New Program Proposal

Date Submitted: 03/09/26 12:50 pm

Viewing: BS-GDTG : Bachelor of Science in Game Design and Experiential Media with Specialization in Technical Game Development

Last edit: 03/09/26 3:12 pm

Changes proposed by: ckocurek

Program Status	Active			
Requestor	Name	Carly Kocurek	E-mail	ckocurek@iit.edu
Origination Date	2026-3-9			
Is this an interdisciplinary program?	Yes			
Is this stem-eligible?	Yes			
Available for direct application?	Yes			
Academic Unit	Humanities			
College	Lewis College of Science and Letters			

Contributing Academic Unit(s)

Academic Units
Information Technology & Mgmt

Program Title

Bachelor of Science in Game Design and Experiential Media with Specialization in Technical Game Development

Effective Academic Year	2026 - 2027	Effective Term	Summer 2026

In Workflow

1. LS Interdisciplinary Curriculum Committee Chair
2. Academic Affairs
3. Undergraduate Academic Affairs
4. Director of Assessment
5. LS Dean
6. Marketing and Communications
7. Undergraduate Studies Committee Chair
8. Faculty Council Chair
9. Faculty Council Chair
10. Provost
11. President
12. Board of Trustees
13. Academic Affairs

Approval Path

1. 03/03/26 1:24 pm Carly Kocurek (ckocurek): Approved for LS Interdisciplinary Curriculum Committee Chair
2. 03/05/26 9:39 am Ayesha Qamer (aqamer): Rollback to Initiator
3. 03/05/26 9:58 am Carly Kocurek (ckocurek): Approved for LS Interdisciplinary

Academic Level	Undergraduate

Curriculum Committee Chair
4. 03/09/26 12:14 pm Ayesha Qamer (aqamer): Rollback to Initiator
5. 03/09/26 12:51 pm Carly Kocurek (ckocurek): Approved for LS Interdisciplinary Curriculum Committee Chair
6. 03/09/26 3:12 pm Ayesha Qamer (aqamer): Approved for Academic Affairs

If all courses in a subject in your department are required, please enter each subject followed by the number ranges in the "Quick Add" field in the pop up box when you click the green plus button below. For example: ARCH 100-499.

What courses will factor the major GPA?	GEM 100 - Game Design and Experiential Media Intro to the Professions HIST 373 - History of Video Games HUM 371 - Fundamentals of Game Design CSP 200 - Practical Computing: Tools and Techniques ITM 311 - Introduction to Software Development CS 115 - Object-Oriented Programming I CS 116 - Object-Oriented Programming II ITMD 361 - Fundamentals of Web Development CS 415 - Introduction to Human-Computer Interaction MATH 151 - Calculus I MATH 192 - Linear Mathematics CS 330 - Discrete Structures CS 331 - Data Structures and Algorithms HUM 372 - Interactive Storytelling HIST 373 - History of Video Games HUM 374 - Game Design Level 2 HUM 400 - Game and Interactive Media Design Capstone 1 HUM 401 - Game and Interactive Media Design Capstone 2
Program Type	Degree
Degree Type	Bachelor of Science (BS)

CIP Code

09.0702 - Digital Communication and Media/Multimedia.

Program Code	BS-GDTG
Program Attribute	
Total Program Credit Hours	120

Program Narrative and Justification

Narrative description of how the institution determined the need for the program. For example, describe what need this program will address and how the institution became aware of that need. If the program is replacing a current program(s), identify the current program(s) that is being replaced by the new program(s) and provide details describing the benefits of the new program(s). If the program will be offered in connection with, or in response to, an initative by a governmental entity, provide details of that initiative.

