

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

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**Non-thesis only:** 30 credits required

<b>Course</b>	<b>Title</b>	<b>Credits</b>
INFM605	Users and Use Context	3
INST661	Introduction to Game, Entertainment, and Media Analytics	3
INST728	Special Topics in Information Studies (INST728E: Game Design)	3
INST730	Games as Emergent Experiences (Entertainment Environments)	3
INST731	(Advanced Game, Entertainment, and Media Analytics)	3
INST737	Introduction to Data Science	3
INST751	IoT and Streaming Data Analytics	3
INST756	Information Risk Management	3
INST760	Data Visualization	3
INST767	Big Data Infrastructure	3
<b>Total Credits</b>		<b>30</b>