

**APPROVED BY SENATE**  
**09/20/2021**

## : GAME STUDIES & DESIGN MINOR, UG - ELECTIVES LIST

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### In Workflow

1. U Program Review (dforgacs@illinois.edu; eastuby@illinois.edu; aledward@illinois.edu)
2. 1468 Head (kereadel@illinois.edu)
3. LP Dean (knox@illinois.edu; menewell@illinois.edu)
4. University Librarian (jpwilkin@illinois.edu)
5. Provost (kmartens@illinois.edu)
6. Senate EPC (bjlehman@illinois.edu; moorhouz@illinois.edu; kmartens@illinois.edu)
7. Senate (jtempel@illinois.edu)
8. U Senate Conf (none)
9. Board of Trustees (none)
10. IBHE (none)
11. HLC (kmartens@illinois.edu)
12. DMI (eastuby@illinois.edu; aledward@illinois.edu; dforgacs@illinois.edu)

### Approval Path

1. Sat, 24 Apr 2021 14:41:29 GMT  
Deb Forgacs (dforgacs): Approved for U Program Review
2. Sat, 24 Apr 2021 14:51:20 GMT  
Karin Readell (kereadel): Approved for 1468 Head
3. Sun, 25 Apr 2021 18:23:37 GMT  
Emily Knox (knox): Approved for LP Dean
4. Sun, 25 Apr 2021 21:01:50 GMT  
John Wilkin (jpwilkin): Approved for University Librarian
5. Mon, 26 Apr 2021 13:14:58 GMT  
Kathy Martensen (kmartens): Approved for Provost

### New Proposal

Date Submitted: Sat, 24 Apr 2021 04:58:00 GMT

### Viewing:: Game Studies & Design Minor, UG - Electives List

Changes proposed by: Lisa Bievenue

### Proposal Type

#### Proposal Type:

Minor (ex. European Union Studies)

Proposal Title:

**If this proposal is one piece of a multi-element change please include the other impacted programs here. *example: A BS revision with multiple concentration revisions***

Proposed Electives list for the proposed Game Studies & Design Minor.

This proposal is connected to the Game Studies and Design, UG Minor Key 1069 as well as the Game Studies GR Minor Key 1071 and the the Game Studies GR Minor Electives list Key 1072

#### EP Control Number

EP.21.120

**Official Program Name**

Game Studies & Design Minor, UG - Electives List

**Effective Catalog Term**

Fall 2021

**Sponsor College**

Information Science, School of

**Sponsor Department**

Informatics

**Sponsor Name**

Lisa Bievenue

**Sponsor Email**

bievenue@illinois.edu

**College Contact**

Emily Knox

**College Contact Email**

knox@illinois.edu

**Program Description and Justification**

Provide *abrief* description and justification of the program, including highlights of the program objectives, and the careers, occupations, or further educational opportunities for which the program will prepare graduates, when appropriate.

See the proposal Game Studies and Design, UG Minor Key 1069 for Program Description and overall justification. Due to the large number of electives satisfying the requirements for this minor, this CIM proposal is used to list the electives. The electives will be listed in the catalog on a separate tab because of their length, similar to the format used for the Community Health BS programs – <http://catalog.illinois.edu/undergraduate/ahs/community-health-bs/health-education-promotion/>.

Please include how the proposed minor requires some depth in the subject, but not as extensive as the major.

NA

Is this program interdisciplinary?

No

**Is this minor?**

An interdisciplinary study focusing on a single theme

**Academic Level**

Undergraduate

**Is This a Teacher Certification Program?**

No

**Will specialized accreditation be sought for this program?**

No

**Enrollment**

**Will the department limit enrollment to the minor?**

No

**Describe how the department will monitor the admission to/enrollment in the minor.**

NA

**Are there any prerequisites for the proposed minor?**

No

**Number of Students in Program (estimate)**

**Year One Estimate**

300

**5th Year Estimate (or when fully implemented)**

1000

**What is the typical time to completion of this program?**

NA

**What are the minimum Total Credit Hours required for this program?**

9

## **Delivery Method**

**This program is available:**

Blended

**Describe the use of this delivery method:**

see proposal 1069

**Other than certification via the students' degree audits, is there any additional planned mechanism to award/honor successful completion of the minor?**

No

## **Budget**

**Will the program or revision require staffing (faculty, advisors, etc.) beyond what is currently available?**

No

**Additional Budget Information**

See proposal 1069

## **Resource Implications**

Facilities

**Will the program require new or additional facilities or significant improvements to already existing facilities?**

No

Technology

**Will the program need additional technology beyond what is currently available for the unit?**

No

Non-Technical Resources

**Will the program require additional supplies, services or equipment (non-technical)?**

No

## Resources

For each of these items, be sure to include in the response if the proposed new program or change will result in replacement of another program(s). If so, which program(s), what is the anticipated impact on faculty, students, and instructional resources? Please attach any letters of support/acknowledgement from faculty, students, and/or other impacted units as appropriate.