Game Design and Experiential Media (GEM) is an established academic and professional field. In 2021, the video game market in the U.S. alone totaled nearly 86 billion, showing strong growth even during the global pandemic and more than doubling in the past decade.
Illinois is in the top 10 markets for game design job postings. Burning Glass analysis shows a strong need for creative, collaborative (more than 50% of postings), communication (more than 37% of postings), and problem solving (18% of postings) skills alongside technical proficiencies.
Illinois Tech is uniquely situated to offer a program in this area given its role as the only technical university in Chicago, making the planned degree distinct from those offered by area schools like Columbia and DePaul. Particularly strong growth is projected for jobs in quality assurance, Unreal Engine development, prototyping, and level design. Given that most jobs in this field require a bachelor's degree, a B.S. is an ideal degree for this field. Additionally, this is a degree well suited to articulation with local CC curricula and should well serve students who have completed an A.A. or A.S. degree and wish to continue towards a B.S.
Burning Glass projects a growth of 9.3% in the number of game design jobs over the next decade. 97% of advertised positions in game and interactive design require a bachelor's degree. Current starting salaries average $77,879 for those with 2 or fewer years of experience, increasing to $89,630 for those with 3-5 years of experience, and then $99,021 for those with 6 or more years of experience, indicating strong earnings potential for graduates.
Game and Interactive Media Design is also a recognized academic discipline. WPI established the first degree in this area (under the name Interactive Media and Game Design) in 2005. Today, there are programs in all 50 states in the U.S., including advanced graduate degree programs, with prominent programs including those at the University of Southern California, New York University, and Rochester Institute of Technology.
Professional and academic organizations in the field often overlap, as exemplified by Foundations of Digital Games (FDG) and Digital Games Research Association (DiGRA). The International Game Developers Association (IGDA) is the largest professional organization, and Illinois Tech students have recently established a student chapter—the only campus chapter in the Chicago area at this time.

Game and Interactive Media Design is a field that Illinois Tech students already demonstrate significant interest in. The humanities department has offered a minor in Game Studies and Design for several years. While the number of students completing the minor has been relatively small (likely due to difficulties with course scheduling), interest in the required courses has been substantial; HUM 371 Fundamentals of Game Design, for example, has had a waitlist every time it has been offered, and HIST 373 History of Video Games generally fills 60 to 80 seats depending on the size of the class. Students have expressed strong interest in additional educational opportunities related to game design, and there's an increase in related activity on campus, including the gamebIITes exhibit of student games, the IPRO Game Lab, the Illinois Tech eSports program, and student clubs dedicated to games ranging from chess to Warhammer. Students have also formed an Illinois Tech chapter of the IGDA.

The proposed program addresses this existing student interest and will appeal to students who may currently choose other technical universities over Illinois Tech; currently, we are one of a very few technical universities that does not have a program in this area.
The proposed degree is to be housed in the Humanities Department as a collaboration between Humanities, ID, ITM, and Lewis College. Administrative responsibility for the degree will use a shared model detailed in section 8 of this proposal.

Narrative description of how the program was designed to meet local market needs, or for an online program, regional or national market needs. For example, indicate if Bureau of Labor Statistics data or State labor data systems information was used, and/or if State, regional, or local workforce agencies were consulted. Include how the course content, program length, academic level, admission requirements, and prerequisites were decided; including information received from potential employers about course content; and information regarding the target students and employers.

Game Design and Experiential Media (GEM) is an established academic and professional field. In 2021, the video game market in the U.S. alone totaled nearly 86 billion, showing strong growth even during the global pandemic and more than doubling in the past decade. Illinois is in the top 10 markets for game design job postings. Burning Glass analysis shows a strong need for creative, collaborative (more than 50% of postings), communication (more than 37% of postings), and problem solving (18% of postings) skills alongside technical proficiencies. Illinois Tech is uniquely situated to offer a program in this area given its role as the only technical university in Chicago, making the planned degree distinct from those offered by area schools like Columbia and DePaul. Particularly strong growth is projected for jobs in quality assurance, Unreal Engine development, prototyping, and level design. Given that most jobs in this field require a bachelor's degree, a B.S. is an ideal degree for this field. Additionally, this is a degree well suited to articulation with local CC curricula and should well serve students who have completed an A.A. or A.S. degree and wish to continue towards a B.S.

Burning Glass projects a growth of 9.3% in the number of game design jobs over the next decade. 97% of advertised positions in game and interactive design require a bachelor's degree. Current starting salaries average $77,879 for those with 2 or fewer years of experience, increasing to $89,630 for those with 3-5 years of experience, and then $99,021 for those with 6 or more years of experience, indicating strong earnings potential for graduates.

The committee solicited reviews from field leaders including both professionals in the games industry and leaders of similar academic programs; this feedback was incorporated into the degree plan.

Narrative description of any wage analysis the institution may have performed, including any consideration of Bureau of Labor Statistics wage data related to the new program.

