**CTIN 503 Interactive Entertainment, Science & Healthcare**

**Spring 2023 • Marientina Gotsis**

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| **Section 18411** | **Monday: 11:30 - 1:20 pm** | [**SCI**](https://web-app.usc.edu/maps/?b=SCI)**209** |

“Mental health ultimately means that an individual, through rich emotion affirming encounters with living, has integrated his or her life in such a way that the emergent self-structures, deeply affective, can steer a satisfying, cognitive course through future emotional jungles of lived lives.” – Jaak Panksepp

# Course Description

This course will give students an overview of foundational concepts required for designing, developing, and evaluating interactive entertainment and transmedia-based interventions at the intersection of neuroscience, public health, and medicine. Students will develop a unique transdisciplinary perspective of intervention rationale and impact related to wellness, illness, and resilience, following a trajectory of critical periods of life and living. They will develop essential abilities of reading, writing skills, and experience analysis and synthesis skills.

# Learning Objectives

This course aims to prepare students for transdisciplinary collaboration with teams of artists, designers, scientists, health professionals, and engineers, whose mission is to develop and evaluate interventions focused on improving human health and the experience of living. Students will obtain essential mastery of core concepts in the field, including challenges and opportunities. They will acquire the necessary skills for analyzing prior art and proposing future work through a transdisciplinary lens, which will integrate their skills and experiences. Students will obtain a common philosophical and theoretical framework that underlies intervention design and evaluation. They will practice conducting literature reviews from diverse fields, creating speculative design documents informed by theory, prior art, or other evidence, presenting innovation applications to an audience, and synthesizing concepts from multiple disciplines.

Prerequisite(s): None. Co-Requisite(s): None. Concurrent Enrollment: None.

Recommended Preparation: Prior classes in at least two or more of the following at any level — social sciences, game or media production, humanities, biomedical sciences, and allied health professions.

**SYLLABUS:** [**https://cmbhc.pubpub.org/pub/ctin503sp2023**](https://cmbhc.pubpub.org/pub/ctin503sp2023)