GAME, ENTERTAINMENT, AND MEDIA ANALYTICS, MASTER OF PROFESSIONAL STUDIES (M.P.S.)

Non-thesis only: 30 credits required

Course	Title	Credits
Core Requirements		
INST661	Introduction to Game, Entertainment, and Media Analytics	3
INST732	Entertainment Theory	3
INST754	Data Integration and Preparation for Analytics & Visualization	3
INST627	Foundations of Data Science	3
INST760	Data Visualization	3
INST731	Advanced Game, Entertainment, and Media Analytics (Advanced Game, Entertainment, and Media Analytics)	3
Choose 12 credits from the following (up to 3 credits can be 1-credit courses):		**12**
INST688		
INST705	Game Design Studio	
INST730	Games as Emergent Experiences	
INST751	IoT and Streaming Data Analytics	
INST756	Information Risk Management	
INST767	Big Data Infrastructure	
INST617	Computational Journalism	
INST633	Analyzing Social Networks and Social Media	
INST723	(Managing with Data and Models)	
INST733	Database Design	
INST750	Advanced Data Science	
INST752	Location Intelligence	
INST753	Data Governance and Data Quality	
INST762	Visual Analytics	
INST764	Data Literacy for Arts and Entertainment Management	
Total Credits		**30**