GEM is an established academic and professional field. In 2021, the video game market in the U.S. alone totaled nearly 86 billion, showing strong growth even during the global pandemic and more than doubling in the past decade.
Illinois is in the top 10 markets for game design job postings. Burning Glass analysis shows a strong need for creative, collaborative (more than 50% of postings), communication (more than 37% of postings), and problem solving (18% of postings) skills alongside technical proficiencies. Illinois Tech is uniquely situated to offer a program in this area given its role as the only technical university in Chicago, making the planned degree distinct from those offered by area schools like Columbia and DePaul. Particularly strong growth is projected for jobs in quality assurance, Unreal Engine development, prototyping, and level design. Given that most jobs in this field require a bachelor's degree, a B.S. is an ideal degree for this field. Additionally, this is a degree well suited to articulation with local CC curricula and should well serve students who have completed an A.A. or A.S. degree and wish to continue towards a B.S.
Burning Glass projects a growth of 9.3% in the number of game design jobs over the next decade. 97% of advertised positions in game and interactive design require a bachelor's degree. Current starting salaries average $77,879 for those with 2 or fewer years of experience, increasing to $89,630 for those with 3-5 years of experience, and then $99,021 for those with 6 or more years of experience, indicating strong earnings potential for graduates.

Narrative description of how the program was reviewed or approved by, or developed in conjunction with, one or more of the following: a) business advisory committees; b) program integrity boards; c) public or private oversight or regulatory agencies (not including the state licensing/authorization agency and accrediting agency); and d) businesses that would likely employ graduates of the program. For example, describe the steps taken to develop the program, identify when and with whom discussions were held, provide relevant details of any proposals or correspondence generated, and/or describe any process used to evaluate the program.

An initial program was developed by a program committee convened by ITM faculty member Jeremy Hajek. This committee consisted of Hajek, ITM faculty member James Papademas, and Humanities faculty member Carly Kocurek. Input was also sought from ID interim dean Anijo Matthew.

After completing the initial program development, the committee solicited reviews from field leaders including both professionals in the games industry and leaders of similar academic programs; this feedback was incorporated into the degree plan.

Admission Entry Details

Available Fall Admit	Yes	Available Spring Admit	Yes
Available Summer Admit	Yes		

Available On Campus	Yes No		Available Online
Available Full-Time	Yes Yes		Available Part-Time
Available International	Yes Yes		Available Domestic

What are the enrollment estimates?

Year 1	5	Year 2	10	Year 3	15

Attach Additional Program Justification Document(s)

Academic Information

Advising

Since quality advising is a key component of good retention, graduation, and career placement, how will students be mentored? What student professional organizations will be formed? How will the department work with the Career Services office to develop industry connections?

• Program Committee (faculty). Responsible for the content of curriculum. Runs program assessment. Updates curriculum based on assessment results. Supports professional development activities for students on campus and works with related student organizations to help support the campus ecosystem for GEM. This committee should have a minimum of 3 members with at least one drawn from each of HUM, ID, and ITM. Committee will report on program to the chairs of HUM, ID, and ITM and the dean of Lewis College.
• Program Adviser (staff). Responsible for front-line advising of students to ensure students understand degree requirements and take the necessary courses. Points students to other resources, including program committee members, when they need specialized or additional support. Tracks majors through graduation.

Program Resources

Which program resources are necessary to offer this program?

Proposed Catalog Entry

Admission Requirements

Course Requirements

Required Courses

Course Requirement		**(31)**
GEM 100	Game Design and Experiential Media Intro to the Professions	3
ITM 311	Introduction to Software Development	3
or CS 115 & CS 116	Object-Oriented Programming I and Object-Oriented Programming II	
CSP 200	Practical Computing: Tools and Techniques	1
HUM 371	Fundamentals of Game Design	3
HUM 372	Interactive Storytelling	3
HIST 373	History of Video Games	3
HUM 374	Game Design Level 2	3
ITMD 361	Fundamentals of Web Development	3
ITMD 362	Human-Computer Interaction and Web Design	3
or CS 415	Introduction to Human-Computer Interaction	
HUM 400	Game and Interactive Media Design Capstone 1	3
HUM 401	Game and Interactive Media Design Capstone 2	3
Ethics Requirement		**(3)**
Select one course from the following		3
GEM 271	Philosophy of Games	3
PHIL 330	Philosophy of Data Science	3
PHIL 372	Ethics of Technology and Communication	3
PHIL 381	Artificial Intelligence, Philosophy and Ethics	3
Graphics Requirement		**(6)**
Select 2 courses from the following; additional arts and graphics classes applicable based on adviser approval.		6
GEM 150	Elements of Art	3
GEM 250	Digital Art	3
GEM 251 CHARACTER ART	Course GEM 251 CHARACTER ART Not Found	3

