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.

for the Undergraduate Minor in Game Studies & Design

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.

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<th>Code</th>
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<td></td>
<td><strong>Core Required Foundational Courses</strong></td>
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<td>GSD 101</td>
<td>Introduction to Game Studies and Design</td>
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<td><strong>A minimum of one 100-200 level historical/social perspectives course.</strong></td>
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<td><strong>A minimum of one 100-200 level introductory game design course.</strong></td>
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<td><strong>Electives</strong></td>
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<td>Students must choose a minimum of three elective courses, at least 2 at the 300-400 level, from the lists below.</td>
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<td>KINESIOLOGY</td>
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<td>KIN 346</td>
<td>Case Study: Endless Summer</td>
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<td>KIN 369</td>
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<td>KIN 442</td>
<td>Body, Culture &amp; Society</td>
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Information listed in this catalog is current as of 06/2023
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

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

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

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

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

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.

For the Undergraduate Minor in Game Studies & Design

Contact: Katryna Starks  PH: (217) 333-5518
Game Studies & Design Minor website (https://informatics.ischool.illinois.edu/game-studies-design/)
Email: game-studies@illinois.edu

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