

Date Submitted: 03/19/26 9:08 am

Viewing: **GDEM : Minor in Game Design and Experiential Media**

Last approved: 10/13/23 3:10 pm

Last edit: 03/19/26 9:08 am

Changes proposed by: ckocurek

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

Program Status	Active		
Requestor	Name	Carly Kocurek	E-mail
	ckocurek@iit.edu		
Origination Date	<u>2026-3-19</u> 2023-5-2		
Is this an interdisciplinary program?	No		
Is this an incubator program?	<u>No</u>		
Is this stem-eligible?	<u>Yes</u>		
Available for direct application?	<u>Yes</u>		
Academic Unit	Humanities Lewis College of Science and Letters		
Program Title	Minor in Game Design and Experiential Media		
Effective Academic Year	<u>2026</u> 2023 - <u>2027</u> 2024	Effective Term	Summer 2026
Academic Level	Undergraduate		

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. Academic Affairs

Approval Path

1. 03/19/26 9:54 am
Saran Ghatak (sghatak): Approved for HUMA Chair
2. 03/19/26 10:00 am
Ayesha Qamer (aqamer): Approved for Academic Affairs
3. 03/20/26 1:43 pm
Joseph Gorzkowski (jgorzkow): Approved for Undergraduate Academic Affairs

History

1. Oct 13, 2023 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 Minor

Is there more than one Academic Unit proposer?

No

Program Code GDEM

Program Attribute GEM

Total Program Credit Hours 15

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

[No substantive change; only updating course numbers to reflect current catalog.](#)

Proposed Catalog Entry

Course Requirements

<u>GEM 100</u>	Game Design and Experiential Media Intro to the Professions	3
Game Design Foundation		(3)
HUM 371	Game Design I	3
or HUM 372	Interactive Storytelling	
<u>GEM 110</u>	<u>Game Design I</u>	<u>3</u>
or <u>GEM 120</u>	<u>Interactive Storytelling</u>	
GEM Human Factors Elective		(3)
<u>HIST 373</u>	History of Video Games	3
or <u>GEM 220</u>	Worldbuilding for Storytellers	
or <u>GEM 271</u>	Philosophy of Games	
or <u>PHIL 330</u>	Philosophy of Data Science	
or <u>PHIL 381</u>	Artificial Intelligence, Philosophy and Ethics	

GEM Technical Electives

(6)

Select 6 credit hours from any other GEM courses or the following list:

6

COM 421	Technical Communication	3
COM 424	Document Design	3
EG 225	Engineering Graphics for Non-Engineers	3
EG 329	Graphic Representation for Non-Engineers	3
HUM 374	Game Design II	3
HUM 375	Practical Magic: Designing Entertainment Experiences:	3
<u>CS 415</u>	<u>Introduction to Human-Computer Interaction</u>	<u>3</u>
<u>ID 410</u>	Designing Product Opportunities	3
<u>ITM 311</u>	Introduction to Software Development	3
<u>ITM 313</u>	Introduction to Open Source Application Development	3
<u>ITMD 413</u>	Open Source Programming	3
ITMD 441	Web Application Foundations	3
ITMD 455	Open-Source Intelligent Device Applications	3
<u>ITMD 361</u>	<u>Fundamentals of Web Development</u>	<u>3</u>
<u>ITMD 362</u>	<u>Human-Computer Interaction and Web Design</u>	<u>3</u>
<u>ITMO 356</u>	Introduction to Open Source Operating Systems	3
ITMT 492	Introduction to Smart Technologies	3

Total Credit Hours

15

Sample
Curriculum/Program
Requirements

Reviewer
Comments

Key: 619

