New Proposal

Date Submitted: 12/01/21 4:10 pm

Viewing: : Game Studies Minor, GR - Electives List

Last edit: 01/21/22 1:54 pm

Changes proposed by: Lisa Bievenue

Approval Path

1. 12/02/21 4:15 pm Deb Forgacs (dforgacs): Approved for U Program Review
2. 12/02/21 4:26 pm Karin Readel (kereadel): Approved for 1468 Head
3. 12/08/21 2:46 pm Allison McKinney (agrindly): Approved for Grad_College
4. 12/08/21 5:06 pm Kathy Martensen (kmartens): Approved for Provost

Proposal Type

Proposal Type:
  Minor (ex. European Union Studies)

Administration Details

Official Program Name	Game Studies Minor, GR - Electives List
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
College Budget Officer	Vicki Van Uithoven
College Budget Officer Email	vlvanu@illinois.edu

List the role for rollbacks (which role will edit the proposal on questions from EPC, e.g., Dept Head or Initiator) and/or any additional stakeholders. *Purpose: List here who will do the editing work if proposal needs rolled back. And any other stakeholders.*

Does this program have inter-departmental administration?
No

Proposal Title

Effective Catalog Term	Fall 2022

Provide a brief, concise description (not justification) of your proposal.

Proposal for the Approved Electives list for the proposed Game Studies Graduate Minor as an Informatics Program in the School of Information Sciences.

This proposal is connected to the Game Studies GR Minor Key 1071 as well as the Game Studies and Design, UG Minor key 1069 and the Game Studies and Design, UG Minor Electives list Key 1070

List here any related proposals/revisions and their keys. *Example: This BS proposal (key 567) is related to the Concentration A proposal (key 145) and the Concentration B proposal (key 203).*

Program Justification

Provide a **brief** 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 Graduate Minor Key 1071 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

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 this new program/proposed change result in the replacement of another program?

> No

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

> 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).

> NA (See CIM-P 1071)

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 sponoring 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.

For new
programs, attach
Program of Study

Catalog Page Text - Overview Tab

Text for Overview tab on the Catalog Page. This is not official content, it is used to help build the new catalog page for the program. Can be edited in the catalog by the college or department.

NA (See CIM-P 1071)

Statement for Programs of Study Catalog

At least three **Elective Graduate Course**s (12 credit hours) from the following list.

Course List

Code	Title	Hours
CURRICULUM & INSTRUCTION		
CI 437	Educational Game Design	3 or 4
CI 439	Critiques of Educational Technology	3 or 4
CI 482	Social Learning and Multimedia	3 or 4
CI 499	Issues and Development in Education 1	2 to 4
FINE & APPLIED ARTS		
FAA 499	Special Topics 2	0 to 4
ART		
ART 499	Special Topics in Art	1 to 4
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
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 451	Ind Study and Special Topics 3	1 to 4
DANC 465	Screendance	3
MUSIC		
MUS 407	Elect Music Techniques I	3
MUS 409	Elec Music Techniques II	2
MUS 499	Proseminar in Music 4	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

Code	Title	Hours
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 446	Costume History II	3
THEA 448	Costume Crafts	3
THEA 453	Introduction to Theatre Sound	3
THEA 454	Sound Design I	3
THEA 455	Sound Design II	3
THEA 456	Properties Design	3
THEA 461	Introduction to Media Design	3 or 4
THEA 481	Content Creation 1: Camera and Editing for Media Design	3 or 4
THEA 482	Content Creation 2: Motion Graphics & VFX for Media Design	3 or 4
COMPUTER SCIENCE		
CS 418	Interactive Computer Graphics	3 or 4
CS 419	Production Computer Graphics	3 or 4
CS 498	Special Topics 5	1 to 4
GAME STUDIES & DESIGN		
GSD 403	An Introduction to Top Down Video Game Design	3
GSD 405	Introduction to the Video Game Development Process	3
GSD 409	Design & Programming of Narrative Games & Simulations	3 or 4
GSD 501	Seminar in Game Studies 11	4
GSD 502	Seminar in Game Design 11	4
GSD 590	Special Topics in Game Studies & Design	1 to 4
GSD 597	Independent Study in Game Studies & Design	1 to 4
INFORMATICS		
INFO 416	Makerspace: Game Studies	3 or 4
INFO 418	Makerspace: Escape Rooms	3 or 4
INFO 490	Special Topics 6	1 to 4
INFORMATION SCIENCES		
IS 410	Storytelling	2 to 4
IS 426	Museum Informatics	4
IS 457	Data Storytelling	3 or 4
IS 490	Topics in Info Foundations 7	2 to 4
IS 597	Advanced Topics in Data Analytics & Data Science 8	2 to 4
JOURNALISM		
JOUR 430	Augmented and Virtual Reality	3 or 4
JOUR 460	Special Topics 8	1 to 4
MEDIA AND CINEMA STUDIES		
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 10	3 or 4

