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 190   Explorations in Games   credit: 1 to 3 Hours. (https://courses.illinois.edu/schedule/terms/GSD/190/)

Exploratory study or skills-based instruction in an emerging or special topic related to Game Studies and Design not covered in normal course offerings. Approved for Letter and S/U grading. May be repeated if topics vary. Prerequisite: Consent of instructor. Other prerequisites as specified for each topic offering. See Class Schedule.

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 202   Let's Play: Understanding the Role of Play in Life and Art   credit: 3 Hours. (https://courses.illinois.edu/schedule/terms/GSD/202/)

Explores the ways that play is integrated into our socio-cultural fabric. Students will develop a broad understanding of play in different contexts: its history, play and nature, play in human development, learning, play spaces, games, art, and in futurist thinking. Chief among the goals for the course is an emphasis on play as a fundamental and enriching force for people of all ages, and something to cultivate in life and in art. This course satisfies the General Education Criteria for: Social Beh Sci - Soc Sci

GSD 204   Gender in Gaming   credit: 3 Hours. (https://courses.illinois.edu/schedule/terms/GSD/204/)

Examines the history of gender in videogames, focusing on how the embodied elements of play as well as the spatial logics of games function to promote and resist representation, as well as how games designed by women and people of color are transforming how and why we play games. Same as ENGL 277, GWS 204, and MACS 204.

GSD 390   Special Topics in Game Studies & Design   credit: 1 to 3 Hours. (https://courses.illinois.edu/schedule/terms/GSD/390/)

Advanced study or skills-based instruction in an emerging or special topic related to Game Studies and Design not covered in normal course offerings. Approved for both Letter and S/U grading. May be repeated if topics vary.

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 403   An Introduction to Top Down Video Game Design   credit: 3 Hours. (https://courses.illinois.edu/schedule/terms/GSD/403/)

The emphasis of this course is on developing an understanding of top down video game design using the various design methodologies and tools introduced in class. Students will form small groups (4-6) and work on their own design within a selected genre (to be determined at the beginning of the semester). Areas of focus include high level design vision, audience evaluation, User Interface and its impact on the design, iteration of a series of design documents (high, medium and low level) and the team dynamics of communication, critique and integration. The goal of the class is to have the small teams use the concepts and the tools taught in class to create a complete design document that will be cataloged for later use. 3 undergraduate hours. 3 graduate hours.

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 JP, JPU or JPG "Design & Prog Text Based Games" sections.

GSD 411   Interactive Fiction with Twine   credit: 3 or 4 Hours. (https://courses.illinois.edu/schedule/terms/GSD/411/)
This studio course explores the intersection of interactivity and the written word—encompassing fiction, nonfiction, and poetry. Although many of the works examined in the course contain gameplay mechanics, the course's focus is on the expressive possibilities of interactive storytelling. Students will create hypertext narratives using Twine software. No prior programming experience is assumed. 3 undergraduate hours. 4 graduate hours.

GSD 490   Advanced Special Topics in Game Studies & Design   credit: 1 to 4 Hours. (https://courses.illinois.edu/schedule/terms/GSD/490/)
Topics of current interest. Advanced study in an emerging or special topic related to Game Studies and Design not covered in normal course offerings. 1 to 4 undergraduate hours. 1 to 4 graduate hours. May be repeated if topics vary. Prerequisite: Consent of instructor. Other prerequisites as specified for each topic offering. See Class Schedule.

GSD 500   Colloquium in Game Studies & Design   credit: 0 to 1 Hours. (https://courses.illinois.edu/schedule/terms/GSD/500/)
This once weekly orientation to graduate study in games studies and game design at the University of Illinois will be offered in fall semesters and will feature presentations of research and professional activities by faculty, advanced graduate students, and staff who will share their game-related research and design projects and provide students with a broad introduction to critical, theoretical and methodological approaches to the field. Some sessions will meet in labs and makerspaces around campus, familiarizing students with facilities and support services available to them for their own research and design projects. 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. Approved for S/U grading only. May be repeated for 1 credit only once, or for 0 credit multiple times.

GSD 502   Seminar in Game Studies   credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/GSD/502/)
An in-depth interdisciplinary exploration of significant areas of social, psychological, historical, and critical inquiry in game studies. Course readings and guest speakers will help to stimulate discussion on theoretical approaches, methodological issues and other aspects of contemporary game studies research to provide an intellectual community for students across academic disciplines. Students will have the opportunity to share their work, and their particular disciplinary approaches to game studies during the semester.

GSD 503   Seminar in Game Design   credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/GSD/503/)
This team-taught seminar provides students an in-depth exploration of game design methodologies across a range of modalities (board games, interactive narrative games, role-playing games, video games, escape rooms). This course is meant to create an intellectual community for game studies minors whose main interest is in the design and development of games, either by themselves, or with applications in their own disciplinary areas. Guest speakers from participating units across campus will present their work as it pertains to game design and development. Graduate level readings will address contemporary game design challenges. Students who take this course as part of their minor degree will be expected to return to the seminar as a guest speaker near the end of their program, to share their game design accomplishments or ongoing work.

