

**ETC Elective Options (as of March 2024)**

Please note that there may be changes to this list leading up to the fall 2024 semester. For official details, please refer to the: <a href="#">CMU Schedule of Classes</a>			
Number	Title	Instructor	Offered (in general)
<b>ETC Game Design Electives</b>			
53603	Game Design Fundamentals	Librande	Spring
53614	Introduction to Game Design	Walton	Spring
53751	Research Issues in Game Development: Designing for XR	Corbett	Fall
53671	Game Design, Prototyping and Production	Corbett	Spring
53730	Programming for Game Designers	Light	Spring
53374	Retro Game Lab	Walton	Spring
53756	Game Sound	Kelley	Spring
53871	Role Playing Games Writing Workshop (RPG WRITING WORKSHOP)	Klug	Fall
<b>ETC Themed Entertainment Electives</b>			
53612	Guest Experience and Theme Park Design	Saldamarco	Fall/Spring
53613	Experience Design	Comley	Fall/Spring
53621	Dark Ride Design	Comley	Fall/Spring
53617	Concept Development for Location-Based Entertainment	Harbuck	Fall
<b>ETC Interactive Storytelling Electives</b>			
53872	Writing for Television	Chris Klug	Spring
53546	Creative Storytelling for Emerging Technologies	Dessler	Spring
<b>Leadership courses</b>			
53785	ETC Course GA (for academic credit)		Fall and Spring
<b>ETC General Electives</b>			
53353	Understanding Game Engines	Corbett	Fall
53472	Advanced Game Studio	Corbett	Spring
<b>53735</b>	ETC Virtual Production: Lighting	Klug/Corbett	Spring
<b>53762</b>	Advanced Look Development: The Two Worlds of Texture	Washington	Fall/Spring
53714	Improvisational Acting II	Harger	Spring
53723	Digital Art Studio A	Washington	Spring
53724	Digital Art Studio B	Washington	Fall
53788	Introduction to Maya	Audia	Spring
53321	IDeATe Special Topics in Animation: Bipedal Rigging for Animation Production	Vidva	Spring
53882	Technical Character Animation	Moshe Mahler	Fall
53884	Advanced Pipeline Topics for Film and Game Art	Moshe Mahler	Spring
53483	Advanced Digital Sculpture	Mahler	Spring
53323	IDeATE Storytelling Through Effects Animation	Dale	Spring?
53330	IDeATe Inflatables	Olivia	Spring
53771	Product Design and Innovation: Scaling your idea from inception to mass market	Charles	Fall
53646	Debugging with the Professionals	Light	Fall