

# GAME STUDIES (HBA)

*Department of English & Drama*

**Game Studies** focuses on the analysis, history, and theory of games as cultural, artistic, and technological forms as well as on game design, with a strong emphasis on games as a narrative and world-making medium. Courses in the Minor adopt humanistic and social science approaches to studying the evolution of games, the game production industry, games as rhetorical devices, and the diverse communities who make and play games. As they become sophisticated critics of games, students learn fundamental principles and methodologies in the creation and testing of tabletop, role-playing, and digital games and gain practice in the use of game engines.

## MAKE THE MOST OF YOUR TIME AT UTM!

We want to help you maximize your university experience, so we've pulled together information and suggestions to get you started, although there are many paths to follow! As you review the chart on the inside pages, note that many of the suggestions need not be restricted to the year they are mentioned. In fact, activities such as joining an academic society, engaging with faculty, and seeking opportunities to gain experience should occur in each year of your study at UTM. Read through the chart and create your own plan using **My Program Plan** found at [www.utm.utoronto.ca/program-plans](http://www.utm.utoronto.ca/program-plans)

### Programs of Study (POSt)

- Minor Program ERMIN2023 Game Studies (Arts)

### Check out...

Curious about video game design? Take CCT285H5 to develop skills in the areas of bitmap/vector graphics, audio/visual production and editing, 2D/3D modeling and animation, and video game design. Students will produce immersive environments while addressing and engaging issues of remix culture and intellectual property.

### What can I do with my degree?

The career you choose will depend on your experience and interests. Visit the Career Centre to explore your career options.

**Careers for Graduates:** Game Designer; Game Programmer; Game Artist; Educator; UI/UX designer; UX researcher; Games Journalism; Narrative Design; Project Management

**Workplaces:** Game Design studios, Software companies; Higher Education; Government and community organizations



# GAME STUDIES

## MINOR Program Plan

## HOW TO USE THIS PROGRAM PLAN

Read through each year. Investigate what appeals to you here and in any other Program Plans that apply to you.

Visit [www.utm.utoronto.ca/program-plans](http://www.utm.utoronto.ca/program-plans) to create your own plan using [My Program Plan](#). Update your plan yearly.



	1 <sup>ST</sup> YEAR	2 <sup>ND</sup> YEAR
PLAN YOUR ACADEMICS*	<p>Enrol in ENG110H5 and CCT109H5.</p> <p>To complete this minor, complete 4.0 credits. Use the <b>Degree Explorer</b> and the <b>Academic Calendar</b> to plan your degree.</p> <p>Develop foundational academic skills and strategies by enrolling in a <b>utmONE</b> course. Build community and gain academic support through <b>LAUNCH</b>. Join a RGASC <b>Peer Facilitated Study Group</b>.</p>	<p>Enrol in ENG263H5 and CCT270H5</p> <p>To qualify for this program, students must have completed 4.0 credits and achieved a minimum 65% grade in each of the ENG110H5 and CCT109H5.</p> <p>Attend the RGASC's <b>PART</b> to enhance your research skills and <b>PELS program</b> to enhance your English language skills.</p>
BUILD SKILLS	<p>Use the <b>Co-Curricular Record (CCR)</b>. Search for opportunities beyond the classroom, and keep track of your accomplishments.</p> <p>Attend the <b>Get Hired Fair</b> through the Career Centre (CC) to learn about on- and off-campus opportunities.</p> <p>Attend the <b>Experiential Education Fair</b>.</p>	<p>Use the <b>Career &amp; Co-Curricular Learning Network (CLNx)</b> to find postings for on- and off-campus work and volunteer opportunities.</p> <p>Work on-campus through the <b>Work-Study program</b>. View position descriptions on the CLNx.</p> <p>Gain hands-on learning in game design by enrolling in ENG279H5.</p>
BUILD A NETWORK	<p>Networking simply means talking to people and developing relationships with them. Start by joining the <b>English and Drama Student Society (EDSS)</b>. Follow them @utm.edss.</p> <p>Visit the UTM Library <b>Reference Desk</b>.</p>	<p>Do you have a professor you really like or connect with? Ask them a question during office hours. Discuss an assignment. Go over lecture material. Don't be shy! Learn <b>Tips On How to Approach a Professor</b> available through the Experiential Education Unit (EEU).</p>
BUILD A GLOBAL MINDSET	<p>Engage with the many programs offered by the <b>International Education Centre (IEC)</b>, whether you are an international or domestic student. Consider joining the <b>Canada Eh?</b> day trips or <b>English Language Conversation Circles</b> to deepen your global mindset.</p> <p>First-year international students can also take advantage of <b>THRIVE'IN</b>, a one-day conference dedicated to helping you start your UTM journey successfully.</p>	<p>Participate in <b>International Education Week</b> and engage in programs like <b>Global and Intercultural Fluency Training Series (GIFTS)</b> to build on your leadership and communication skills in global citizenship. Learn about and prepare for a future <b>UTM Abroad Experience</b> through the IEC to strengthen and enhance your intercultural skill set, and learn about other cultures while sharing your own!</p>
PLAN FOR YOUR FUTURE	<p>Attend the <b>Program Selection &amp; Career Options</b> workshop offered by the Office of the Registrar and the CC.</p> <p>Check out <b>Careers by Major</b> at the CC to see potential career options.</p>	<p>Explore careers through the CC's <b>Job Shadow Program</b>.</p> <p>Considering <b>further education</b>? Attend the CC's <b>Graduate &amp; Professional Schools Fair</b>. Talk to professors – they are potential mentors and references.</p>

