id	topic	id	topic
CTCS505	Survey of Interactive Media	CTIN406L*	Sound Design for Games
CTIN511	Interactive Media Seminar	CTIN458*	Business and Management of Games
CTIN534	Experiments in Interactivity I	CTIN459L*	Game Industry Workshop
CTIN541	Design for Interactive Media	CTIN462*	Critical Theory and Analysis of Games
CTIN544	Experiments in Interactivity II	CTIN463*	Anatomy of a Game
CTWR518	Introduction to Interactive Writing	CTIN464*	Game Studies Seminar
CTIN532	Interactive Experience and World Design	CTIN482*	Designing Online Multiplayer Game Environments
CTPR506	Visual Expression	CTIN483*	Programming for Interactivity
CTIN542	Interactive Design and Production	CTIN484L*	Intermediate Game Development
CTIN548	Preparing the Interactive Project	CTIN485L*	Advanced Game Development
CTIN558	Business of Interactive Media	CTIN486	Immersive Design Workshop
CTIN594a	Master's Thesis	CTIN488*	Game Design Workshop
CTIN594b	Master's Thesis	CTIN489*	Intermediate Game Design Workshop
CTIN495*	Internship in Interactive Media	CTIN491L*	Advanced Game Project I
CMPP591	Producing Practicum	CTIN492L*	Experimental Game Topics
CTAN443L*	3D Animation and Character Design	CTIN493L	Advanced Game Project II
CTAN451	History of Animation	CTIN499*	Special Topics
CTAN452*	Introduction to 3D Computer Animation	CTIN501	Interactive Cinema
CTAN462	Visual Effects	CTIN520	Experience and Design of Public Interactives
CTAN501	Experiments in 2D Digital Animation	CTIN584abcz	Individual Interactive Workshop
CTAN502ab	Experiments in Stereoscopic Imaging	CTIN585	Graduate Interactive Group Project
CTAN576	Seminar in Film/Television and New Technologies	CTIN590	Directed Research
CTAN577a	Fundamentals of Animation	CTPR455	Introduction to Production Design
CTCS409	Censorship in Cinema	CTPR472	Non-Theatrical Aspects of Film and TV Producing
CTCS478*	Culture, Technology and Communications	CTPR530	Producing for Independent Films
CTCS502	History of the Global Cinema After World War II	CTPR566	Developing and Selling Your Film and TV Projects
CTCS504	Survey of Television History	CTWR410L*	Character Development and Storytelling for Games
CTCS564*	Seminar in Film and Television Genres	CTWR513	Writing the Short Script
CTIN400	Fundamentals of Procedural Media	CTWR520	Advanced Scene Writing Workshop
CTIN401L*	Interface Design for Games	CTWR528	Screenwriting Fundamentals
CTIN403L*	Advanced Visual Design for Games	CTWR529	Intermediate Screenwriting
CTIN404L*	Usability Testing for Games	CSCI480	Computer Graphics
CTIN405*	Design and Technology for Mobile Experiences	CTPR455	File and Database Management

Total 66 records, File: db/eecs/interactive_media_usc2015

id	topic	id	topic
CS570	Analysis of Algorithms	CS520	Computer Animation and Simulation
CS580	3D Graphics and Rendering	CS523	Networked Games-Design and Implementation
EE557	Computer Systems Architecture	CS524	Networked Artificial Intelligence
CS555	Advanced Operating Systems	CS526	Advanced Mobile Devices and Game Consoles
CS551	Computer Communications	CS534	Affective Computing
CS561	Artificial Intelligence	CS541	Artificial Intelligence Planning
CS571	Web Technologies	CS543	Software Multiagent Systems
CS573	Advanced Artificial Intelligence	CS523	Networked Fames-Design and Implementation
CS577a	Software Engineering	CS537	Immersive Environments
CS585	Database Systems	CS538	Human Performance Engineering
CS522	Game Engine Development	CS574	Computer Vision
CTIN488	Game Design Workshop	CS588	Specification & Design of UI Software
EE452	Game Hardware Architectures	CTAN502a	Virtual Reality & Stereoscopic Animation
CSCI529ab	Advanced Game Projects	EE619	Advanced Topics in Speech Recognition & Spoken Language Engineering.
CS503	Parallel Programming	CS486	Serious Games Development

Total 30 records, File: db/eecs/game_development_usc2015