“Interdisciplinary success is based upon exploration and curiosity in the service of solving a problem or answering a question, which may or may not yield the kind of tangible result we expect from [disciplinary] research.”

**CTIN 575: Health and Interactive Entertainment Research Lab (2-4 units)**

**Fall 2020 Theme: “Love Matters”**
A hands-on transdisciplinary lab tackling the complex problem of capturing, defining, understanding, analyzing, summarizing, synthesizing, curating, presenting, and preserving the lived experience of romance in human relationships.

**When:**
Flexible schedule to be negotiated between students and instructor.

**INSTRUCTOR**
Prof. Marientina Gotsis, MFA
https://usc.zoom.us/my/marientina
gotsis@usc.edu

**Course Description:**
Emerging transdisciplinary research methods for conducting formative or summative evaluation of interactive entertainment-based interventions.

**Prerequisite:**
Permission of instructor. Advanced undergraduates, graduate students, doctoral students. Taken as Credit/No Credit.

**SYLLABUS**
https://docs.google.com/document/d/1eb77ppWA480CYVzn0P-u23gIPgsQXClKB-8HNreaCM/edit?usp=sharing