\*Consult the Academic Calendar for greater detail on course requirements, program notes and degree requirements.

3 <sup>RD</sup> YEAR	4 <sup>TH</sup> OR FINAL YEAR
<p>Take 0.5 credit from ENG218H5 or ENG279H5 or ENG317H5 or ENG319H5 or ENG328H5 and 0.5 credit from CCT285H5 or CCT311H5 or CCT334H5 or CCT382H5 or CCT398H5.</p> <p>Throughout your undergraduate degree:</p> <ul style="list-style-type: none"> <li>use the <b>Degree Explorer</b> to ensure you complete your degree and program requirements.</li> <li>see the <b>Office of the Registrar</b> and the <b>English and Drama Undergraduate Advisor</b></li> </ul>	<p>Attain 1.0 additional credit in ENG218H5 or ENG279H5 or ENG317H5 or ENG319H5 or ENG328H5 or CCT285H5 or CCT311H5 or CCT334H5 or CCT382H5 or CCT398H5.</p> <p>Visit the <b>English and Drama Undergraduate Advisor</b> for help with selecting appropriate courses.</p> <p>Log on to ACORN and request graduation.</p>
<p>Explore your interests!</p> <p>How can we bring more diverse voices and experience to video games? Consider taking ENG319H5: Sexuality, Race, and Gender in Video Games and Gaming Culture to explore how games have been a means of expressing experiences of gender, race, and sexuality, as well as how players engage in persuasion, protest, social change, and community formation.</p>	<p>Skills are transferrable to any job regardless of where you develop them.</p> <p>Take CCT311H5 to learn how games function to create experiences, and the integration of visual, tactile, audio and textual components into games.</p>
<p>Establish a professional presence on social media (e.g., LinkedIn).</p> <p>Check out workshops and events hosted by the Department of English and Drama and the Institute of Communication, Culture, Information, and Technology. Visit their <b>News &amp; Events</b> page.</p>	<p>Join a professional association.</p> <p>Check out a conference such as the <b>Canadian Video Game Studies Association (CGSA)</b>.</p>
<p><b>Earn credits overseas!</b> Apply to study for a summer term, or year at one of 170+ universities. Speak to the IEC for details about <b>Course Based Exchange</b>, funding and travel safety. Attend Global Learning Week to learn about the various opportunities available to you!</p> <p>EDS388H5 also offers opportunities to complete the internship abroad. Talk with your <b>Education Studies Program Coordinator</b> for more details.</p>	<p>Engage in programs like <b>ISTEP</b> and <b>THRIVE</b> to support your transition out of the University!</p>
<p>What's your next step after undergrad?</p> <p>Entering the workforce? Evaluate your career options through a CC <b>Career Counselling appointment</b>. Create a job search strategy — book a CC <b>Employment Strategies appointment</b>.</p> <p>Considering further education? Check out Brock University (MA in Game Studies with a special focus on gaming for education and health), Waterloo's Games Institute (MA), and Concordia's Technoculture, Art and Games Lab.</p>	<p>Market your skills to employers. Get your <b>resume critiqued</b> at the CC. Attend the CC workshop <b>Now That I'm Graduating What's Next?</b></p> <p>Write a strong application for further education. Attend the CC's <b>Mastering the Personal Statement workshop</b>.</p> <p>Ready to transition from the classroom to the workplace? Check out the <b>Recent Graduate Opportunities Program</b>.</p>

