



Fall 2022 AET Courses

FOUNDATIONS (FD): Introductions to all things AET

AET 304 FOUNDATIONS OF AET

- Unique: 21705
- Faculty: Honoria Starbuck, Chris Ozley
- Mode: Hybrid

AET 319 ART & CONTENT-WB

- Unique: 21710, 21715
- Faculty: Neal Daugherty, Bill Byrne
- Mode: Online

AET 319 DESIGN & INTERACTIVITY-WB

- Unique: 21720, 21725
- Faculty: Honoria Starbuck, Michael Baker
- Mode: Online

AET 319 MEDIA & TECHNOLOGY

- Unique: 21730, 21735
- Faculty: Jessie Contour
- Mode: Hybrid

AET 319 SOUND & SPACE

- Unique: 21740, 21745
- Faculty: Matt Smith, Kyle Evans
- Mode: In Person

EXPERIENCE DESIGN (ED): Storytelling and interactive experience design for digital and physical spaces

AET 330T IMMERSIVE ART INSTALLATIONS

- Unique: 21770
- Faculty: Jessie Contour, Kyle Evans
- Mode: Hybrid

AET 330T MIXED REALITY FOR THE MASSES

- Unique: 21775
- Faculty: Jose Kozan
- Mode: Hybrid

AET 333 INTERACTIVE ENVIRONMENTS

- Unique: 21789
- Faculty: TBD
- Mode: In Person

AET 339 DXD STUDIO

- Unique: 21823
- Faculty: Yuliya Lanina
- Mode: Hybrid

AET 339 INTRO TO NARRATIVE

- Unique: 21825
- Faculty: Shannon Murray
- Mode: In Person

AET 339 NEXT GEN OUTDOOR PLAY

- Unique: 21828
- Faculty: MK Haley
- Mode: In Person

AET 339 THEMED ENTERTAINMENT DESIGN

- Unique: 21840
- Faculty: MK Haley
- Mode: In Person



Fall 2022 AET Courses

**LIVE EVENT TECHNOLOGIES (LET -
Previously PLAI): Development and
production for in-person experiences and
live entertainment**

AET 344D 3D PRVISLIZTN LIVE ENTRTNMT

- Unique: 21849
- Faculty: Matt Smith
- Mode: In Person

AET 348C LIVE EVENT ENGINEERING

- Unique: 21855
- Faculty: Matt Smith
- Mode: In Person

**GAME DESIGN (GD): Design, code, and
content for interactive video games**

AET 333 CHALLENGES IN GAME DESIGN

- Unique: 21772
- Faculty: Chip Sbronga
- Mode: Hybrid

AET 333 GAME ART PIPELINE

- Unique: 21778
- Faculty: Bill Byrne
- Mode: In Person

AET 333 GAME SYSTEM DESIGN

- Unique: 21785
- Faculty: Tyler Coleman
- Mode: Hybrid

AET 333 VIRTUAL REALITY FOR GAMES

- Unique: 21799
- Faculty: TBD
- Mode: In Person

AET 333K VIDEO GAME PROTOTYPING

- Unique: 21800
- Faculty: Tyler Coleman
- Mode: Hybrid

AET 334C LEVEL DESIGN

- Unique: 21805
- Faculty: TBD
- Mode: Hybrid

AET 334F VIDEO GAME SCRIPTING I

- Unique: 21810
- Faculty: TBD
- Mode: Hybrid



Fall 2022 AET Courses

MUSIC & SOUND (M&S): Music composition and sound design for interactivity and performance

