**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”.

**CTIN 191 Survey of Themed Entertainment**  
4 units  
An introduction to the to the field of themed entertainment and education design, covering its history, and, especially, current practice.

**CTIN 452L Themed Entertainment Design**  
4 units  
Fundamentals of design, technology, operations and process for the creation of themed entertainment experiences and story-centric place-making. Students in this class will design three themed entertainment attractions, e.g., a theme park ride, a museum experience, a specialty dining attraction, a parade, etc.

**CTIN 457 Themed Entertainment Business Operations**  
2 units  
The business of themed entertainment, focused on teaching literacy to communicate with business partners and understanding the basic needs of a themed entertainment project.

**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.

**Introductory Elective Core**  
2 units  
Students choose from a variety of introductory electives in Interactive Media, Art, Theatre, Architecture, Mechanical Engineering, and more.