

ETC Elective Options (as of March 2025)

Please note that there may be changes to this list leading up to the fall 2025 semester. For official details, please refer to the:

[CMU Schedule of Classes](#)

ETC Game Design Electives

Course Number	Title	Instructor	Offered
53603	Game Design Fundamentals	Librande	Spring
53614	Introduction to Game Design	Walton	Spring
53671	Game Design, Prototyping and Production	Corbett	Spring
53683	Introduction to Level Design	Kelley	Spring
53730	Programming for Game Designers	Light	Spring
53751	Research Issues in Game Development: Designing for XR	Corbett	Fall

ETC Themed Entertainment Electives

Course Number	Title	Instructor	Offered
53612	Guest Experience and Theme Park Design	Saldamarco	Fall/Spring
53613	Experience Design	Comley	Fall/Spring
53617	Concept Development for Location-Based Entertainment	Harbuck	Fall
53621	Dark Ride Design	Comley	Fall/Spring
53-721	Special Projects – Horror	Comley	New mini

ETC Interactive Storytelling Electives

Course Number	Title	Instructor	Offered
53546	Creative Storytelling for Emerging Technologies	Dessler	Spring
53871	Role Playing Games Writing Workshop	Chris Klug	Fall

Leadership courses

53785	ETC Course GA (for academic credit)		Fall and Spring

ETC General Electives

Course Number	Title	Instructor	Offered
53320	IDeATe Special Topics in Animation: Character Modeling	James Chan	Fall mini
53321	IDeATe Special Topics in Animation: Bipedal Rigging for Animation Production	Videva	Spring
53322	IDeATe: Little Games/Big Stories: Indie Tabletop Roleplaying Game Studio	Tyler Crumrine	Spring

53323	IDEATE Storytelling Through Effects Animation	Dale	Fall
53330	IDeATe Inflatables	Olivia	Spring
53353	Understanding Game Engines	Corbett	Fall
53472	Advanced Game Studio	Corbett	Spring
53483	Advanced Digital Sculpture	Mahler	Spring
53655	Introduction to Arduino	Zach	Spring - mini
53646	Debuffing with the Professionals	Light	Fall
53714	Improviseational Acting II	Harger	Spring
53723	Digital Art Studio A	Washington	Spring
53724	Digital Art Studio B	Washington	Fall
53735	Cinematography and Lighting using Unreal	Klug/Corbett	Spring
53736	Crafting Hybrid Realities: Intro to Virtual Production	Dessler	New
53762	Advanced Look Development: The Two Worlds of Texture	Washington	spring
53771	Product Design and Innovation: Scaling your idea from inception to mass market	Johnson	Fall and Spring
53788	Introduction to Maya	Audia	Spring
53882	Technical Character Animation	Moshe Mahler	Fall
53884	Advanced Pipeline Topics for Film and Game Art	Moshe Mahler	Spring