1

"Attention Learning & Tech" and "Technology Apps for Teachers" Sections only.

2

Section "Escape Rooms as Interactive Theatre" only.

3
Section "Social Impact thru Arts Tech" only.
4
Sections "Audio Coding with SuperCollider", "Audio Recording Techniques I", and "Critical Audio Listening for Audio Engineers" only.
5
Section "Video Game Development" only.
6
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"
7
Section "Playful Design Methods" only.
8
Section "DS" Only.
9
Section "Basic Video Production" only.
10
Sections "Collaboration in Interactive and Immersive Media" and "Advanced Media Practicum" only.
11
Both GSD 501 and 502 must be taken for one to count as an elective.

Program Features

Academic Level   Graduate

Is this minor?
  An interdisciplinary study focusing on a single theme

Is This a Teacher Certification Program?
                        No

Will specialized accreditation be sought for this program?

  No

Other than certification via the students' degree audits, is there any additional planned mechanism to award/honor successful completion of the minor?
                        No

Delivery Method

This program is available:
  On Campus - Students are required to be on campus, they may take some online courses.

Enrollment

Will the department limit enrollment to the minor?

No

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

NA (See CIM-P 1071)

Are there any prerequisites for the proposed minor?

No

Number of Students in Program (estimate)

Year One Estimate   20   5th Year Estimate (or when
                                                                             fully implemented)

100

Budget

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

No

Additional Budget   NA (See CIM-P 1071)
Information

Attach File(s)

Financial Resources

How does the unit intend to financially support this proposal?

NA (See CIM-P 1071)

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

No

Attach letters of
support

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.

Attach File(s)

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.

EP Documentation

EP Control Number	EP.22.078
Attach Rollback/Approval Notices	
This proposal requires HLC inquiry	No

DMI Documentation

Attach Final Approval Notices

Banner/Codebook Name

Program Code:

Minor Code	Conc Code	Degree Code	Major Code

Senate Approval Date

Senate Conference Approval Date

BOT Approval Date

IBHE Approval Date

HLC Approval Date

Effective Date:

Attached Document Justification for this request

Program Reviewer Comments	**Deb Forgacs (dforgacs) (04/05/21 2:48 pm):** Rollback: Requested. **John Wilkin (jpwilkin) (04/05/21 5:32 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.

Emily Knox (knox) (04/05/21 5:34 pm): 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) (04/08/21 7:37 am): Rollback: See email of this date RE: MUS courses.

Karin Readel (kereadel) (04/08/21 9:21 am): Rollback: I'll let you adjust the courses as you see fit.

Kathy Martensen (kmartens) (04/23/21 2:48 pm): Rollback: See email of 4/23/21 at approx. 2:45 p.m. RE: GSD courses.

Allison McKinney (agrindly) (05/11/21 8:29 am): Rollback: Comment from the Graduate College Executive Committee included in the companion proposal regarding 500 level course requirements.

Allison McKinney (agrindly) (12/01/21 9:57 am): Rollback: Please clarify GSD 599. The 599 course number is reserved for thesis research courses. Is that the intention for GSD 599?