Revised on: 8/22/2023



# GAME STUDIES

## Skills developed in Game Studies

Visit the Career Centre to learn how to articulate and market the following skills:

**Technical:** Use game design engines to express game mechanics and concepts; create multimedia documents; compare and critique works of media art; author game design documents; work in teams to generate, playtest, and iterate design concepts

**Communication:** proficiency in reading, writing, and oral expression; comprehensive knowledge of Chinese grammar and vocabulary; translation ability; and present ideas clearly.

**Interpersonal & leadership:** interact with people from various backgrounds; awareness of cultural diversity; and motivate, empathize, and provide constructive criticism.

**Analytical:** analyze and interpret information; think critically; and relate language to social context.

## Get involved

Check out the 100+ student organizations on campus. Here are a few:

- English & Drama Student Society (EDSS)
- UTM Student Union (UTMSU)
- UTM Athletics Council (UTMAC)

For a listing of clubs on campus visit

**Student Groups and Societies Directory**

## Services that support you

- **Accessibility Services (AS)**
- **Career Centre (CC)**
- **Centre for Student Engagement (CSE)**
- **Equity, Diversity, and Inclusion Office (EDIO)**
- **Experiential Education Unit (EEU)**
- **Health & Counselling Centre (HCC)**
- **Indigenous Centre (IC)**
- **International Education Centre (IEC)**
- **Office of the Registrar (OR)**
- **Recreation, Athletics and Wellness Centre (RAWC)**
- **Robert Gillespie Academic Skills Centre (RGASC)**
- **UTM Library, Hazel McCallion Academic Learning Centre (HMALC)**

## Department of English & Drama

Maanjiwe Nendamowinan, 5th Floor, 5250 University of Toronto Mississauga  
3359 Mississauga Road  
Mississauga ON Canada L5L 1C6

(905) 828-5201  
[edadvisor.utm@utoronto.ca](mailto:edadvisor.utm@utoronto.ca)

<https://www.utm.utoronto.ca/english-drama/programs/game-studies>

## FUTURE STUDENTS

### Admission to UTM

All program areas require an Ontario Secondary School Diploma, or equivalent, with six Grade 12 U/M courses, or equivalent, including English. The admission average is calculated with English plus the next best five courses. The approximate average required for admission is mid- to high-70s. More information is available at [utm.utoronto.ca/viewbook](http://utm.utoronto.ca/viewbook).

**NOTE:** During the application process, applicants will select the Humanities admissions category, but will not officially be admitted to a formal program of study (Specialist, Major, and/or Minor) until after first year.

### Sneak Peek

Want to make a career writing for games? In ENG328H5, you'll learn about the role of the narrative designer in games and you'll get to practice multiple collaborative forms of game writing, level design, and player experience creation. What are cutting-edge directions in Game Studies? Find out in ENG410H5, an advanced seminar that will tackle emerging issues like AI in games, gaming in virtual reality, and the role video games can play in combatting climate change.

### Student Recruitment & Admissions

Innovation Complex, Room 1270  
University of Toronto Mississauga  
3359 Mississauga Rd  
Mississauga ON Canada L5L 1C6

905-828-5400  
[www.utm.utoronto.ca/future-students](http://www.utm.utoronto.ca/future-students)

