Number	Title	Instructor	Notes	Offered (in general)
Concentration Options (as of October 2018)				
Game Design Concentration Options				
53603	Game Design Fundamentals	Librande	at ETC-SV location	Spring
53609	Game Design	Schell	Required	Spring
53751	Research Issues in Game Development	Corbett	IDeATe Course	Fall
53730	Programming for Game Designers	Culyba	IDeATe Course	Spring
53870	RPG Design	Klug/Hammer		Fall
53671	Game Design, Protytyping and Production	Corbett	IDeATe Course	Spring
Themed Entertainment Concentration Options				
53612	Guest Experience and Theme Park Design	Saldamarco		Fall/Spring
53613	Experience Design	Comley		Spring
53642	Themed Entertainment Design Studio A	Comley/Dessler/Saldamarco		Fall (2nd year)
53643	Themed Entertainment Design Studio B	Comley/Dessler/Saldamarco		Spring (2nd year)
Interactive Storytelling Concentration Options				
53752	Designing Achilles in a Video Game	Klug		Fall
53760	Drone Visual Storytelling	Vituccio, Stevens		Fall
53871	Role Playing Game Writing Workshop	Chris Klug		Fall
53872	Writing for Television	Chris Klug		Spring
53873	Interactive Storytelling	Klug		Fall
53886	Why Typography Matters in New Media	Shirley Yee		Fall and Spring
53876	360 Story and Sound	Dessler		Spring
Leadership & Innovation Concentration Options				
53604	Production and Leadership	Hoover	must be taken for credit to earn Leadership & Innovation	Fall and Spring
53630	Entrepreneurship in Entertainment Technology	Rosendahl	at ETC-SV location	Fall and Spring
53755	Creative Chaos	Davidson		Spring

53785	ETC Course GA (for academic credit)			Fall and Spring
		Open Electives		
53353	Understanding Game Engines	Corbett		Fall
53472	Advanced Game Studio	Corbett	This is a mini project course	Spring
53559	Reality Computing II	Corbett/Folan		Spring
53673	Motion and Design	Washington		Spring
53712	Improvisational Acting II	Harger	*Can be an additional elective	Spring
53713	Improvisational Acting III	Harger	*Can be an additional elective	Spring
53723	Digital Art Studio A	Washington		Spring
53724	Digital Art Studio B	Washington		Fall
53731	Technical Art in Games	Tsai		Fall
53761	The Art and Science of Photography	Stevens and Klug		
53788	Introduction to Maya	Audia		Spring
53881	Introduction to Animation Production Pipeline (Introduction to 3D Animation)	Moshe Mahler		Spring