Fall 2161 Semester Enrollment Guide
Game Design and Development

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1 What courses should I take?

Students who entered Fall 2015: by now, you should have finished your “first year hold appointment” in which you worked out a plan for the Fall semester. If you have not attended this meeting, please attend the last first year advising meeting on Friday, April 8 from 4pm – 5pm in Golisano 2400.

Students who entered RIT before Fall 2015: you need to follow your program worksheet and/or the Individualized Advising Plan (IAP) that was drafted for you two years ago by your academic advisor. This IAP was drafted specifically for each student who enrolled in classes during the quarter and semester calendars and was discussed with you during an appointment with your advisor. Note: your IAP is “one, suggested path to degree completion.” You should be aware that if you have deviated from the path outlined by your academic advisor, it may impact your ability to graduate in the timeframe that was outlined for you.
Students who entered RIT in (or before) Fall 2012:

- If you have an *Arts of Expression* course left to complete, you may enroll in a General Education Elective (any Math, Science, or Liberal Arts course coded as a General Education course).
- If you are required to complete a *foundational elective*, you may enroll in a General Education Elective (any Math, Science, or Liberal Arts course coded as a General Education course) to fulfill this requirement.

Students who entered RIT in Fall 2013:

- First Year Seminar: take a General Education Elective (any Math, Science, or Liberal Arts course coded as a General Education course).

2 **IGM Students Taking (or who will take) 105, 106, and 202**

The following IGM courses, IGME-106 and IGME-202, have grade pre-requisites which SIS shows. If you earn a D or lower in a course that is a pre-requisite to one of those courses, you must retake the pre-requisite course. Here are the complete grade pre-requisites:

- If you earn a grade of D or lower in IGME-105, you cannot take IGME-106.
- If you earn a grade of D or lower in IGME-106, you cannot take IGME-202.

Please check with your academic advisor if you have any questions.

3 **How do I search for courses?**

**Searching for all courses:** see [https://sis.rit.edu](https://sis.rit.edu). All courses in semesters are coded with 4 letter subject codes. Courses offered by IGM are listed as IGME courses.


**Arts & Science Perspectives:** To search for these courses please follow these instructions:

1. Log into [https://sis.rit.edu](https://sis.rit.edu).
2. Select Student Info System.
3. Click on Student Center.
4. Click **Search For Classes** button on the right.
5. Change the **Term** menu to the term you wish to look for courses.
6. Use Course Career menu to select Undergraduate.
7. Change course number to Greater than or equal to.
8. Enter the number 1 in the course field.
9. To see all options, uncheck **Show Open Classes**.
10. In the course attribute field, enter **PERS**.
11. Select the perspective you wish to search by clicking on the magnifying glass under course attribute value.
12. Click **Search**. This list displays all scheduled open and closed General Education classes for the perspective you chose.
13. To add a class to your shopping cart, click **Select**.
Tiger Center: A new class search tool developed by RIT students in partnership with ITS is now available. Tiger Center has the same functionality as SIS but may be more intuitive when searching for classes. https://classsearch.rit.edu/classSearch/home#/search.

4 Co-op and Career Skills Preparation (IGME-99)

In fall semester, IGM will once again offer IGME-99: Co-op Preparation, which is required for all second-year students. Students can take this course in the fall or spring semester of their second year. This course helps students prepare for co-operative education employment (“co-op”) by developing job search strategies and material. Students will explore current and emerging aspects of IGM fields to help focus their skill development strategies. Students are introduced to RIT’s Office of Cooperative Education and Career Services, and learn about professional and ethical responsibilities for their co-op and subsequent professional experiences. Students will work collaboratively to build résumés and digital portfolios, and to prepare for interview situations.

The course will be offered Wednesdays from 3:00 PM – 3:50 PM in GOL-1400. Second-year IGM students can enroll first, but if space allows, third- and fourth-year IGM students may also enroll. This class covers the mandatory co-op orientation normally held for IGM students.

5 IGME Fall Semester Core Course Descriptions

5.1 Reminders

These courses are offered in fall semester and are required (eventually) of all GD&D majors. They are listed in numerical order. Any prerequisites for a course are listed in parentheses with quarter “equivalents” for those prerequisites [between square brackets]. Note that the quarter prerequisite courses are not necessarily equivalent to the corresponding semester courses—material from the quarter curriculum has been updated and repackaged under semesters. So, the quarter prerequisite courses listed encompass the necessary material for each semester course.

Remember that 4080-XYZ indicates courses under the quarter system, whereas IGME-ABC indicates courses under the semester system.

