

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