Technical Game Development Requirements		**(18)**
MATH 151	Calculus I	5
MATH 192	Linear Mathematics	3
PHYS 123	General Physics I: Mechanics	4
CS 330	Discrete Structures	3
CS 331	Data Structures and Algorithms	3
STEM Module		**(6)**
Choose 6 credit hours of Natural Science or Engineering		6
Interprofessional Projects (IPRO)		**(6)**
See Illinois Tech Core Curriculum, section E		6
Humanities and Social Science Requirements		**(12)**
See Illinois Tech Core Curriculum, sections B and C		12
Free Electives		**(38)**
Select 38 credit hours of free electives		38
Total Credit Hours		120

1 Computer Science Core Curriculum is fulfilled in course requirements

Sample Curriculum/Program Requirements

Bachelor of Science in Game Design and Experiential Media with Specialization in Technical Game Development Curriculum

Year 1

Semester 1	Credit Hours	Semester 2	Credit Hours
GEM 100	3	CS 116	2
CS 115	2	HUM 371	3
MATH 151	5	PHYS 123	4
HUMANITIES 200-LEVEL COURSE	3	Graphics Elective	3
Graphics Elective	3	Free Elective	3
	16		15

Year 2

Semester 1	Credit Hours	Semester 2	Credit Hours

HIST 373	3	HUM 372	3
ITMD 361	3	CS 415	3
MATH 192	3	CSP 200	1
Science Elective	3	Ethics Requirement	3
Social Sciences Elective	3	Science Elective	3
		Free Elective	2
	15		15

Year 3

Semester 1	Credit Hours	Semester 2	Credit Hours
CS 330	3	HUM 374	3
IPRO ELECTIVE l	3	CS 331	3
Social Sciences Elective (300+)	3	IPRO ELECTIVE ll	3
Free Elective	3	Social Sciences Elective (300+)	3
Free Elective	3	Free Elective	3
	15		15

Year 4

Semester 1	Credit Hours	Semester 2	Credit Hours
HUM 400	3	HUM 401	3
Free Elective	3	Free Elective	3
Free Elective	3	Free Elective	3
Free Elective	3	Free Elective	3
Free Elective	2	Free Elective	3
	14		15

Total Credit Hours: 120

[1] See GEM Graphics Cluster list for possible courses

[2] See degree requirements for course options

Specialization Requirements

Program Outcomes and Assessment Process

What are your learning objectives in this program? Please list each learning objective in the boxes below:

Note: These should be the same as described in your assessment plan at the bottom of this form.

Demonstrate proficiency with creative processes that align with industrial practice.

Work in teams on a media development project.

Identify ethical, cultural, and professional contexts of games and experiential media.

Apply current technical and mathematical concepts and practices in game development and recognize the need to engage in continuing professional development.

Upload your assessment plan here:
GEM_TechSpecialization_AssessmentPlan.xlsx

Undergraduate Program Requirements

What courses will factor the major GPA?

Undergraduate Degree Requirements

Minimum credit hours 120

Specialization required?
No

Minor required?
No

Proposed General Curriculum

List Major Course Requirements

Required Courses

Course Requirement	(36)

GEM 100	Game Design and Experiential Media Intro to the Professions	3	
HUM 371	Fundamentals of Game Design	3	
HUM 372	Interactive Storytelling	3	
HIST 373	History of Video Games	3	
HUM 374	Game Design Level 2	3	
COM 424	Document Design	3	
ITM 311	Introduction to Software Development	3	
or CS 201	Accelerated Introduction to Computer Science		
or CS 115 & CS 116	Object-Oriented Programming I and Object-Oriented Programming II		
ITMO 356	Introduction to Open Source Operating Systems	3	
or CSP 200	Practical Computing: Tools and Techniques		
ITMD 361	Fundamentals of Web Development	3	
ITMD 362	Human-Computer Interaction and Web Design	3	
HUM 400	Game and Interactive Media Design Capstone 1	3	
HUM 401	Game and Interactive Media Design Capstone 2	3	
Ethics Requirement		**(3)**	**3**
Choose 1 from the following			
PHIL 374	Course PHIL 374 Not Found	3	
PHIL 375	Course PHIL 375 Not Found	3	
PHIL 381	Artificial Intelligence, Philosophy and Ethics	3	
Graphics Requirement		**(6)**	**6**
Choose 2 from the following			
EG 225	Engineering Graphics for Non-Engineers	3	
EG 325	Advanced Engineering Graphics for Non-Engineers	3	
EG 425	Computer Graphics for Non-Engineers	3	
Technical Electives		**(12)**	**12**
Choose 5 from the following			
COM 421	Technical Communication	3	
COM 425	Editing	3	
HUM 352	Course HUM 352 Not Found	3	
HUM 375	Practical Magic: Designing Entertainment Experiences.	3	

