GAME STUDIES & DESIGN MINOR

for the Undergraduate Minor in Game Studies & Design

The Game Studies & Design Minor is intended to foster critical skills in academic game studies, and technical skills in game design. The minor will serve undergraduates who are interested in the study and design of games, gaming, game design and the digital, extended and virtual reality (XR/VR) and artificial intelligence (AI) technologies involved with the crafting of interactive systems and interfaces relevant to the game, film, education, and media industries, as well as a range of other emerging professions. Through this minor, students will learn to think critically about the history, cultural meaning, social impact, ethics, and increasingly significant role of games, gaming, and interactive media in a diverse society; they will develop the logical, algorithmic, narrative, and design capacities needed to make games, interactive narratives, and simulations; and they will become prepared for graduate work, if desired, on a path to pursuing a career in the game industry or in academic game studies research.

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The program requires 18 credit hours of undergraduate coursework, for which students must complete 9 credit hours of foundational coursework, and 9 credit hours of elective coursework.

Code	Title	Hours
Core Required Foundational Courses		
GSD 101	Introduction to Game Studies and Design	
A minimum of one 100-200 level historical/social perspectives course.		
Choose from the following:		
GSD 102	Introduction to the Videogame Industry	
IS 142	Social History of Games and Gaming	
GSD 202	Let's Play: Understanding the Role of Play in Life and Art	
A minimum of one 100-200 level introductory game design course.		
Choose from the following:		
GSD 103	The Basics of Game Design	
CI 210	Introduction to Digital Learning Environments	
Electives		
Students must choose a minimum of three elective courses, at least 2 at the 300-400 level, from the lists below.		

Electives from the College of Applied Health Sciences

Code	Title	Hours
COMMUNITY HEALTH		
CHLH 441		3 or 4
KINESIOLOGY		
KIN 346		3
KIN 369		3
KIN 442		3 or 4
KIN 474		3 or 4
RECREATION, SPORT AND TOURISM		
RST 199	Undergraduate Open Seminar (Section ESF only)	1 to 5

Electives from the College of Education

Code	Title	Hours
CURRICULUM & INSTRUCTION		
CI 210	Introduction to Digital Learning Environments (Can only be used for either a foundational required course OR an elective course, but not both)	3
CI 437	Educational Game Design	3 or 4
CI 439	Critiques of Educational Technology	3 or 4
CI 483	Computer Systems for CS Teachers	2
CI 499	Issues and Development in Education (Sections "Attention Learning & Tech" and "Technology Apps for Teachers" only)	2 to 4

Electives from the College of Fine & Applied Arts

Code	Title	Hours
FINE & APPLIED ARTS		
FAA 499	Special Topics (Section "Escape Rooms as Interactive Theatre" only)	0 to 4
ART		
ART 310	Design Thinking	3
ART 350	Writing with Video	3
ART 499	Special Topics in Art	1 to 4
ARTD 318	Interaction Design	2
ARTD 418	Advanced Interaction Design	3
ARTD 451	Ethics of a Designer in a Global Economy	4
ARTD 499	Special Topics in Design	1 to 4
ARTJ 301	Manga: The Art of Image and Word	3
ARTJ 302	Intro to Japanese Animation	3
ARTS 320	Fashion and Textiles Design	3
ARTS 340	The Art of 3D Imaging	3
ARTS 444	Interaction II	3 or 4
ARTS 445	Special Topics in New Media	3 or 4
ARTS 499	Special Topics in Studio Art	1 to 4
DANCE		
DANC 256	Choreographic Laboratory I (Section JT only)	1
DANC 330	Dance Documentation	1
DANC 405	Social Impact through Motion/Media Arts + Technology	3
DANC 465	Screendance	3
MUSIC		
MUS 209	Musical Acoustics (Acoustics for Musicians)	3
MUS 407	Elect Music Techniques I	3
MUS 409	Elec Music Techniques II	2

MUS 499	Proseminar in Music (Sections "Audio Coding with SuperCollider", "Audio Recording Techniques I", and "Critical Audio Listening for Audio Engineers" only)	0 to 4
THEATRE		
THEA 409	Stage Management Workshop	3 or 4
THEA 410	Dramaturgs Workshop	3 or 4
THEA 411	Playwrights' Workshop	3
THEA 418	Devising Social Issues Theatre	3 or 4
THEA 426	History of Decor	3
THEA 427	Scenic Painting I	3
THEA 428	Scenic Painting II	3
THEA 445	Costume History I	3
THEA 448	Costume Crafts	3
THEA 453	Introduction to Theatre Sound	3
THEA 455	Sound Design II	3
THEA 456	Properties Design	3
THEA 461	Introduction to Media Design	3 or 4

Electives from the Grainger College of Engineering

Code	Title	Hours
COMPUTER SCIENCE		
CS 415	Game Development	3 or 4
CS 418	Interactive Computer Graphics	3 or 4
CS 419	Production Computer Graphics	3 or 4

Electives from the School of Information Sciences

Code	Title	Hours
GAME STUDIES & DESIGN		
GSD 399	Advanced Individual Study	0 to 3
GSD 403	An Introduction to Top Down Video Game Design	3
GSD 405	Introduction to the Video Game Development Process	3
GSD 409	Design & Programming of Narrative Games & Simulations	3 or 4
INFORMATICS		
INFO 303	Writing Across Media	3
INFO 416	Makerspace: Game Studies	3 or 4
INFO 418	Makerspace: Escape Rooms	3 or 4
INFO 424	Musical Informatics	3 or 4
INFO 448	Computer Music	3 or 4
INFORMATION SCIENCES		
IS 142	Social History of Games and Gaming	3
IS 145	Mapping Inequalities	3
IS 357	Introduction to Data Storytelling	3
IS 410	Storytelling	2 to 4
IS 426	Museum Informatics	4
IS 436	Playful Design Methods	3 or 4

Electives from the College of Liberal Arts & Sciences

Code	Title	Hours
ENGLISH		
ENGL 253	Topics in Literature and New Media	3
ENGL 277	Gender in Gaming	3
ENGL 396	English Honors Seminar (Section "Games Telling Stories" only)	3

Electives from the College of Media

Code	Title	Hours
ADVERTISING		
ADV 390	Content Creation	3
JOURNALISM		
JOUR 101	Interactive Media & You	3
JOUR 430	Augmented and Virtual Reality	3 or 4
JOUR 460	Special Topics (Section "Basic Video Production" only)	1 to 4
MEDIA AND CINEMA STUDIES		
MACS 323	Studies Film/Media Production	1 to 3
MACS 326	New Media, Culture & Society	3
MACS 370	Cinematography and Sound Design	4
MACS 371	Editing and Post-production for Cinema	4
MACS 372	Screenwriting	3
MACS 480	Advanced Filmmaking	3
MACS 481	Advanced Filmmaking Studio	3
MACS 485	Making Video Essays	3 or 4
MACS 496	Advanced Media/Cinema Topics (Sections "Collaboration in Interactive and Immersive Media" and "Advanced Media Practicum" only)	3 or 4

Code	Title	Hours
MINIMUM TOTAL HOURS		**18**

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After completing requirements for the degree, students should be able to:

1. Think critically about the history, cultural meaning, social impact, ethical issues, and increasingly significant role of games, gaming, and interactive media in a diverse society.
2. Understand the basic principles of game design as distinct from other design traditions
3. Apply the logical thinking skills (computational, algorithmic, or narrative-based) sufficient to create a design document and to prototype a game, or game-like app or simulation.

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