Michael teaches a number of courses related to the work that goes on in the Liquid Narrative Group. You can find a summary of his classes and descriptions of each course from the links below.

- An overview of the courses Michael teaches
- Courses on game design and development
  - CSC 295: Principles of Interactive Game Design
  - CSC482: Advanced Game Development Projects
- Courses on interactive narrative
  - CSC581: Computational Models of Interactive Narrative