5.2 Descriptions

IGME-99 Co-op Preparation Workshop (0 credits):

This course helps students prepare for co-operative education employment (“co-op”) by developing job search strategies and material. Students will explore current and emerging aspects of IGM fields to help focus their skill development strategies. Students are introduced to RIT’s Office of Cooperative Education and Career Services, and learn about professional and ethical responsibilities for their co-op and subsequent professional experiences. Students will work collaboratively to build résumés and digital portfolios, and to prepare for interview situations.

The course will be offered Wednesdays from 3:00 PM – 3:50 PM in GOL-1400. Second-year IGM students can enroll first, but if space allows, third- and fourth-year IGM students may also enroll. This class covers the mandatory co-op orientation normally held for IGM students.
IGME-105  Game Development and Algorithmic Problem Solving I (4 credits): This course, along with IGME-106 are the semester equivalents of 4080-221, 222, and 223 (the GSD programming sequence). If you have completed both 4080-221 and 222, don’t enroll in IGME 105—take IGME 106 instead.

This course introduces students within the domain of game design and development to the fundamentals of computing through problem solving, abstraction, and algorithmic design. Students will learn the basic elements of game software development, including problem decomposition, the design and implementation of game applications, and the testing/debugging of their designs.

IGME-106  Game Development and Algorithmic Problem Solving II (4 credits): This course, along with IGME-105 are the semester equivalents of 4080-221, 222, and 223 (the GSD programming sequence). So, if you have completed 4080-223, don’t enroll in IGME-106. If you have completed both 4080-221 and 222 but not 223, enroll in IGME-106.

This course furthers the exploration of problem solving, abstraction, and algorithmic design. Students apply the object-oriented paradigm of software development, with emphasis upon fundamental concepts of encapsulation, inheritance, and polymorphism. In addition, object structures and class relationships comprise a key portion of the analytical process including the exploration of problem structure and refactoring. Intermediate concepts in software design including GUIs, threads, events, networking, and advanced APIs are also explored. Students are also introduced to data structures, algorithms, exception handling and design patterns that are relevant to the construction of game systems. (C- or better in IGME-105 Game Development and Algorithmic Problem Solving I [4080-221 & 222])

IGME-110  Introduction to Interactive Media (3 credits): This course is the semester “equivalent” of 4080-295, so if you’ve completed 4080-295, don’t enroll in IGME-110.

This course provides an overview of media in historical, current and future contexts. Incorporating lectures and discussion with hands on work involving written and interactive media assets, students examine the role of written and visual media from theoretical as well as practical perspectives. The course also provides an introduction to interactive media development techniques, including digital media components and delivery environments. Students will be required to write formal analysis and critique papers along with digital modes of writing including collaborative editing and effective presentation design. (None)

IGME-119  2D Animation & Asset Production (3 credits): This course combines material from 4080-346 and 347. If you have completed 4080-346, do not enroll in IGME-119. If you have completed 4080-347 but not 346, enroll in IGME 119.

This course provides a theoretical framework covering the principles of animation and its use in game design to affect user experience. Emphasis will be placed upon principles that support character development and animations that show cause and effect. Students will apply these principles to create animations that reflect movement and character appropriate for different uses and environments. (IGME-110 Introduction to Interactive Media [4080-295])

IGME-202  Interactive Media Development (3 credits): This course repackages material from 4080-330 and 4080-434 (Interactive Digital Media and Programming for Digital Media). If you have completed 4080-330, do not enroll in IGME 202.

In this course, students will learn to create visually rich interactive experiences. It is a course in programming graphics and media, but it is also a course on the relationship between ideas and code. Students will explore topics in math and physics by building programs that simulate and visualize processes in the natural world. Assignments will include major programming projects, such as building a virtual world inhabited by digital creatures that display observable behaviors. (C- or better in IGME-201 New Media
Interactive Design and Algorithmic Problem Solving III [4080-333] or IGME-106 Game Development and Algorithmic Problem Solving II [4080-223]) & MATH-185 Math of Graphical Simulation I)

**IGME-209  Data Structures & Algorithms for Games & Simulations I** (3 credits): This course is the semester “equivalent” of 4080-387 Data Structures and Algorithms I. If you have completed 4080-387, do not enroll in IGME-209.

This course focuses upon the application of data structures, algorithms, and fundamental Newtonian physics to the development of video game applications, entertainment software titles, and simulations. Topics covered include 3D coordinate systems and the implementation of affine transformations, geometric primitives, and efficient data structures and algorithms for real-time collision detection. Furthermore, Newtonian mechanics principles will be examined in the context of developing game and entertainment software where they will be applied to compute the position, velocity and acceleration of a point-mass subject to forces and the conservation of momentum and energy. Programming assignments are a required part of this course. (IGME-202 Interactive Media Development [4080-330], PHYS-111 College Physics I [1017-211], and MATH-185 Mathematics of Graphical Simulation I [1016-206])

**IGME-219  3D Animation & Asset Production** (3 credits): This course is the semester “equivalent” of 4080-347 3D Animation. If you have completed 4080-347, you do not enroll in IGME-219. If you have completed 4080-346 but not 347, enroll in IGME-219.

