including 30 credits in the major) with 9 credits in AI core, 9 credits in an AI Track, 9 credits in AI electives, and 3 credits in the Capstone Experience. A minimum 2.0 GPA overall and in the major.

Foreign Language Requirement

All students must satisfy the foreign language requirement for admission to the University.

Specific Requirements

Core Curriculum (9 credits)		
Course Title	**Course Number**	**Credits**
Language, Society and Artificial Intelligence	IDS 3762	3
Digital Culture	DIG 2202	3
Artificial Intelligence and Ethics	PHI 2680	3
Total		**9**

Thematic Track Options (Complete 9 credits in ONE track)

Track 1: Digital Storytelling and Creative Media (select 9 credits)		
Course Title	**Course Number**	**Credits**
Video Game Studies	DIG 4713	3
New Media Narrative	MMC 4713	3
Fundamentals of Digital Media Practice	DIG 3110	3
Digital Film Production	RTV 3531	3
Philosophy of Video Games	PHM 4123	3
Science Fiction and Philosophy	PHM 4133	3
Science Fiction	LIT 3313	3
Anthropology of Film: An Introduction to Visual Anthropology	ANT 3391	3

Track 2: Technology, Governance, and Policy (select 9 credits)		
Course Title	**Course Number**	**Credits**
Society, Business, and Government	PAD 2258	3
Information Technology in Public Administration	PAD 3712	3
Philosophy of Technology	PHM 4223	3
Social and Political Philosophy	PHM	3
Communication for Public	PAD 3438	3

Managers		
Political Podcasting	MMC 4127C	3
Media in Politics	POS 4235	3
Public Opinion and American Politics	POS 4204	3
Intro to Nonprofit Sector	PAD 4144	3
Studies in New Media	COM 4332	3
Human and Cultural Rights	ANT 4006	3

Track 3: Digital Identity and Social Systems (select 9 credits)		
Course Title	**Course Number**	**Credits**
Globalization and Inequality	SYP 4453	3
Technology and Society	SYP 4421	3
Minorities and the Media	MMC 3601	3
Philosophy of Technology	PHM 4223	3
Philosophy of Mind	PHI 3320	3
Philosophy of Video Games	PHM 4123	3
Sociology of Culture	SYP 4610	3
Media, Representation and Diversity	MMC 4704	3
Gender and Culture	ANT 4302	3
Systems, Institutions in Anthropological Perspective	ANT 4425	3

Electives (9 credits)		
Course Title	**Course Number**	**Credits**
Interactive Digital Media	MMC 3711	3
Sociology of Popular Culture	SYP 3630	3
New Media and Civic Discourse	COM 4603	3
AI in Higher Education	LIN 4930	3
Science Fiction	LIT 3313	3
Moral Problems	PHI 3638	3
Knowledge and Reality	PHI 4380	3
Symbolic Logic	PHI 4134	3
Philosophy of Science	PHI 4400	3
Media, Culture and Technology	MMC 4263	3
Research Methods in	ANT 4495	3

Cultural/Social Anthropology		
Environmental Ethics	PHI 3640	3
Ethical Theory	PHI 4661	3
Biomedical Ethics	PHI 4633	3
History and Theory of Arts and Animation	DIG 4026	3
AI for Non-Majors	CAI 4002	3
Introduction to Cloud Computing for Non-majors	CIS 4650	3

Choose from interdisciplinary electives including any course not used in your track. Additional courses can be used as elective or substituted within the track with the approval of the Director of the School of Interdisciplinary Studies.

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.

Course Title	**Course Number**	**Credits**
Capstone in Technology & Society	IDS 4764	3

Degree Requirements Summary

- 120 total credits (including FAU general education)
- 42 upper-division credits (30 credits in the major)
- Minimum 2.0 GPA overall and in the major
- Completion of Capstone Project
- CIP Code: 30.1501