GSD 511   Game Development I   credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/GSD/511/)
The focus of this course is on implementing professional studio business practices into the planning of interactive projects. Areas of focus include high level design vision, audience evaluation, User Interface and its impact on the design, iteration of a series of design documents (high, medium and low level) and the team dynamics of communication, critique and integration.#Students will create work plans, development documents, and a prototype for a collaborative game project.

GSD 512   Game Development II   credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/GSD/512/)
The emphasis of this course is understanding the video game development process, emphasizing key elements of the process including the development timeline, scheduling, prototyping, iteration, QA, game builds and player research. Students will implement a pre-existing design document: Creating work plans, development documents, and collaborate on a final game. This course guides students in incorporating professional studio business practice, including contemporary remote collaborative tools, managing asynchronous communication, and cross-cultural work skills. Prerequisite: GSD 511.

GSD 513   Practicum in Game Development I   credit: 8 Hours. (https://courses.illinois.edu/schedule/terms/GSD/513/)
Students enrolled in this course receive credit for remote participation on a project in our student-run, campus-based studio (the Stu/dio) providing professional training and experience within their concentration. Students will work with department heads to create assigned set pieces, production tools, and other assets that will be incorporated into campus-based client projects for learning and research. Practicum experiences will be supervised by an in-studio affiliated faculty member. May be repeated in separate terms up to 32 hours. Prerequisite: GSD 511 and GSD 512.

GSD 514   Practicum in Game Development II   credit: 4 to 8 Hours. (https://courses.illinois.edu/schedule/terms/GSD/514/)
Students enrolled in this course receive credit for their internship in a partner game industry studio providing professional training and experience within their concentration. Students will work with department heads to create assigned set pieces, production tools, and other assets specific to their concentration that will be incorporated into a studio based project within the industry. Students' practicum experiences will be supervised by a GSD affiliated faculty member and by the GSD internship coordinator. May be repeated in separate terms up to 32 hours.

GSD 515   Professionalization Seminar: Portfolio Production & Personal Branding   credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/GSD/515/)
The focus of this course is on preparing students to professionally present themselves and their work. Students will research ways in which perception affects perceived employability. Social concepts such as professional presentation, personal boundaries, cultural expression, and workplace culture will be explored. Students will create social media profiles, websites, and published portfolios which will be reviewed by in-class peers as well as industry professionals. Students will culminate their experience by applying for a studio position. Prerequisite: At least 4 GSD 500-level courses in the Master's program.

GSD 520   Tools and Techniques of Game Art   credit: 1 to 4 Hours. (https://courses.illinois.edu/schedule/terms/GSD/520/)
Allows for affiliated Game Studies & Design faculty to propose and offer new courses on emerging and special game art topics of immediate interest. Students will experience an in-depth exploration of significant and emerging tools, methods, and concepts of game art and design. 1 TO 4 graduate hours. 1 TO 4 professional hours. May be repeated up to 8 hours in same semester or up to 12 hours in separate semesters, if topics vary. Prerequisite: Credit or concurrent enrollment in GSD 511, or consent of instructor.

GSD 521   Tools & Techniques: Contemporary Techniques for 2D Art for Games   credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/GSD/521/)
In-depth survey of tools and techniques for creating 2D art assets for games. The course is designed to develop students' skills and knowledge of creating visually appealing and functional 2D game art, including characters, environments, and UI elements. Students are expected to have prior experience and training in 2D art. Prerequisite: Credit or concurrent enrollment in GSD 511, or consent of instructor.

GSD 522   Tools & Techniques: Contemporary Techniques of 3D Art for Games   credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/GSD/522/)
Advanced techniques for exploring modern 3D artistry for game development. From characters to environments, students will gain a comprehensive skillset in creating immersive game visuals, equipping them with 3D modeling and design to craft captivating game assets, building a strong foundation for Game Art Development. Blender, a powerful 3D creation software used by game development and special effects studios, will be used; students are expected to be familiar with Blender's interface, navigation, and tools. Prerequisite: Credit or concurrent enrollment in GSD 511, or consent of instructor.

GSD 523   Tools & Techniques: Contemporary Techniques of 3D Animation for Games   credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/GSD/523/)
The principles and techniques of creating 3D animation. Students will develop basic skills and knowledge in 3D modeling and rigging, as well as the fundamentals of animation principles. The course will utilize Blender to create a variety of animation projects. Prerequisite: Credit or concurrent enrollment in GSD 511, or consent of instructor.

GSD 529   The Art of Games   credit: 1 to 4 Hours. (https://courses.illinois.edu/schedule/terms/GSD/529/)
Allows for affiliated Game Studies & Design faculty to propose and offer new courses on emerging and special game art topics of immediate interest. Students will study concepts of game art and design in the context of one or more game genres. May be repeated up to 8 hours in same semester or up to 12 hours in separate semesters, if topics vary. Prerequisite: Credit or concurrent enrollment in GSD 511, or consent of instructor.

