

GAME STUDIES GRADUATE MINOR

for the Graduate Minor in Game Studies

The Game Studies Graduate Minor serves students whose graduate research or professional interests intersect with the study and design of games, gaming, game design, digital narratives and storytelling, and the digital, VR/XR and AI technologies involved with the crafting of interactive systems and interfaces relevant to the game, film, education, and media industries, and a range of other emerging professions. The minor will foster critical thinking and research on the history, cultural meaning, social impact, ethics, educational uses, theoretical basis, and increasingly significant role of games, gaming, and interactive media in an inclusive and diverse society, as well as advanced methodological, computational, aesthetic, and design aspects of games broadly defined. This versatile minor is intended to offer interdisciplinary support for game-related research being done within students' primary disciplines. Students whose work is unrelated to games will also benefit from this minor, since it offers training in and experience with cutting edge technologies and design processes as well as a critical lens through which to understand these new technologies.

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Code	Title	Hours
Required Colloquium		1
GSD 500	Colloquium in Game Studies & Design	
Students are required to take this course only once for credit. In subsequent semesters students will be encouraged to sit in, as will affiliated Game Studies faculty from across campus. Graduate students enrolled in the Graduate Minor will be expected to return to the seminar at least once, towards the end of their program, to share their work. This transformation in role from student to speaker will serve to provide community, continuity, mentorship, and professional development for Graduate Minor degree students.		
Required Seminar		4
GSD 501		
GSD 502	Seminar in Game Studies	
If both courses are taken the second serves as an elective in the minor		
Required Electives (p. 1)		8
An approved elective game studies course at the 500 level		
An approved elective game studies course at the 400/500 level		
Minimum Total Hours		13

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At least three **Elective Graduate Courses** (12 credit hours) from the following list.

Code	Title	Hours
CURRICULUM & INSTRUCTION		
CI 437	Educational Game Design	3 or 4

CI 439	Critiques of Educational Technology	3 or 4
CI 482	Social Learning and Multimedia	3 or 4
CI 499	Issues and Development in Education (Sections "Attention Learning & Tech" and "Technology Apps for Teachers" only.)	2 to 4

FINE & APPLIED ARTS

FAA 499	Special Topics (Section "Escape Rooms as Interactive Theatre" only.)	0 to 4
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ART

ART 499	Special Topics in Art	1 to 4
ARTD 418	Advanced Interaction Design	3
ARTD 451	Ethics of a Designer in a Global Economy	4
ARTD 499	Special Topics in Design	1 to 4
ARTS 444	Interaction II	3 or 4
ARTS 445	Special Topics in New Media	3 or 4
ARTS 499	Special Topics in Studio Art	1 to 4

DANCE

DANC 451	Individual Study/Creative Investigations (Section "Social Impact thru Arts Tech" only.)	1 to 4
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DANC 465	Screendance	3
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MUSIC

MUS 407	Elect Music Techniques I	3
MUS 409	Elec Music Techniques II	2
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 446	Costume History II	3
THEA 448	Costume Crafts	3
THEA 453	Introduction to Theatre Sound	3
THEA 454	Sound Design I	3
THEA 455	Sound Design II	3
THEA 456	Properties Design	3
THEA 461	Introduction to Media Design	3 or 4
THEA 481	Content Creation 1: Camera and Editing for Media Design	3 or 4
THEA 482	Content Creation 2: Motion Graphics & VFX for Media Design	3 or 4

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.)	1 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")	1 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

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Game Studies & Design

Contact: Katryna Starks

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

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