

MI 831 Theories of Games and Interaction Design

Semester:	Fall of every year
Credits:	Total Credits: 3 <i>Lecture/Recitation/Discussion Hours: 3</i>
Restrictions:	Open to students in the Media and Information Major or in the Serious Game Design and Research Certificate or in the Educational Technology Major or in the Educational Technology Graduate Certificate or approval of department.
Description:	Theories of interaction in games and other mediated contexts including communication, learning, health, global and local development, and social justice to inform the design of social systems, games and other interactive media products.
Semester Alias:	TC 831
Effective Dates:	FALL 2017 - Open

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