



Photo by Cesar Sanchez

Interactive Entertainment, Science & Healthcare

CTIN 503 | SPRING 2020 | 2 Units | Mondays 11am-12:50pm

Instructor: Marientina Gotsis, MFA

Open to all doctoral, graduates, and advanced undergraduates;
hybrid instruction (5 online and 10 in-person classes)

SYLLABUS PREVIEW

<https://docs.google.com/document/d/1Yh6t5ZVhloe-FArSZ79gMXAsDjJ-jdgXCSiYMQ5Ux0E/edit?usp=sharing>

The purpose of this course is to prepare students for transdisciplinary collaboration with teams of artists, designers, scientists, health professionals, and engineers, whose mission is to develop and evaluate interactive entertainment-based interventions aimed at improving human health and the experience of living.