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## Program Elimination Proposal

Date Submitted: 10/16/23 9:10 am

Viewing: **GMAD : Minor in Game Studies and Design**

Last approved: 10/12/18 1:22 pm

Last edit: 10/16/23 9:10 am

Changes proposed by: ckocurek

Catalog Pages [Minor in Game Studies and Design](#)  
Using this Program

Elimination type [Elimination](#) **Active**  
 End Term Spring 2024  
 Rationale for Elimination [This is being replaced with the Minor in Game Design and Experiential Media, which has been approved. This aligns the degree program and minor, creating a clearer and more accessible pathway for students.](#)

Program Status	<a href="#">Elimination</a> <b>Active</b>		
Requestor	Name <b>Sarah Pariseau</b>	E-mail	<b>sparisea@iit.edu</b>
Origination Date	2018-10-12		
Is this an interdisciplinary program?	No		
Academic Unit	Humanities	College	Lewis College of Science and Letters
Program Title	Minor in Game Studies and Design		
Effective Academic Year		Effective Term	Spring 2024
Academic Level	Undergraduate		
Program Type	Minor		
Is there more than one Academic Unit proposer?	No		
Program Code	GMAD		
Program Attribute			
Total Program Credit Hours	15		

- ### In Workflow
1. HUMA Chair
  2. Academic Affairs
  3. Undergraduate Academic Affairs
  4. LS Dean
  5. Undergraduate Studies Committee Chair
  6. Faculty Council Chair
  7. Faculty Council Chair
  8. Provost
  9. President
  10. Academic Affairs

- ### Approval Path
1. 10/16/23 9:56 am Matthew Bauer (bauerma): Approved for HUMA Chair
  2. 10/16/23 8:08 pm Patty Johnson Winston (winston): Approved for Academic Affairs

- ### History
1. Oct 30, 2017 by Sarah Pariseau (sparisea)
  2. Oct 12, 2018 by Sarah Pariseau (sparisea)

### Proposed Bulletin Entry

Course Requirements  
 The minor in Game Studies and Design provides students with theoretical, historical, and applied knowledge in the production and study of games. The minor is relevant to students interested in pursuing careers in and around the games industry and is also relevant for those interested in careers in experience and interaction design, human computer interaction, and related areas.

<b>GSAD Foundations</b>		<b>(9)</b>
<a href="#">HIST 373</a>	History of Video Games	3
<a href="#">HUM 371</a>	Fundamentals of Game Design	3
<a href="#">HUM 372</a>	Interactive Storytelling	3
<b>Technical Proficiency</b>		<b>(3)</b>

Select a minimum of one course. Additional courses recommended.		3
<a href="#">CS 331</a>	Data Structures and Algorithms	3
<a href="#">CS 411</a>	Computer Graphics	3
<a href="#">CS 425</a>	Database Organization	3
<a href="#">CS 442</a>	Mobile Applications Development	3
<a href="#">CS 481</a>	Artificial Intelligence Language Understanding	3
<b>Theoretical Proficiency</b>		<b>(3)</b>
Select a minimum of one course from the following:		3
<a href="#">PSYC 312</a>	Human Motivation and Emotion	3
<a href="#">PSYC 423</a>	Learning Theory	3
<a href="#">PSYC 426</a>	Cognitive Science	3
Total Credit Hours		15

Reviewer  
Comments