### Library Resources

**Describe your proposal's impact on the University Library's resources, collections, and services. If necessary please consult with the appropriate disciplinary specialist within the University Library.**

At present, all but a few of the courses exist. Over the several years that those courses have been developed, taught, and refined, the University Library's resources proved sufficient to support the developing programs. In our discussions with personnel in the Library, the understanding and support for popular culture, gaming, and game design includes members of the Library's faculty, with one already holding degrees in 3D Animation/Game Design and Media Studies.

In addition to housing an extensive collection of games in the Undergraduate Library, the Library provides access to the most widely recognized, top journals in game studies. These include: ACM Transactions on Modeling and Computer Simulation, Computers in Entertainment: CIE, EAI endorsed transactions on serious games, Eludamos journal for computer game culture, Entertainment Computing, GAME: The Italian Journal of Game Studies, Games and Culture, Games for Health Journal, JMIR Serious Games, International Journal of Serious Games, Loading..., New Media & Society, Science, Technology, & Human Values, and Simulation and Gaming.

Moreover, commercial resources are supplemented by other, relevant titles that are open-access and available on-line:

Analog Game Studies – open access at <https://press.etc.cmu.edu/index.php/product/analog-game-studies-volume-i/>

International Journal of Computer Game Research – open access at <https://gamestudies.org>

Transactions of the Digital Games Research Association – open access at <http://todigra.org/>

Well Played – open access at <https://press.etc.cmu.edu/index.php/publication-tag/well-played/>

Based off of our assessment, we believe that the University Library presently provides sufficient resources to ensure that the creation of these degree programs will have minimal financial impact on current operations. Should the program expand in future years, the Library encourages its coordinators to robustly engage in discussions of any expanded support needs for Library resources and services.

### Instructional Resources

**Will there be any reduction in other course offerings, programs or concentrations by your department as a result of this new program/proposed change?**

No

**Does the program include other courses/subjects impacted by the creation/revision of this program?**

No

## Financial Resources

**How does the unit intend to financially support this proposal?**

See proposal 1069

**Will the unit need to seek campus or other external resources?**

No

## Program Regulation and Assessment

Briefly describe the plan to assess and improve student learning, including the program's learning objectives; when, how, and where these learning objectives will be assessed; what metrics will be used to signify student's achievement of the stated learning objectives; and the process to ensure assessment results are used to improve student learning. (Describe how the program is aligned with or meets licensure, certification, and/or entitlement requirements, if applicable).

See Proposal 1069

Is the career/profession for graduates of this program regulated by the State of Illinois?

No

## Program of Study

"Baccalaureate degree requires at least 120 semester credit hours or 180 quarter credit hours and at least 40 semester credit hours (60 quarter credit hours) in upper division courses" (source: <https://www.ibhe.org/assets/files/PrivateAdminRules2017.pdf>). For proposals for new bachelor's degrees, if this minimum is not explicitly met by specifically-required 300- and/or 400-level courses, please provide information on how the upper-division hours requirement will be satisfied.

An undergraduate minor should consist of at least 16 - and no more than 21 hours - of course work, with at least 6 hours of 300- or 400- level courses. Except clearly remedial offerings, prerequisite courses within the sponsoring unit count towards the total; prerequisite courses outside the sponsoring unit do not count toward this total. The unit sponsoring the minor and that unit's college may set educationally necessary prerequisites for eligibility for the minor within these constraints. Does this proposal meet these criteria?

Yes

All proposals must attach the new or revised version of the Academic Catalog program of study entry. Contact your college office if you have questions.

Catalog Page Text

Catalog Page Text: Description of program for the catalog page. This is not official content, it is used to help build the catalog pages for the program. Can be edited in the catalog by the college or department.

