GSD - GAME STUDIES AND DESIGN

GSD Class Schedule (https://courses.illinois.edu/schedule/DEFAULT/DEFAULT/GSD/)

Courses

GSD 101 Introduction to Game Studies and Design credit: 3 Hours. (https://courses.illinois.edu/schedule/terms/GSD/101/)
This broad survey course will provide students across campus an introduction to interdisciplinary game studies, covering both historical/social perspectives and game design. It will explore humanities, social science understandings of play, and the social contexts from which our games and gaming practices arise, as well as the development and consequences of gaming cultures. This course will serve as a broad introduction to issues covered in greater depth in upper-level courses available for students pursuing an Undergraduate Minor in Game Studies & Design.

GSD 102 Introduction to the Videogame Industry credit: 3 Hours. (https://courses.illinois.edu/schedule/terms/GSD/102/)
Designed to introduce individuals to the Video Game Industry, its history, current status, processes and future. It includes a survey of the positions and information about how to prepare to enter the Industry.

GSD 103 The Basics of Game Design credit: 3 Hours. (https://courses.illinois.edu/schedule/terms/GSD/103/)
Will introduce you to the tools and principles of game design, as well as the history of game studies and the maker movement. You will learn some of the introductory tools and techniques for rapid prototyping along with exploring games, their history, impacts, and design.

GSD 199 Individual Study credit: 0 to 3 Hours. (https://courses.illinois.edu/schedule/terms/GSD/199/)
Individual study in a subject related to game studies & design not covered in normal course offerings. Approved for Letter and S/U grading. May be repeated in separate terms to a maximum of 6 hours. Prerequisite: Consent of Instructor. Restricted to Freshmen and Sophomores.

GSD 399 Advanced Individual Study credit: 0 to 3 Hours. (https://courses.illinois.edu/schedule/terms/GSD/399/)
Advanced individual study in a subject related to game studies & design not covered in normal course offerings. Approved for Letter and S/U grading. May be repeated in separate terms to a maximum of 6 hours. Prerequisite: Consent of Instructor. Restricted to Juniors and Seniors.

GSD 405 Introduction to the Video Game Development Process credit: 3 Hours. (https://courses.illinois.edu/schedule/terms/GSD/405/)
The emphasis of this course is understanding the video game development process as seen in current Game Studios. The course will focus on key elements of the process including the development timeline, scheduling, prototyping, iteration, QA, game builds and player research. The goal will be to take a design document from a catalog of designs that have already been created and implement one or more of them using the game development process. 3 undergraduate hours. 3 graduate hours. Credit is not given for GSD 405 and INFO 490 DC "The Video Game Dev Process" sections.

GSD 409 Design & Programming of Narrative Games & Simulations credit: 3 or 4 Hours. (https://courses.illinois.edu/schedule/terms/GSD/409/)
Introduction to the narrative design process for the authoring of text-based digital games and simulations. You will become proficient in Inform 7, a programming language and design system for parser-based interactive fiction (IF). By the end of the semester you will have developed a game or literary work of IF and made a substantive contribution to a collaborative project. No prior programming knowledge is required for students to be successful in the course. Students will be expected to bring a laptop to class. Please note that this course teaches design and programming techniques for "parser-based" interactive fiction, and does not cover Twine, or other hyper-text based interactive narrative systems. 3 undergraduate hours. 4 graduate hours. Credit is not given for GSD 409 and INFO 490 JR JPU or JPG "Design & Prog Text Based Games" sections.

GSD 500 Colloquium in Game Studies credit: 0 to 1 Hours. (https://courses.illinois.edu/schedule/terms/GSD/500/)
This course is designed to spark interdisciplinary discussion on a range of methodological issues in academic game studies research. Once weekly sessions will be led by invited guests drawn from a variety of disciplinary units, offering students insight into the theoretical and methodological approaches of Game Studies. Students are required to take this course once for credit. Graduate students enrolled in the Graduate Minor will be expected to return to the seminar as a guest speaker near the end of their program, to share their work. 0 to 1 graduate hours. No professional credit. Approved for S/U grading only. Can be taken for 1 credit only once.

Information listed in this catalog is current as of 12/2021