

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 390 Special Topics in Game Studies & Design credit: 0 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 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 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: 0 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. 0 to 1 graduate hours. No professional credit. 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. 4 graduate hours. No professional credit.

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. 4 graduate hours. No professional credit.

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. 4 graduate hours. No professional credit.

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. 4 graduate hours. No professional credit. 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. 8 graduate hours. No professional credit. 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. 4 TO 8 graduate hours. No professional credit. 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. 4 graduate hours. No professional credit. 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. 4 graduate hours. No professional credit. 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. 4 graduate hours. No professional credit. 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. 4 graduate hours. No professional credit. 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. 1 TO 4 graduate hours. No professional credit. 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. 1 TO 4 graduate hours. No professional credit. 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. 4 graduate hours. No professional credit. 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. 1 TO 4 graduate hours. No professional credit. 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. 4 graduate hours. No professional credit. 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. 1 TO 4 graduate hours. No professional credit. 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. 4 graduate hours. No professional credit. 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. 1 TO 4 graduate hours. No professional credit. 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. 4 graduate hours. No professional credit. 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. 1 to 4 graduate hours. No professional credit. 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. 1 to 4 graduate hours. No professional credit. Approved for Letter and S/U grading. May be repeated in separate semesters to a total of 12 hours.