See Proposal 1069

### Statement for Programs of Study Catalog

Code	Title	Hours
<b>RECREATION, SPORT AND TOURISM</b>		
RST 199	Undergraduate Open Seminar <sup>5</sup>	1 to 5
<b>CURRICULUM &amp; INSTRUCTION</b>		
CI 210	Introduction to Digital Learning Environments <sup>1</sup>	3
CI 437	Educational Game Design	3 or 4

CI 439	Critiques of Educational Technology	3 or 4
CI 483	Computer Systems for CS Teachers	2
CI 499	Issues and Development in Education <sup>2</sup>	2 to 4

Code	Title	Hours
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#### **FINE & APPLIED ARTS**

FAA 499	Special Topics <sup>10</sup>	0 to 4
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#### **ART**

ART 310	Design Thinking	3
ART 350	Writing with Video	3
ART 499	Special Topics in Art	1 to 4
ARTD 318	Interaction Design	2
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
ARTJ 301	Manga: The Art of Image and Word	3
ARTJ 302	Intro to Japanese Animation	3
ARTS 320	Fashion and Textiles Design	3
ARTS 340	The Art of 3D Imaging	3
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 256	Choreographic Laboratory Intermediate <sup>3</sup>	1 to 2
DANC 268	Music Theory for Dancers	3
DANC 330	Dance Documentation	1
DANC 400	Viewing Dance	1
DANC 451	Ind Study and Special Topics <sup>4</sup>	1 to 4
DANC 465	Screendance	3

#### **MUSIC**

MUS 209	Music, Sound, Technology (Acoustics for Musicians)	3
MUS 407	Elect Music Techniques I	3
MUS 409	Elec Music Techniques II	2
MUS 499	Proseminar in Music <sup>14</sup>	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

Code	Title	Hours
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#### **COMPUTER SCIENCE**

CS 418	Interactive Computer Graphics	3 or 4
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CS 419	Production Computer Graphics	3 or 4
CS 498	Special Topics <sup>6</sup>	1 to 4

Code	Title	Hours
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**INFORMATICS**

INFO 303	Writing Across Media	3
INFO 403	An Introduction to Top Down Video Game Design	3
INFO 490	Special Topics <sup>7</sup>	1 to 4

**INFORMATION SCIENCES**

IS 145	Mapping Inequalities	3
IS 199	Undergraduate Open Seminar <sup>1,9</sup>	1 to 5
IS 357	Introduction to Data Storytelling	3
IS 410	Storytelling	2 to 4
IS 426	Museum Informatics	4
IS 490	Topics in Info Foundations <sup>8</sup>	2 to 4

Code	Title	Hours
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**ENGLISH**

ENGL 253	Topics in Literature and New Media	3
ENGL 277	Gender in Gaming	3
ENGL 396	English Honors Seminar <sup>11</sup>	3

Code	Title	Hours
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**ADVERTISING**

ADV 390	Content Creation	3
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**JOURNALISM**

JOUR 101	Interactive Media & You	3
JOUR 430	Augmented and Virtual Reality	3 or 4
JOUR 460	Special Topics <sup>12</sup>	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 <sup>13</sup>	3 or 4

<sup>1</sup> Can only be used for either a foundational required course OR an elective course, but not both.

<sup>2</sup> Sections "Attention Learning & Tech" and "Technology Apps for Teachers" only.

<sup>3</sup> Section JT only.

<sup>4</sup> Section "Social Impact thru Arts Tech" only.

<sup>5</sup> Section ESF only.

<sup>6</sup> Section "Video Game Development" only.

<sup>7</sup> 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"

<sup>8</sup> Section "Playful Design Methods" only.

<sup>9</sup> Section SHG only.

<sup>10</sup> Section "Escape Rooms as Interactive Theatre" only.

<sup>11</sup> Section "Games Telling Stories" only.

<sup>12</sup> Section "Basic Video Production" only.

- 13 Sections "Collaboration in Interactive and Immersive Media" and "Advanced Media Practicum" only.
- 14 Sections "Audio Coding with SuperCollider", "Audio Recording Techniques I", and "Critical Audio Listening for Audio Engineers" only.

## EP Documentation

### Attach Rollback/Approval Notices

Re\_ Proposals EP 21119 and 21120\_ Game Studies and Design Minor.pdf

## DMI Documentation

### Program Reviewer Comments

**Deb Forgacs (dforgacs) (Mon, 05 Apr 2021 19:48:59 GMT):**Rollback: Requested.

**John Wilkin (jpwilkin) (Mon, 05 Apr 2021 22:31:52 GMT):**Rollback: For the Library portion, we need a characterization (or an assessment) that the Library's collections and services are adequate to support this program. You're welcome to use your scholarly perspective (and use of the Library) to assert as much. If uncertain, the Library would be glad to have someone in collections help make an assessment.

