BACHELOR OF SCIENCE IN GAME DESIGN AND EXPERIENTIAL MEDIA

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 regular admission. GEM has no additional admission requirements.

Required Courses

Code	Title	Credit Hours
Course Requirement		**(38)**
LCHS 100	Introduction to the Professions	2
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
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
ID 410	Introduction to Design Processes	3
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
PHIL 374	Ethics in Computer Science	3
PHIL 381	Artificial Intelligence, Philosophy and Ethics	3
Graphics Requirement		**(6)**
Select 2 courses from the following; select Columbia partnership classes also applicable based on adviser approval.		6
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)**
Select 4 courses from the following		12
COM 421	Technical Communication	3
COM 425	Editing	3
HUM 352	Gender and Technological Change	3
HUM 375	Practical Magic: Designing Entertainment Experiences.	3
HUM 380	Topics in Humanities	3
IDN 506	Research Planning and Execution	1.5
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		**(24)**
Select 24 credit hours of free electives		24
Total Credit Hours		**126**

[1] Computer Science Core Curriculum is fulfilled in course requirements

Bachelor of Science in Game Design and Experiential Media Curriculum

Year 1

Semester 1	Credit Hours	Semester 2	Credit Hours
LCHS 100	2	ITM 311	3
GRAPHICS CLUSTER [1]	3	HUM 371	3
ITMO 356	3	GRAPHICS CLUSTER	3
MATH	3	FREE ELECTIVE	3
HUM/SS	3	SCIENCE	5
FREE ELECTIVE	3		
	17		**17**

Year 2

Semester 1	Credit Hours	Semester 2	Credit Hours
HIST 373	3	ETHICS REQUIREMENT [2]	3
ITMD 361	3	COM 424	3
MATH	3	HUM 372	3
FREE ELECTIVE	3	ITMD 362	3
HUM/SS	3	SCIENCE	5
	15		**17**

Semester 1	Credit Hours	Year 3 Semester 2	Credit Hours
IPRO	3	IPRO	3
HUM/SS	3	HUM/SS	3
FREE ELECTIVE	3	HUM 374	3
FREE ELECTIVE	3	FREE ELECTIVE	3
TECHNICAL ELECTIVE	3	TECHNICAL ELECTIVE	3
	15		**15**
Semester 1	Credit Hours	Year 4 Semester 2	Credit Hours
HUM 400	3	HUM 401	3
TECHNICAL ELECTIVE	3	TECHNICAL ELECTIVE	3
HUM/SS	3	HUM/SS	3
ID 410	3	HUM/SS	3
FREE ELECTIVE	3	FREE ELECTIVE	3
	15		**15**

Total Credit Hours: 126

[1] See GEM Graphics Cluster list for possible courses
[2] See degree requirements for course options