Currently-Approved Topics Courses

CMPM 235: User Evaluation of Technology
CMPM 237: Advanced Topics in Human-Robot Interaction
CMPM 243: Social Computing Research: Design, Algorithms, and Incentives
CMPM 244: Artificial Intelligence in Games
CMPM 245: Computational Models of Discourse and Dialogue
CMPM 248: Interactive Storytelling
CMPM 265: Generative Methods
CMPM 268: Immersive Analytics
CMPM 290A: Topics in Computational Media*
CMPM 290J/DANM 250D: Playable Media
CMPM 290K: Social and Emotional Approaches to HCI
CMPM 290P: Topics in Computational Cinematography

In addition, a number of courses appropriate for this category are currently offered by other departments. These are:

CSE 260: Computer Graphics
CSE 261: Advanced Visualization
CSE 263: Data Driven Discovery and Visualization
CSE 265/DANM 231: Human-Computer Interaction
CSE 290L: Topics in Crowdsourcing and Collaboration

DANM 250A: Collaborative Research Project Group: Art and Science
DANM 250B: Collaborative Research Project Group: Socially Engaged Art
DANM 250C: Collaborative Research Project Group: Performance and Embodiment
DANM 250D: Collaborative Research Project Group: Experimental Play

FILM 228: Moving Image Archives and the Frontiers of Information
FILM 230: Expanded Documentary
FILM 234: Toward an Ethics of New Media

GAME 232: Advanced Game Technologies
GAME 238: Computer Graphics for Games
GAME 240: Game Usability
GAME 250: Foundations of Serious Games
GAME 251: Games User Research
GAME 290A: Advanced Topics in Games

Course can be repeated for credit if topics change