**CNTV 101 Reality Starts Here**  
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”.

**ART 207a Two-Dimensional Art Workshop**  
2 units  
Studio practice to develop standards of judgment and appreciation of the visual arts.

**ITP 215 Introduction to 3D Modeling, Animation, and Visual Effects**  
OR CTAN 452 Introduction to 3-D Animation  
2 units  
An applied introduction to the techniques used for modeling, animating, texturing, lighting, rendering, and creating 3D content for games, cinematics, visual effects, animation, and visualizations.

**CTIN 190 Introduction to Interactive Entertainment (Recommended Course)**  
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 game-play. 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.

**CTIN 488 Game Design Workshop**  
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.

**General Education Seminar**  
(Covering GE:A, GE:C - GE:F)  
4 units  
Students choose a GSEM in Humanistic Inquiry Social Analysis, Life Sciences or Quantitative Reasoning; GESEM 160g “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.