

<b>Concentration Options (as of Fall 2017)</b>				
Number	Title	Instructor	Notes	Offered (in general)
<b>Game Design Concentration Options</b>				
53603	Game Design Fundamentals	Librande	at ETC-SV location	Spring
53609	Game Design	Schell	Required	Spring
53671	Research Topics in Game Development	Corbett	IDeATe Course	Fall
53730	Programming for Game Designers	Culyba	IDeATe Course	Spring
53870	RPG Design	Klug/Hammer		Fall
53871	Game Design, Prototyping and Production	Corbett	IDeATe Course	Spring
53876	Poetics of Game Design	Kelley		Fall
53-753	Systems Designs for Games and Life	Hoffman-John	at ETC-SV location	Fall
<b>Themed Entertainment Concentration Options</b>				
53612	Guest Experience and Theme Park Design	Saldamarco		Fall/Spring
53613	Experience Design	Comley		Spring
53641	Packaging Transmedia	Dessler		Spring
53642	Themed Entertainment Design Studio A	Comley/Dessler/Saldamarco		Fall (2nd year)
53643	Themmed Entertainment Design Studio B	Comley/Dessler/Saldamarco		Spring (2nd year)
<b>Interactive Storytelling Concentration Options</b>				
53871	Role Playing Game Writing Workshop	Chris Klug		Fall
53872	Writing for Television	Chris Klug		Spring
53873	Interactive Storytelling	Klug		Fall
53875	Storyworlds: Narrative across Media	Vituccio		Spring
53886	Why Typography Matters in New Media	Shirley Yee		Fall and Spring
53-760	Drone Visual Storytelling	Vittuccio, Stevens		Fall
53-876	360 Story and Sound	Dessler		Spring
53-752	Designing Achilles in a Video Game	Klug		Fall
<b>Leadership &amp; Innovation Concentration Options</b>				

53-604	Production and Leadership	Hoover		Fall and Spring
53-630	Entrepreneurship in Entertainment Technology	Rosendahl	at ETC-SV location	Fall and Spring
53-754	Business Intelligence for Game Designers	Hoffman-John	at ETC-SV location (& online)	Spring
TBA	Creative Chaos	Davidson		Spring
TBA	ETC Course GA (for academic credit)			Fall and Spring
<b>Open Electives</b>				
53712	Improvistional Acting II	Brenda	*Can be an additional elective	Spring
53713	Improvistional Acting III	Brenda	*Can be an additional elective	Spring
53-723	Digital Art Studio A	Washington		Spring
53-724	Digital Art Studio B	Washington		Fall
53-788	Introduction to Maya	Audia		Spring
53-731	Technical Art in Games	Tsai		Fall and Spring
53-353	Understanding Game Engines	Corbett		Fall
53-740	Twitch Plays Game Design: Crowd and Cloud for Distributed Play	Hammer		Fall
53-340	Digital Archives and Storytelling: A Practicum	King		Spring
TBA	Motion and Design	Washington		Spring
TBA	UX/UI Design	Dessler/Stevens		Spring