THE ETC IS THE PREMIER PROFESSIONAL GRADUATE PROGRAM FOR INTERACTIVE ENTERTAINMENT AS IT IS APPLIED ACROSS A VARIETY OF FIELDS. THE ETC OFFERS A UNIQUE TWO-YEAR MASTER OF ENTERTAINMENT TECHNOLOGY DEGREE THAT IS JOINTLY CONFERRED BY THE SCHOOL OF COMPUTER SCIENCE AND THE COLLEGE OF FINE ARTS. AT THE ETC, INTERDISCIPLINARY PROJECT WORK FOCUSES AROUND A RANGE OF AREAS, SPANNING LEARNING, HEALTH, TRAINING, SOCIAL IMPACT, CIVICS, ENTERTAINMENT AND MORE. PROJECT TEAMS DEVELOP VARIOUS ARTIFACTS IN TUNE WITH CLIENT GOALS, INCLUDING GAMES, ANIMATION, LOCATION-BASED INSTALLATIONS, AUGMENTED REALITY, MOBILE DEVICES, ROBOTICS, INTERACTIVE PERFORMANCES AND TRANSMEDIA STORYTELLING.

This breadth of interests is one of the strongest components of the ETC experience. The ETC balances educational goals, professional development and engaging experiences — or learn, work, play. We emphasize leadership, innovation and communication by creating challenging experiences through which students learn how to collaborate, experiment and iterate solutions. The ETC is simply different. We strive to design experiences that educate, engage and inspire.
ETC ADMISSIONS

Each year the ETC enrolls a class of approximately 75 new students. The application deadline is January 1. Students will be notified of an admission decision by March 15.

www.etc.cmu.edu

ADMISSION REQUIREMENTS

- Application with fee
- Statement of Intent
- Resume
- Transcript(s) from undergraduate study
- 3 Letters of Recommendation
- Portfolio or GRE scores
- TOEFL (for nonnative English speakers)
- Interview

ETC students and alumni are working and innovating around the world. The following is a sampling of companies that employ our graduates:

- Activision
- Amaze Entertainment
- Apple
- DeNA
- Disney VR Studio
- Dreamworks
- Electronic Arts
- Etcetera Edutainment
- Google
- Industrial Light and Magic
- Insomniac Games
- Leap Frog Enterprises
- LucasArts
- Microsoft
- Pixar
- Playmotion
- PopCap Games
- Riot Games
- Rising Sun
- Rockstar San Diego
- Schell Games
- Sidhe Interactive
- Sony Computer Entertainment
- Thinkwell Design and Production
- Walt Disney Imagineering
- Walt Disney Parks and Resorts

ETC works with many companies and organizations to create experiences through projects. The following is a sampling of project sponsors:

- Carnegie Museums
- Caterpillar
- Children’s Hospital
- Children’s Museum of Pittsburgh
- DARPA
- Electronic Arts
- Elizabeth Forward School District
- Fred Rogers Center
- Games for Change
- General Motors
- Give Kids the World
- Lockheed Martin
- Microsoft
- MTV
- National Aviary
- NEC
- Sesame Workshop
- Sharp
- Sony Computer Entertainment
- The Grable Foundation
- Thinkwell Design and Production
- Walt Disney Imagineering
- WMS Gaming