

ETC Overview
Entertainment Technology Center
School of Computer Science
September 6th, 2007 (1:30pm)

Research Topic

Entertainment Technology

Research Problem

How does one go about creating projects in Entertainment Technology?

Problem Statement

Given some of the projects currently being worked in Entertainment Technology, construct similarities in their methods and gain an understanding of their processes.

Problem Description

The mission of the Entertainment Technology Center is “to foster leadership in education and research that combines technology and fine arts to create new processes, tools, and vision for storytelling and entertainment.” The research performed by ETC students generally involves hands-on experience within the entertainment industry, including trade shows, workshops, and behind-the-scenes experiences with industry heavyweights. This is designed to provide the student with a practical understanding of the field, and guide them as they design and implement the interdisciplinary projects that are part of the Master of Entertainment Technology (MET) degree.

Computer Science Perspective

The ETC represents a collaboration of a number of disciplines, including computer science. From programming to design to computer graphics, virtually all entertainment technologies employ some aspects of computer science. However, the ETC is primarily focused upon the collaboration aspect, not upon the individual parts, and is not particularly interested in teaching mastery of the individual parts. This brings a new perspective to Computer Science; namely, how can we, as computer scientists, effectively collaborate with non-computer scientists to build a product which leans as heavily upon our discipline as it does upon other disciplines.

Actively Involved Disciplines

Computer Science, Art, Literature, Philosophy and Psychology are all actively involved disciplines.

Actively Involved Discipline: A discipline from which there is a member involved in the proto-type construction or testing stages of the research process.

Description of Disciplines Involved

The ETC represents the collaboration of a multitude of disciplines. These can include mathematics (algorithms for performance), art (aesthetics), management (how to bring a product to completion in a realistic environment), history (to understand what a good

product is, you must investigate what has gone before), literature (to write a good story), and even philosophy (to make the story interesting) and psychology (whatever they build has to be “fun”).

References

LTI Home Page:

<http://www.etc.cmu.edu/Global/index.htm>

By mnovakou

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