

Interactive Entertainment Technology Certificate

(2505)

Video games have swept the world as both a form of entertainment and as learning tools for many industries. The field and its underlying hardware are one of the key factors in the development of innovational technology. This program sets forth a series of courses that encourage the development of analytical, psychological, and programming techniques to produce entertainment and educational-oriented assets. Through this program of study, students will engage in hands-on study of a field they have enjoyed as a diversion or relaxation and be prepared to work as a member of the media industry's most exciting workforces.

MDIA 1003	Introduction to the Multimedia Computer	1
MDIA 1010	The Business and History of Broadcast and Interactive Media	2
MDIA 1080	Staff Practice I	
MDIA 1200	Video I: Introduction to Video Production and Broadcast	3
MDIA 1500	Interactive Media I: Introduction to Interactive Production	3
MDIA 1600	Animation I: Introduction to Two and Three-Dimensional Animation	3
MDIA 1640	Cartoon Animation Drawing	2
MDIA 1700	Interactive Entertainment I: Intro. to Entertainment Production	3
MDIA 1705	Interactive Entertainment II: Interactive Game Design Techniques	3
MDIA 1740	Interactive Entertainment Design Theory	2
MDIA 2080	Staff Practice II	1
MDIA 2700	Interactive Entertainment III: Applied Game Logic	3
MDIA 2705	Interactive Entertainment IV: Advanced Game Design and Production	3

Certificate Total: 30