**Emily Knox (knox) (Mon, 05 Apr 2021 22:33:52 GMT):**Rollback: Comments Deb Forgacs (dforgacs) (04/05/21 2:48 pm): Rollback: Requested. John Wilkin (jpwilkin) (04/05/21 5:31 pm): Rollback: For the Library portion, we need a characterization (or an assessment) that the Library's collections and services are adequate to support this program. You're welcome to use your scholarly perspective (and use of the Library) to assert as much. If uncertain, the Library would be glad to have someone in collections help make an assessment.

**Kathy Martensen (kmartens) (Thu, 08 Apr 2021 12:37:33 GMT):**Rollback: See email of this date RE: Music courses.

**Karin Readel (kereadel) (Thu, 08 Apr 2021 14:21:07 GMT):**Rollback: I'll let you adjust the courses as you see fit.

**Kathy Martensen (kmartens) (Fri, 23 Apr 2021 19:49:21 GMT):**Rollback: Inadvertent "Approve"; meant to hit Rollback.

**Kathy Martensen (kmartens) (Fri, 23 Apr 2021 19:49:37 GMT):**Rollback: See email of 4/23/21 at approx. 2:45 p.m. RE: GSD courses.

Key: 1070



**From:** [Bievenue, Lisa Anne](#)  
**To:** [Pahre, Jennifer N](#)  
**Cc:** [Knox, Emily Joyce Magdelyn](#); [Lehman, Barbara J](#); [Martensen, Kathy](#); [Pintar, Judith A](#)  
**Subject:** Re: Proposals EP 21.119 and 21.120: Game Studies and Design Minor  
**Date:** Monday, April 19, 2021 9:12:14 AM  
**Attachments:** [Outlook-dinifce.png](#)

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Jennifer,

Thank you for your note. Yes, we have planned to teach all of the core courses in AY21-22:

GSD101 (Intro to Game Studies & Design): Dan Cermak will teach in the spring as an INFO199 special topics (syllabus is included in the proposal)

For the Social/Historical/Critical Perspectives requirement,

- GSD102 (Intro to Video Game Industry) is scheduled in the fall as an INFO199 special topics (syllabus is included in the proposal)
- IS 199SHG (Social History of Games & Gaming, to be a regular course in future and then cross listed as GSD104) offered Spring 2021 and is scheduled for Fall 2021 (to be regularly taught in the fall)
- JOUR 101 (to be cross listed as GSD106) is scheduled in Fall 2021

For the Game Design requirement,

- GSD 103 (The basics of game design): We are planning to offer in Spring 2022 as an INFO199, taught by Emilie Butt (syllabus is included in the proposal)
- CI 210 is already regularly offered every semester

Lisa

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**From:** Pahre, Jennifer N <jpahre@illinois.edu>  
**Sent:** Sunday, April 18, 2021 4:46 PM  
**To:** Bievenue, Lisa Anne <bievenue@illinois.edu>  
**Cc:** Knox, Emily Joyce Magdelyn <knox@illinois.edu>; Lehman, Barbara J <bjlehman@illinois.edu>; Martensen, Kathy <kmartens@illinois.edu>  
**Subject:** Proposals EP 21.119 and 21.120: Game Studies and Design Minor

Dear Lisa,

I hope that the spring semester is winding up well for you.

I am the chair of subcommittee A of the University Senate Educational Policy Committee. The proposal to create a new Game Studies and Design Minor came to my subcommittee late last week for review. From the feedback received to date, the subcommittee is firmly in favor. It's

a great new minor, timely and useful, and we think that it will be popular.

We have one question, and as you are listed as the sponsor, I am reaching out. I'm not sure if you will have time to respond before our meeting (Monday, April 19 at 1:10), but I wanted to send this note as soon as possible. Here is the issue: if we are reading the proposal correctly, some of the core courses have not yet been created or are not ready to be taught. This could be a problem, and I would like your thoughts.

Thank you in advance for your assistance.

Best regards,

Jennie

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**I ILLINOIS**

College of Law

Jennifer N. Pahre

Director of Undergraduate Studies

Assistant Teaching Professor

University of Illinois College of Law

504 East Pennsylvania Avenue

Champaign, Illinois 61820

Pronouns: She/her/hers

Under the Illinois Freedom of Information Act (FOIA), any written communication to or from University employees regarding University business is a public record and may be subject to public disclosure.