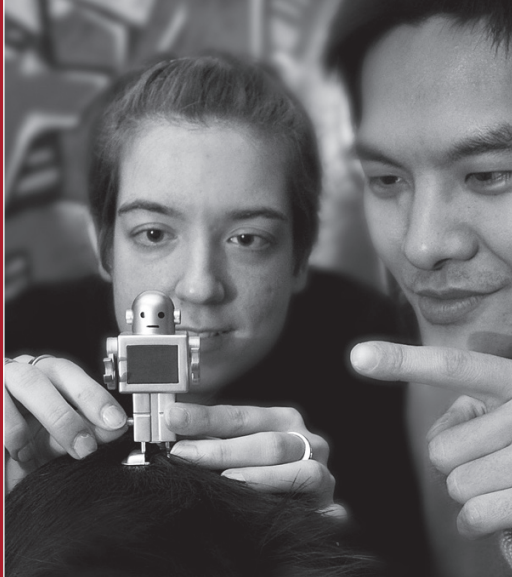
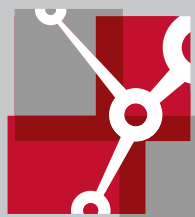


# LEARN WORK PLAY



**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.



Carnegie Mellon University  
Entertainment Technology Center

# ADMISSIONS

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

Carnegie Mellon University  
Entertainment Technology Center



# STUDENT EMPLOYERS

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

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

# COMPANY SPONSORS