



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.**