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

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



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MINOR Program Plan

	1 ST YEAR	2 ND YEAR
PLAN YOUR ACADEMICS*	Enrol in ENG110H5 and CCT109H5. To complete this minor, complete 4.0 credits. Use Degree Explorer and the Academic Calendar to plan your degree. Develop academic skills and strategies by enrolling in a utmONE First-Year Foundations Course. Build community and gain academic support through LAUNCH . Join a RGASC Peer Facilitated Study Group .	Enrol in ENG263H5 and CCT270H5 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. Attend the RGASC's PART to enhance your research skills and PELS program to enhance your English language skills.
BUILD SKILLS	Use the Co-Curricular Record (CCR) . Search for opportunities beyond the classroom, and keep track of your accomplishments. Attend the Get Hired Fair through the Career Centre (CC) to learn about on- and off-campus opportunities. Attend the Experiential Education Fair .	Use the Career & Co-Curricular Learning Network (CLNx) to find postings for on- and off-campus work and volunteer opportunities. Work on-campus through the Work-Study program . View position descriptions on the CLNx. Gain hands-on learning in game design by enrolling in ENG279H5.
BUILD A NETWORK	Networking simply means talking to people and developing relationships with them. Start by joining the English and Drama Student Society (EDSS) . Follow them @utm.edss. Visit the UTM Library Reference Desk .	Do you have a professor you would like to connect with? Ask them a question during office hours. Discuss an assignment. Go over lecture material. Don't be shy! Learn Tips On How to Approach a Professor available through the Experiential Education Unit (EEU).
BUILD A GLOBAL MINDSET	Engage with the many programs offered by the International Education Centre (IEC), whether you are an international or domestic student. Consider joining the Canada Eh? day trips or English Language Conversation Circles to deepen your global mindset. First-year international students can also take advantage of THRIVE-IN, a one-day conference dedicated to helping you start your UTM journey successfully.	Participate in International Education Week and engage in programs like Global and Intercultural Fluency Training Series (GIFTS) to build on your leadership and communication skills in global citizenship. Learn about and prepare for a future UTM Abroad Experience through the IEC to strengthen and enhance your intercultural skill set, and learn about other cultures while sharing your own!
PLAN FOR YOUR FUTURE	Start by exploring the UTM Career Centre Model —a chance to reflect and choose what's right for you with guided support. Access MyCareerCentre 24/7 for flexible, interactive career learning at your own pace. Connect with support in-person: Drop-in to an Academic & Career Planning Session to chat with Advisors and Career Counsellors. Visit the Career Corner in the Student Services Hub to chat with a Peer Career Assistant about resources that fit your goals.	Explore your options with the CC's Job Shadow Program, In the Field, or a one-on-one with a Career Counsellor. Thinking about grad school? Attend the Graduate & Professional School Fair, research application requirements, admission tests, and explore funding options. Getting ready for work? Join workshops, drop-ins, and networking events to build experience and confidently share your skills – Register on CLNx.

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 to create your own plan using My Program Plan. Update your plan yearly.



3 RD YEAR	4 th or final year
Take 0.5 credit from ENG218H5 or ENG279H5 or ENG319H5 or ENG328H5 and 0.5 credit from CCT285H5 or CCT311H5 or CCT334H5 or CCT382H5.	Attain 1.0 additional credit in ENG218H5 or ENG279H5 or ENG319H5 or ENG328H5 or CCT385H5 or CCT311H5 or CCT334H5 or CCT382H5.
 Use Degree Explorer to ensure you complete your degree and program requirements. See the Office of the Registrar and the English and Drama Undergraduate Advisor Explore your interests! 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, 	Visit the English and Drama Undergraduate Advisor for help with selecting appropriate courses. Log on to ACORN and request graduation. Skills are transferrable to any job regardless of where you develop them. Take CCT311H5 to learn how games function to create experiences, and the integration of visual, tactile, audio and textual components into games.
as well as how players engage in persuasion, protest, social change, and community formation. Establish a professional presence on social media (e.g., LinkedIn). Check out workshops and events hosted by the Department of English and Drama and the Insitute of Communication, Culture, Information, and Technology. Visit their News & Events page.	Join a professional association. Check out a conference such as the Canadian Video Game Studies Association (CGSA).
Earn credits overseas! Apply to study for a summer term, or year at one of 170+ universities. Speak to the IEC for details about Course Based Exchange, funding and travel safety. Attend Global Learning Week to learn about the various opportunities available to you! EDS388H5 also offers opportunities to complete the internship abroad. Talk with your Education Studies Program Coordinator for more details.	Engage in programs like ISTEP and THRIVE-OUT to support your transition out of the University!
Need job search support? Book a coaching appointment with an Employment Strategist for personalized guidance. Ready to take the next step for grad school, visit the Pursue Learning section on MyCareerCentre and drop-in to chat with a Career Counsellor about grad school prep tips. Check out Brock University (MA in Game Studies with a special focus on gaming for education and health), Waterloo's Games Institute (MA), and Concodia's Technoculture, Art and Games Lab.	Join the Now That I'm Graduating, What's Next? session to start building your job search plan. Attend the Sweats to Suits Job Search Conference and discover diverse career pathways. Work with the Employment Strategist team to review your resume and prep for interviews. Still figuring things out? Meet with a Career Counsellor to create a career plan and attend a Career Wellness session to support your well-being along the way.

HOW TO USE THIS PROGRAM PLAN

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

GAME STUDIES (HBA)

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)
- 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

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https://www.utm.utoronto.ca/englishdrama/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 approx. average required for admission is mid- to high-70s. More information is available at 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