HUM 380	Topics in Humanities	3
ID 410	Designing Product Opportunities	3
IDN 506	Course IDN 506 Not Found	1.5
IDX 560	Introduction to Design Thinking	3
ITMD 445	Web Real-Time Communication	3
ITMD 413	Open Source Programming	3
ITMD 441	Web Application Foundations	3
ITMT 492	Introduction to Smart Technologies	3
List Mathematics Requirements		
MATH 151	Calculus I	5
MATH 192	Linear Mathematics	3
List Science Requirements		

See Illinois Tech Core Curriculum, section D.

PHYS 123	General Physics I: Mechanics	4
Natural Science Electives		6
List Computer Science Requirements		
CS 115 & CS 116	Object-Oriented Programming I and Object-Oriented Programming II	3-4
or ITM 311	Introduction to Software Development	
List Humanities and Social Sciences Requirements		

See Illinois Tech Core Curriculum, sections B and C

12 hours

List Interprofessional Project (IPRO) Requirements

See Illinois Tech Core Curriculum, section E

6 hours

List Technical Elective Course Options

List Free Elective Credit Hours (if applicable)	38

Semester-by-semester plan of study for the degree program

Year 1

Semester 1	Credit Hours	Semester 2	Credit Hours
GEM 100	3	ITM 311	3
ITMO 356	3	HUM 371	3
GRAPHICS CLUSTER See GEM Graphics Cluster list for possible courses	3	GRAPHICS CLUSTER	3
MATH ELECTIVE	3	SCIENCE ELECTIVE	4
HUMANITIES 200-LEVEL COURSE	3	FREE ELECTIVE	3
	15		16

Year 2

Semester 1	Credit Hours	Semester 2	Credit Hours
HIST 373	3	COM 424	3
ITMD 361	3	HUM 372	3
MATH ELECTIVE	3	ITMD 362	3
SCIENCE ELECTIVE	3	ETHICS REQUIREMENT See degree requirements for course options	3
SOCIAL SCIENCES ELECTIVE	3	SCIENCE ELECTIVE	3
	15		15

Year 3

Semester 1	Credit Hours	Semester 2	Credit Hours
TECHNICAL ELECTIVE	3	HUM 374	3
IPRO ELECTIVE I	3	TECHNICAL ELECTIVE	3
HUMANITIES ELECTIVE (300+)	3	IPRO ELECTIVE II	3
FREE ELECTIVE	3	SOCIAL SCIENCES ELECTIVE (300+)	3
FREE ELECTIVE	2	FREE ELECTIVE	3
	14		15

Year 4

Semester 1	Credit Hours	Semester 2	Credit Hours
HUM 400	3	HUM 401	3
ID 410	3	TECHNICAL ELECTIVE	3
TECHNICAL ELECTIVE	3	HUMANITIES ELECTIVE (300+)	3
HUMANITIES OR SOCIAL SCIENCES ELECTIVE	3	SOCIAL SCIENCES ELECTIVE (300+)	3
FREE ELECTIVE	3	FREE ELECTIVE	3
	15		15

Total Credit Hours: 120

Reviewer
Comments

Ayesha Qamer (aqamer) (03/05/26 9:39 am): Rollback: rollback requested by Carly

Ayesha Qamer (aqamer) (03/09/26 12:12 pm): 3/9/2026, AQ: Added program code

Ayesha Qamer (aqamer) (03/09/26 12:14 pm): Rollback: Under course requirements, please review the technical game development requirements as the courses do not add up to 18 credits.

Ayesha Qamer (aqamer) (03/09/26 3:12 pm): 3/9/2026, AQ: Adjusted table formatting under course requirements

Key: 672