Number	Title	Instructor	Offered (in general)
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ETC Elective Options (as of November 2022)

This list includes ETC courses only and there may be changes leading up to the spring 2023 semester. For additional details and a full listing of courses at CMU, 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	Culyba, Walton	Spring
53751	Research Issues in Game Development: Designing for XR1	Corbett	Fall
53671	Game Design, Prototyping and Production	Corbett	Spring
05899	Transformational Game Studio	Kelley	
53322	IDeATe: Little Games/Big Stories: Indie Roleplaying Game	Walton	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			
53872	Writing for Television	Chris Klug	Spring
53886	Why Typography Matters in New Media	Shirley Yee	Spring
Leadership courses			
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
53376	Dynamic Motion and Game Experience	Washington	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
53645	Story Development and Previsualization with AI	Dessler	Spring
53882	Technical Character Animation	Mahler	Fall
53884	Advanced Pipeline Topics for Film and Game Art	Mahler	Spring
53320	IDeATe Special Topics in Animation: Character Modeling	James Chan	Spring
53323	IDEATE Storytelling Through Effects Animation	Mayeda	Fall
53645	Story Development and Previsualization with AI	Dessler	Spring
53674	Digital Visual Image Making	Klug, Stevens, Vituccio	Spring