

ETC Elective Options (as of November 2019)

Please note that there may be changes to this list leading up to the Spring 2020 semester. For official details, please refer to the:

[CMU Schedule of Classes](#)

Number	Title	Instructor	Offered (in general)
ETC Game Design Electives			
53603	Game Design Fundamentals	Librande	Spring
53609	Game Design	Schell	Spring
53751	Research Issues in Game Development	Corbett	Fall
53730	Programming for Game Designers	Culyba	Spring
53671	Game Design, Prototyping and Production	Corbett	Spring
ETC Themed Entertainment Electives			
53612	Guest Experience and Theme Park Design	Saldamarco	Fall/Spring
53613	Experience Design	Comley	Fall/Spring
53642	Themed Entertainment Design Studio A	Comley/Dessler/Saldamarco	Fall (2nd year)
53643	Themed Entertainment Design Studio B	Comley/Dessler/Saldamarco	Spring (2nd year)
ETC Interactive Storytelling Electives			
53871	Role Playing Game Writing Workshop	Chris Klug	Fall
53872	Writing for Television	Chris Klug	Spring
53873	Interactive Storytelling	Klug	Fall
53886	Why Typography Matters in New Media	Shirley Yee	Spring
53876	360 Story and Sound	Dessler	Fall and Spring
ETC Leadership & Innovation Electives			
53604	Production and Leadership	Hoover	Fall and Spring
53630	Entrepreneurship in Entertainment Technology	Rosendahl	Fall and Spring
53785	ETC Course GA (for academic credit)		Fall and Spring
ETC General Electives			
53280	Designing Table Top Board Games	Klug	Spring
53353	Understanding Game Engines	Corbett	Fall
53472	Advanced Game Studio	Corbett	Spring
53559	Reality Computing II	Corbett/Folan	Spring
53673	Dynamic Motion and Game Experience	Washington	Spring
53712	Improviseational Acting II mini 3	Harger	Spring
53713	Improviseational Acting III - mini 4	Harger	Spring
53714	Improviseational Acting II	Harger	Spring
53723	Digital Art Studio A	Washington	Spring
53724	Digital Art Studio B	Washington	Fall
53761	The Art and Science of Photography	Stevens and Klug	Intermittent
53788	Introduction to Maya	Audia	Spring
53881	Introduction to Animation Production Pipeline	Moshe Mahler	Spring
53882	Technical Character Animation	Moshe Mahler	Fall
53884	Advanced Pipeline Topics for Film and Game Art	Moshe Mahler	Spring