Fundamentals of Procedural Media
(CTIN 101 • 2 units)
This course is an introduction to the procedural nature of interactive media. What distinguishes interactive media from other expressive forms is based on the computer's unique ability to execute rules. This is the practice of the computer programmer - writing instructions to make complicated systems out of simple processes. The interactive artist writes code that creates meaning and representation, as opposed to the film director, the playwright, and the novelist, who author the representation itself. This course is not focused on learning a specific language, but to help the future game designer, 3D modeler, interactive writer, and, indeed, software engineer to become procedurally literate. Student may take CSCI 101, which focuses on C++ programming instead if they wish.

Reality Starts Here
(CNTV 101 • 2 units)
An introduction to the School of Cinematic Arts and USC. This course will provide introductions to many of the resources available to students, while cultivating tools for success around topics such as emotional health, collaboration and professional relationships, peer criticism and critique, time management and internships and work opportunities. Guest speakers will be featured throughout the semester including current students and alumni guests. A class featuring students from across all SCA majors, this class teaches through a system called, "The Reality Game".

Introduction to Interactive Entertainment
(CTIN 190 • 4 units)
Of all the new media forms that have emerged since digital technologies have become ubiquitous in our social and cultural environment, videogames have introduced new relationships between audiences/players and the media itself. There are two broad goals for this course. The first is to provide a historical overview of video gaming that goes beyond the usual clichés, and identifies the multiple origins of modern video gaming and its genres. The second is to cultivate critical sophistication in the understanding and interpretation of videogames and gameplay. This course is informed by the belief that the expressive potential of videogames will be achieved when a diverse group of intellectually well-rounded, creatively ambitious designers are given an opportunities to produce games for informed and sophisticated players.

General Education Seminar
(4 units)
Students choose a GSEM in Humanistic Inquiry Social Analysis, Life Sciences or Quantitative Reasoning; GESEM 16og "Statistics Analysis for Games: Storytelling with Numbers" in particular is a good choice, as it covers a GE Category F, a GESM AND a major requirement.

Game Design Workshop
(CTIN 488 • 4 units)
The foundation course for game design education at USC, this course teaches a set of design methodologies that collectively we call "playcentric design." It is intended to provide flexible skills and knowledge that will enable the student to create playable systems more efficiently and collaborate with others more effectively. Playcentric design strives to enable the student to 1) learn about the Formal, Dynamic, and Dramatic elements of games and how the three interrelate, 2) Learn the Core Development Process, focusing on analog and board game design to teach iterative design, prototyping, playtesting, presentation, and collaboration, 3) Make Many Games! In addition, everyone will gain considerable experience providing critiques and analyzing games as playable systems, providing the foundation of knowledge both for succeeding throughout the game program at USC and for becoming a professional game designer.