AET 320G AUDIO CODING I-WB

- Unique: 21750
- Faculty: Chris Ozley
- Mode: Online

AET 323D INTERACTIVE MUSIC

- Unique: 21755
- Faculty: Chris Ozley
- Mode: Hybrid

AET 339 IMMERSIVE AUDIO

- Unique: 21824
- Faculty: Kyle Evans
- Mode: Hybrid

AET 341D DIGITAL MUSICIANSHIP

- Unique: 21845
- Faculty: Sam Lipman
- Mode: Hybrid

VISUALIZATION (VIZ): Art, animation, and code for creative technologies

AET 324D PRINCIPLES OF ANIMATION

- Unique: 21760
- Faculty: Lucas Dimick
- Mode: Hybrid

AET 326C 3D MODELING AND TEXTURING

- Unique: 21765
- Faculty: Isaac Oster
- Mode: Hybrid

AET 326D 3D MATERIALS AND LIGHTING

- Unique: 21769
- Faculty: Isaac Oster
- Mode: Hybrid

AET 333 GAME CHARACTER ANIMATION-WB

- Unique: 21780
- Faculty: Kyle Chittenden
- Mode: Online

AET 339 DRAWING FOR DESIGNERS

- Unique: 21818
- Faculty: Yuliya Lanina
- Mode: Hybrid

AET 339 MOTION & ANIMATION

- Unique: 21829
- Faculty: Neal Daugherty
- Mode: In Person

Fall 2022 AET Courses

PROJECTS & STUDIOS (P&S): Individual and collaborative projects

AET 333 AET STUDIO

- Unique: 21779
- Faculty: David Cohen, MK Haley, Neal Daugherty
- Mode: In Person

AET 330T SDP: ADVANCED CREATIVE CODING

- Unique: 21774
- Faculty: Eric Freeman
- Mode: Hybrid

AET 330T SDP: INTERACTIVE MUSIC

- Unique: 21777
- Faculty: Chris Ozley
- Mode: Hybrid

AET 330T SDP: LIVE EVENT ENGINEERING

- Unique: 21776
- Faculty: Matt Smith
- Mode: In Person

AET 330T SDP: NEXT GEN OUTDOOR PLAY

- Unique: 21773
- Faculty: MK Haley
- Mode: In Person

AET 330T SDP: NEXT LEVEL ARCADE

- Unique: 21768
- Faculty: Jessie Contour
- Mode: In Person

AET 372 SENIOR DESIGN PROJECTS I*

- Unique: 21865
- Faculty: David Cohen
- Mode: Hybrid

AET 376 GAME CAPSTONE: 2-D*

- Unique: 21875
- Faculty: Paul Toprac
- Mode: Hybrid

***These courses require applications/consent of instructor**

Fall 2022 AET Courses

INDEPENDENT STUDY (IS)

AET 374 INDEPENDENT STUDY

- Unique: 21870
- Faculty: N/A
- Mode: In Person

AET 378H HONORS SENIOR THESIS

- Unique: 21880
- Faculty: N/A
- Mode: Hybrid

CROSS LISTS: Courses offered by other departments in which AET has seats reserved (we carry our own section of the course)

AET 339 BUSINESS OF ENTERTAINMENT

- Unique: 21815
- Faculty: Natasha Davison
- Mode: In Person

AET 339 CIRCULAR FASHION DESIGN

- Unique: 21819
- Faculty: Peggy Blum
- Mode: Hybrid

AET 344F DESIGN SKILLS: PROJECTION

- Unique: 21850
- Faculty: TBD
- Mode: In Person

AET 339 DRAWING THE STORY BOARD

- Unique: 21820
- Faculty: Jason Buchanan
- Mode: In Person

AET 353 GAME PROGRAMMING PARADIGMS

- Unique: 21860
- Faculty: Sarah Abraham
- Mode: In Person

AET 339 SCENE PAINT ENVIRONMENTAL REND

- Unique: 21835
- Faculty: Karen Maness
- Mode: Hybrid

Design Department Seat Shares

Each semester, the Departments of Design & Arts and Entertainment Technologies share seats in each other's classes in order to allow SDCT students to explore more courses outside of their home department. You will be able to sign up for these just like your standard AET courses and do not need any special permissions. The seats are offered on a first-come, first-served basis. This semester we are were offered seats in two Design courses, listed below:

DES 309: Introduction to Design (21955)

- Meets: M/W 11:00am – 2:00pm
- Room: ART 1.202
- Instructor: TBD
- AET Seats: 10
- Description: Studio course. Introduction to the design process, including research, ideation, prototyping, critique, and iteration. Projects also introduce the vocabulary, principles, strategies, techniques, and conventions of drawing and rendering used by design professionals

DES 330T: Eco-centric Design (22021)

Topics Course

- Meets: T 5:30pm-8:30pm
- Room: ART 1.204
- Instructor: Jiabao Li
- AET Seats: 5
- Course Description: Decentering the human being in a world of ecological uncertainty and recalibration, this course explores eco-centric design and co-creation with non-human species such as animals, plants, robots.