GSD 530   Tools & Techniques of Game Design   credit: 1 to 4 Hours. (https://courses.illinois.edu/schedule/terms/GSD/530/)
Allows for affiliated Game Studies & Design faculty to propose and offer new courses on emerging and special game design topics of immediate interest. Students will experience an in-depth exploration of significant and emerging tools, methods, and concepts of game design and game development. May be repeated up to 8 hours in same semester or up to 12 hours in separate semesters, if topics vary. Prerequisite: Credit or concurrent enrollment in GSD 511, or consent of instructor.

GSD 531   Tools & Techniques: Contemporary Techniques in Game Design   credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/GSD/531/)
Examination of key elements of high and mid-level design and how they are used in games. Students will critically examine a series of games looking for how the key elements of design are used or not used. Games will be examined for positive and negative design aspects. Consideration will be given to different genres, time periods (early games will be included), acclaim (via ratings and sales) and platform. Prerequisite: Credit or concurrent enrollment in GSD 511, or consent of instructor.

GSD 540   Tools & Techniques of Game Production   credit: 1 to 4 Hours. (https://courses.illinois.edu/schedule/terms/GSD/540/)
Allows for affiliated Game Studies & Design faculty to propose and offer new courses on emerging and special game production topics of immediate interest. Students will experience an in-depth exploration of significant and emerging tools, methods, and concepts of game production and development. May be repeated up to 8 hours in same semester or up to 12 hours in separate semesters, if topics vary. Prerequisite: Credit or concurrent enrollment in GSD 511, or consent of instructor.

GSD 541   Tools & Techniques: Contemporary Techniques of Game Production   credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/GSD/541/)
The phases of the video game production process, how they are managed, and the potential for issues that can arise in the development cycle. Students will work as schedulers and team managers within a simulation of the development cycle for a major video game. Prerequisite: Credit or concurrent enrollment in GSD 511, or consent of instructor.

GSD 550   Tools & Techniques of Game Programming   credit: 1 to 4 Hours. (https://courses.illinois.edu/schedule/terms/GSD/550/)
Allows for affiliated Game Studies & Design faculty to propose and offer new courses on emerging and special game programming topics of immediate interest. Students will experience an in-depth exploration of significant and emerging tools, methods, and concepts of game programming and development. May be repeated up to 8 hours in same semester or up to 12 hours in separate semesters, if topics vary. Prerequisite: Credit or concurrent enrollment in GSD 511, or consent of instructor.

GSD 551   Tools & Techniques: Contemporary Techniques for Programming of Games   credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/GSD/551/)
Special systems and techniques used by programmers in video game development. Students will learn and apply the tools and algorithms that are key to developing video games in the current and coming marketplace. Prerequisite: Credit or concurrent enrollment in GSD 511 or consent of instructor.

GSD 560   Tools & Techniques of Game Narrative   credit: 1 to 4 Hours. (https://courses.illinois.edu/schedule/terms/GSD/560/)
Allows for affiliated Game Studies & Design faculty to propose and offer new courses on emerging and special game narrative topics of immediate interest. Students will experience an in-depth exploration of significant and emerging tools, methods, and concepts of game narrative. May be repeated up to 8 hours in same semester or up to 12 hours in separate semesters, if topics vary. Prerequisite: Credit or concurrent enrollment in GSD 511, or consent of instructor.

GSD 561   Tools & Techniques of Game Narrative: Contemporary Techniques in Writing for Games   credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/GSD/561/)
Introduction to writing for games. The purpose of this course is to help writers with experience in other media to understand the nuances of writing for games. Video games writers have the responsibility to incorporate the "reader"/player into the writing in ways that other media does not. They must not only incorporate story elements, but also puzzles, organizational principles, and the consideration of multiple branches and scenarios. This course will help traditional writers become more dynamic, and interactive writers will learn to hone their craft. Prerequisite: Credit or concurrent enrollment in GSD 511, or consent of instructor.

GSD 590   Special Topics in Game Studies & Design   credit: 1 to 4 Hours. (https://courses.illinois.edu/schedule/terms/GSD/590/)
Allows for affiliated Game Studies & Design faculty to propose and offer new courses on emerging and special topics of immediate interest. Students will experience an in-depth exploration of significant and emerging areas of social, psychological, historical, and critical game studies, focusing on theoretical approaches, methodological issues and aspects of contemporary game studies research and/or design. Approved for Letter and S/U grading. May be repeated up to 8 hours in same or separate semester to a total of 24 hours as topics vary.

GSD 597   Independent Study in Game Studies & Design   credit: 1 to 4 Hours. (https://courses.illinois.edu/schedule/terms/GSD/597/)
Advanced individual study in a subject related to Game Studies and Design not covered in normal course offerings. Project examples include comprehensive literature reviews on a topic of special or emerging interest, small research projects (e.g. surveys or play-testing experiments), development projects (e.g. building a game based on a design developed as part of another course), or other study approved by the instructor. Pre-approval is required and an approved advisor must commit to supervise the independent study. Approved for Letter and S/U grading. May be repeated in separate semesters to a total of 12 hours.