



**COMPUTER SCIENCE**

CS 418	Interactive Computer Graphics	0 to 4
CS 419	Production Computer Graphics	3 or 4
CS 498	Special Topics (Section "Video Game Development" only.)	0 to 4

**GAME STUDIES & DESIGN**

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
GSD 501	(Both GSD 501 and 502 must be taken for one to count as an elective.)	4
GSD 502	Seminar in Game Studies (Both GSD 501 and 502 must be taken for one to count as an elective.)	4
GSD 590	Special Topics in Game Studies & Design	1 to 4
GSD 597	Independent Study in Game Studies & Design	1 to 4

**INFORMATICS**

INFO 416	Makerspace: Game Studies	3 or 4
INFO 418	Makerspace: Escape Rooms	3 or 4
INFO 490	Special Topics ( Only sections: "Video Game Dev Process", "Makerspace: Game Studies", "Escape Room Design", "Design & Programming of Narrative Games", "Programming & Design of Interactive Fiction", "Musical Informatics", "Computer Music")	0 to 4

**INFORMATION SCIENCES**

IS 410	Storytelling	2 to 4
IS 426	Museum Informatics	4
IS 457	Data Storytelling	3 or 4
IS 490	Topics in Info Foundations ( Section "Playful Design Methods" only.)	2 to 4
IS 597	Advanced Topics in Data Analytics & Data Science (Section "DS" Only.)	2 to 4

**JOURNALISM**

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 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

*for the Graduate Minor in Game Studies*

Game Studies & Design Minor website (<https://informatics.ischool.illinois.edu/game-studies-grad-minor/>)  
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 (217) 333-5518

**Game Studies & Design**

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