

ETC Elective Options (as of February 2022)

Please note that there may be changes to this list leading up to the Fall 2022 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
53614	Introduction to Game Design	Kelley, Culyba	Spring
53751	Research Issues in Game Development	Corbett	Fall
53671	Game Design, Prototyping and Production	Corbett	Spring
05-899	Transformational Game Design Studio	Hammer	Fall
ETC Themed Entertainment Electives			
53612	Guest Experience and Theme Park Design	Saldamarco	Fall/Spring
53613	Experience Design	Comley	Fall/Spring
ETC Interactive Storytelling Electives			
53871	Role Playing Game Writing Workshop	Chris Klug	Fall
53872	Writing for Television	Chris Klug	Spring
53886	Why Typography Matters in New Media	Shirley Yee	Spring
ETC Leadership & Innovation Electives			
53785	ETC Course GA (for academic credit)		Fall and Spring
ETC General Electives			
53353	Understanding Game Engines	Corbett	Fall
53472	Advanced Game Studio	Corbett	Spring
53673	Dynamic Motion and Game Experience	Washington	Spring
53714	Improvational Acting II	Harger	Spring
53723	Digital Art Studio A	Washington	Spring
53724	Digital Art Studio B	Washington	Fall
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