MEDIA ARTS AND GAME DESIGN

https://advising.soc.northwestern.edu/academic_modules/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.