

BACHELOR OF SCIENCE IN GAME DESIGN AND EXPERIENTIAL MEDIA WITH ARTIFICIAL INTELLIGENCE*

* Indicates that this program is an Incubator Program. Please visit Incubator Programs for more information.

Required Courses

Code	Title	Credit Hours
Course Requirement		(31-33)
GEM 100	Game Design and Experiential Media Intro to the Professions	3
GEM 276	Game Design I	3
GEM 277	Interactive Storytelling	3
HIST 273	History of Video Games	1 TO 3
GEM 210	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
GEM 400	Game Design and Experiential Media Capstone I	3
GEM 401	Game Design and Experiential Media Capstone II	3
Ethics Requirement		(0)
Fulfilled by the Certificate in AI Management		
Graphics Requirement		(6)
Select 2 courses from the following; additional arts and graphics classes applicable based on adviser approval.		6
GEM 278	Elements of Art	3
GEM 250	Digital Art	3
GEM 251	Character Art	3
Technical Electives		(6)
The majority of technical elective requirements are fulfilled by AI courses. Students select 2 courses from the following; additional options can be approved by adviser.		6
COM 321	Technical Communication	3
COM 324	Document Design	3
COM 425	Editing	3
DS 151	Introduction to Data Science	3
GEM 380	Topics in Game Design in Experiential Media	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
Certificate in AI Fluency		(9)
MATH 123	AI for Computational Mathematics and Coding	3

COM 200	AI, Data, and Communications	3
CS 180	Artificial Intelligence Foundations	3
Certificate in AI Management		(9)
DS 151	Introduction to Data Science	3
or BUS 102	Business Analytics Fundamentals	
BUS 432	Artificial Intelligence in Business	3
PHIL 281	Artificial Intelligence, Philosophy and Ethics	3
or PHIL 330	Philosophy of Data Science	
or PHIL 331	Political Philosophy of Artificial Intelligence	
STEM Module		(13)
Select 13 credit hours from the following ¹		13
Choose 3 credit hours of Mathematics		
Choose 10 credit hours of Natural Science or Engineering		
Interprofessional Projects (IPRO)		(6)
See Illinois Tech Core Curriculum, section E		6
Humanities and Social Science Requirements		(9)
The majority of requirements are fulfilled within the major. Choose 9 credits of Social and Behavioral Sciences (S) courses. At least 6 credits must be at the 300 level or higher, and courses must be in at least two disciplines.		9
Free Electives		(29)
Free Electives		29
Total Credit Hours		118-120

¹ Computer Science Core Curriculum is fulfilled in course requirements

Bachelor of Science in Game Design and Experiential Media with Artificial Intelligence Curriculum

		Year 1
Semester 1	Credit Hours	Semester 2 Credit Hours
GEM 100	3	ITM 311 3
ITMO 356	3	GEM 276 3
MATH 123	3	COM 200 3
HUM 180	0 OR 3	GRAPHICS ELECTIVE 3
CS 180	3	SCIENCE ELECTIVE 4
12-15		16

		Year 2
Semester 1	Credit Semester 2	Credit Hours
Hours		
HIST 273	1 TO COM 324 3	3
ITMD 361	3 GEM 277	3
MATH ELECTIVE	3 ITMD 362	3
SCIENCE ELECTIVE	3 PHIL 281, 330, or 272	3
SOCIAL SCIENCES ELECTIVE	3 SCIENCE ELECTIVE	3
13-15		15
		Year 3
Semester 1	Credit Semester 2	Credit Hours
Hours		
DS 151 or BUS 102	3 GEM 210	3
GRAPHICS ELECTIVE	3 Technical Elective	3
Technical Elective	3 IPRO ELECTIVE II	3
IPRO ELECTIVE I	3 SOCIAL SCIENCES ELECTIVE (300+)	3
Free Elective	3 Free Elective	3
15		15
		Year 4
Semester 1	Credit Semester 2	Credit Hours
Hours		
GEM 400	3 GEM 401	3
BUS 432	3 SOCIAL SCIENCES ELECTIVE (300+)	3
SOCIAL SCIENCES ELECTIVE	3 Free Elective	3
Free Elective	2 Free Elective	3
Free Elective	3 Free Elective	3
14		15

Total Credit Hours: 115-120

¹ See GEM Graphics Cluster list for possible courses

² See degree requirements for course options