Creating an interactive experience is one of the hardest authoring challenges in human history. Success requires talent from computer science, engineering, art, drama, design, architecture, and a host of other disciplines.

Since 1995, I have worked with Walt Disney Imagineering on several virtual reality projects for the DisneyQuest "digital theme park," in Orlando. Meanwhile, Carnegie Mellon has created the Entertainment Technology Center (ETC) [etc.cmu.edu], a joint initiative between Schools of Computer Science and the College of Fine Arts. As part of the ETC efforts, we have developed the Alice 3d authoring tool [www.alice.org] and processes that allow interdisciplinary teams of undergraduates to build and test compelling virtual worlds in a two-week time period. I will discuss the "Building Virtual Worlds" course, and the mechanisms we use to put students together from different fields.