Media Arts and Game Design

Module Requirements (5 units)
Prerequisites (1 unit)

For RTVF students
Course Title
RTVF 190-0 Media Construction

For Non-RTVF students
Students can select from the following list:
Course Title
RTVF 376-0 Topics in Interactive Media
RTVF 393-0 2D Computer Animation
RTVF 395-0 Computer Animation: 3D

*Examples of topics include:
- 3D Computer Animation
- Computer Code as Arts
- Critical Making
- Drawing for Media
- Intermediate/Advanced Game Studio
- Introduction to Interactive Arts and Entertainment
- Introductory Game Studio
- Media-enabled Performance
- Storyboarding and Layout
- Strategies for Interactive Sound Design
- Virtual Reality Storytelling
- Web Convergence Media

Required Courses (1 unit)
Choose 1 from the following list.
Course Title
RTVF 376-0 Topics in Interactive Media (may be repeated with different topics; see above for examples of topics)

Elective Courses (3 units)
Choose 3 from the following list.
Course Title
RTVF 341-0 Technological Innovations (Digital Cinema)
RTVF 370-0 Topics in Pre-Production (Storyboarding and Layout)
RTVF 376-0 Topics in Interactive Media (may be repeated with different topics; see above for examples of topics)
RTVF 383-0 Introduction to Sound Production
RTVF 393-0 2D Computer Animation
RTVF 395-0 Computer Animation: 3D
RTVF 398-0 Symposium: Issues in RTVF ("Game Studies" OR "Screens")

Additional Requirements (0 units)
Course Title
CMN 370-0 Module Capstone

This zero-credit course encompasses all co-curricular activities and the capstone project required for completion of the module.

Students may also take relevant courses from the Knight Lab or other approved classes from around the University.