Date Submitted: 03/19/26 8:57 am

Viewing: BS-GDEM : Bachelor of Science in Game Design and Experiential Media

Last approved: 03/09/26 3:11 pm

Last edit: 03/19/26 8:57 am

Changes proposed by: ckocurek

Catalog Pages
Using this Program
Bachelor of Science in Game Design and Experiential Media

Program Status	Active			
Requestor ckocurek@iit.edu	Name	Carly Kocurek	E-mail	
Origination Date	2026-3-19 ~~2026-1-12~~			
Is this an interdisciplinary program?	Yes			
Is this an incubator program?				
Is this stem-eligible?	Yes			
Available for direct application?	Yes			
Academic Unit College	Humanities Lewis College of Science and Letters			

Contributing Academic Unit(s)

Academic Units
Information Technology & Mgmt

Program Title

In Workflow

1. LS Interdisciplinary Curriculum Committee Chair
2. Academic Affairs
3. Undergraduate Academic Affairs
4. LS Dean
5. Undergraduate Studies Committee Chair
6. Faculty Council Chair
7. Academic Affairs

Approval Path

1. 03/19/26 9:19 am Carly Kocurek (ckocurek): Approved for LS Interdisciplinary Curriculum Committee Chair
2. 03/19/26 12:46 pm Ayesha Qamer (aqamer): Approved for Academic Affairs
3. 03/20/26 1:43 pm Joseph Gorzkowski (jgorzkow): Approved for Undergraduate Academic Affairs

History

1. Dec 9, 2022 by Carly Kocurek (ckocurek)
2. Apr 10, 2023 by Zack Sullivan (zsulliv1)

Bachelor of Science in Game Design and Experiential Media

Effective Academic Year	2026 - 2027	Effective Term	Summer 2026
Academic Level	Undergraduate		

3. Oct 13, 2023 by Carly Kocurek (ckocurek)
4. May 7, 2024 by Carly Kocurek (ckocurek)
5. Mar 7, 2025 by Carly Kocurek (ckocurek)
6. Mar 9, 2026 by Carly Kocurek (ckocurek)

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?

Program Type: Degree

Degree Type: Bachelor of Science (BS)

CIP Code
09.0702 - Digital Communication and Media/Multimedia.

Program Code: BS-GDEM

Program Attribute

Total Program Credit Hours: 120

Please provide a summary and rationale for the requested program revision.

No substantive change; updating course numbers to be accurate to catalog. ~~Reduced required courses; increased technical electives an equivalent amount.Updated list of available electives and graphics courses.~~

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.

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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.

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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

What are the enrollment estimates?

Year 1	10	Year 2	20	Year 3	40

Attach Additional Program GAIM_Proposal_452022.docx

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

~~Illinois Tech requires a four-year bachelor's degree* conferred with a minimum cumulative undergraduate grade-point average of 3.0/4.0 (or its equivalent) from an accredited institution for regularadmission.GEM has no additional admissionrequirements.~~

Course Requirements

Required Courses

Course Requirement		(33)
GEM 100	Game Design and Experiential Media Intro to the Professions	3

~~HUM 371~~	~~Game Design I~~	~~3~~
~~HUM 372~~	~~Interactive Storytelling~~	~~3~~
GEM 110	Game Design I	3
GEM 120	Interactive Storytelling	3
GEM 210	Game Design II	3
HIST 373	History of Video Games	3
~~HUM 374~~	~~Game Design II~~	~~3~~
ITM 311	Introduction to Software Development	3
ITMO 356	Introduction to Open Source Operating Systems	3
ITMD 361	Fundamentals of Web Development	3
ITMD 362	Human-Computer Interaction and Web Design	3
~~HUM 400~~	~~Game Design and Experiential Media Capstone I~~	~~3~~
~~HUM 401~~	~~Game Design and Experiential Media Capstone II~~	~~3~~
GEM 400	Game Design and Experiential Media Capstone I	3
GEM 401	Game Design and Experiential Media Capstone II	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 251 CHARACTER ART~~	~~Course GEM 251 CHARACTER ART Not Found~~	~~3~~
GEM 250	Digital Art	3
GEM 251	Character Art	3
Technical Electives		**(18)**
Select 6 courses from the following; additional options can be approved by adviser.		18
COM 421	Technical Communication	3
COM 424	Document Design	3

