Media Creation Courses

Students can demonstrate an understanding of media creation in a CM context through taking a number of classes before enrolment in the CM M.S. or Ph.D. (see “required and recommended courses” section, above) and through petition to the CM graduate director. Students can also do this through two mechanisms after enrolment. First, they may participate in a DANM project group sequence (three DANM 250 courses in same area, in sequence). Second, they may take at least three graduate or upper-division undergraduate courses from a list of offerings at UCSC that require programming knowledge (as a prerequisite) and are focused on defining and developing CM-related projects. Current courses in this second category are:

CMPM 146: Game AI  
CMPM 147: Generating Worlds  
CMPM 148: Interactive Narrative  
CMPM 164: Game Engines  
CMPM 179: Game Design Practicum  
CMPM 244: Artificial Intelligence in Games  
CMPM 245: Computational Models of Discourse and Dialogue  
CMPM 248: Interactive Narrative  
CMPM 265: Generative Methods  
CMPS 160: Introduction to Computer Graphics  
CMPS 161: Introduction to Data Visualization  
CMPS 165: Data Programming for Visualization  
CMPS 183: Hypermedia and the Web  
CMPS 260: Computer Graphics  
CMPS 261: Advanced Visualization  
CMPS 263: Data Driven Discovery and Visualization