COM 425	Editing	3
DS 151	Introduction to Data Science	3
GEM 380	Topics in Game Design in Experiential Media	3
~~HUM 375~~	~~Practical Magic: Designing Entertainment Experiences.~~	~~3~~
IDX 560	Introduction to Design Thinking	3
ITMD 455	Open-Source Intelligent Device Applications	3
ITMT 492	Introduction to Smart Technologies	3
ITMD 413	Open Source Programming	3
ITMD 441	Web Application Foundations	3
STEM Module		**(16)**
Select 16 credit hours from the following [1]		16
Choose 5-6 credit hours of Mathematics		
Choose 10-11 credit hours of Natural Science or Engineering		
Interprofessional Projects (IPRO)		**(6)**
See Illinois Tech Core Curriculum, section E		6
Humanities and Social Science Requirements		**(21)**
See Illinois Tech Core Curriculum, sections B and C		21
Free Electives		**(17)**
Select 17 credit hours of free electives		17
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 Curriculum

Year 1

Semester 1	Credit Hours	Semester 2	Credit Hours
GEM 100	3	ITM 311	3
ITMO 356	3	~~HUM 371~~	~~3~~
~~GRAPHICS CLUSTER~~ [1]	~~3~~	~~GRAPHICS CLUSTER~~	~~3~~
Graphics Elective	3	GEM 110	3

MATH ELECTIVE	3	Graphics Elective	3
HUMANITIES 200-LEVEL COURSE	3	SCIENCE ELECTIVE	4
		FREE ELECTIVE	2
	15		15

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	GEM 120	3
SCIENCE ELECTIVE	3	ITMD 362	3
SOCIAL SCIENCES ELECTIVE	3	~~ETHICS REQUIREMENT~~[2]	~~3~~
		Technical Elective	3
		Ethics Elective	3
		SCIENCE ELECTIVE	3
	15		15

Year 3

Semester 1	Credit Hours	Semester 2	Credit Hours
~~TECHNICAL ELECTIVE~~	~~3~~	~~HUM 374~~	~~3~~
Technical Elective	3	~~TECHNICAL ELECTIVE~~	~~3~~
IPRO ELECTIVE I	3	GEM 210	3
HUMANITIES ELECTIVE (300+)	3	Technical Elective	3
~~FREE ELECTIVE~~	~~3~~	Free Elective	3
~~FREE ELECTIVE~~	~~2~~	IPRO ELECTIVE II	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~~
GEM 400	3	~~TECHNICAL ELECTIVE~~	~~3~~
TECHNICAL ELECTIVE	3	GEM 401	3
~~TECHNICAL ELECTIVE~~	~~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~~
Free Elective	3	Free Elective	3
	15		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.

Upload your assessment plan here:

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

Courses required for all students

Course Requirement		(36)	
GEM 100	Game Design and Experiential Media Intro to the Professions	3	
HUM 371	Game Design I	3	
HUM 372	Interactive Storytelling	3	
HIST 373	History of Video Games	3	
HUM 374	Game Design II	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 Design and Experiential Media Capstone I	3	
HUM 401	Game Design and Experiential Media Capstone II	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

See Illinois Tech Core Curriculum, section D 5

List Science Requirements

See Illinois Tech Core Curriculum, section D

Some students may fulfill part of this requirement with graphics cluster

List Computer Science Requirements

Fulfilled by degree requirements.

List Humanities and Social Sciences Requirements

See Illinois Tech Core Curriculum, sections B and C

21 hours

List Interprofessional Project (IPRO) Requirements

See Illinois Tech Core Curriculum, section E

6 hours

Technical electives. Any four courses from:

List Technical Elective Course Options		
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
ID 410	Designing Product Opportunities	3
IDN 506	Course IDN 506 Not Found	1.5
IDX 560	Introduction to Design Thinking	3
ITMD 455	Open-Source Intelligent Device Applications	3
ITMD 413	Open Source Programming	3
ITMD 441	Web Application Foundations	3
ITMD 455	Open-Source Intelligent Device Applications	3
ITMT 492	Introduction to Smart Technologies	3

List Free Elective Credit Hours (if applicable)	17

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

Key: 561