This course provides an overview of 3D game asset production. Basic ideas learned within the first asset production course are also revisited within the 3D environs. Topics covered include modeling, texturing, skinning and animation. Emphasis is put on low polygon modeling techniques, best practices in game art production, and effective communication strategies between artists, programmers and designers. (IGME-119 2D Animation & Asset Production [4080-346])

**IGME-220  Game Design & Development I** (3 credits): This course is the semester “equivalent” of 4080-380 Game Design and Development Fundamentals I. If you have completed 4080-380, do not enroll in IGME-220.

This course examines the core process of game design, from ideation and structured brainstorming in an entertainment technology context through the examination of industry standard processes and techniques for documenting and managing the design process. This course specifically examines techniques for assessing and quantifying the validity of a given design, for managing innovation and creativity in a game development-specific context, and for world and character design. Specific emphasis is placed on both the examination and deconstruction of historical successes and failures, along with presentation of ethical and cultural issues related to the design and development of interactive software and the role of individuals in a team-oriented design methodology. Students in this class are expected to actively participate and engage in the culture of design and critique as it relates to the field. (IGME-202 Interactive Media Development [4080-330])

**IGME-230  Website Design & Implementation** (3 credits): This course is the semester “equivalent” of 4080-309 (Introduction to Web Development), but it will include server-side programming, which is “new” material. If you have completed 4080-309, do not enroll in IGME-230.

This course provides an introduction to web development tools and technologies, such as X/HTML, CSS, JavaScript and DHTML, AJAX, web platforms and environments, and server-side programming methods. (IGME-102 New Media Interactive Design and Algorithmic Problem Solving II [4080-231] or IGME-106 Game Development and Algorithmic Problem Solving II [4080-223], and IGME-110 Introduction to Interactive Media [4080-295])
IGME-236  Interaction, Immersion, & the Media Interface (3 credits): This is a new course that replaces 4002-425 Human Computer Interaction I, which was offered by the Department of Information Sciences and Technology. It also replaces 4080-323 Design of the Graphical User Interface in the New Media program.  *If you have completed 4002-425 or 4080-323, you should not enroll in IGME 236.*

This course examines the concepts of interface and interaction models in a media-specific context, with particular emphasis on the concept of the immersive interface. This course explores concepts such as perception, expectation, Gestalt Theory, interactivity, Semiotics, presence, and immersion in the context of media application development and deployment. In addition, underlying concepts of cognitive psychology and cognitive science will be integrated where appropriate. These theories are then integrated in the exploration of the immersive interface, and with related concepts such as user-level-interface modification, augmentation of identity, and the interface as a social catalyst. (IGME-102 New Media Interactive Design and Algorithmic Problem Solving II [4080-231] or IGME-106 Game Development and Algorithmic Problem Solving II [4080-223], and IGME-110 Introduction to Interactive Media [4080-295])

IGME-309  Data Structures & Algorithms for Games & Simulations II (3 credits): This course is the semester “equivalent” of 4080-487 (Data Structures and Algorithms II). If you have completed 4080-487, do not enroll in IGME-309. If you have completed 4080-387 but not 487, enroll in IGME-309.

This course continues the investigation into the application of data structures, algorithms, and fundamental Newtonian mechanics required for the development of video game applications, simulations, and entertainment software titles. Topics covered include quaternion representation of orientation and displacement, cubic curves and surfaces, classifiers, recursive generation of geometric structures, texture mapping, and the implementation of algorithms within game physics engines for collision detection and collision resolution of rigid bodies, and the numerical integration of the equations of motion. In addition, advanced data structures such as B+ trees and graphs will be investigated from the context of game application and entertainment software development. Programming assignments are a requirement for this course. (IGME-209 Data Structures & Algorithms for Games & Simulations I [4080-387] and MATH-186 Mathematics of Graphical Simulation II [1016-228 or 1016-282])

IGME-320  Game Design & Development II (3 credits): This course is the semester “equivalent” of 4080-381 (Game Design and Development Fundamentals II). If you have completed 4080-380, but not 381, enroll in IGME-320.

This course continues to examine the core theories of game design as they relate to the professional field. Beginning with a formalized pitch process, this course examines the design and development paradigm from storyboarding and pre-visualization through rapid iteration, refinement, and structured prototyping exercises to further examine the validity of a given design. Specific emphasis is placed on iterative prototyping models, and on methodologies for both informal and formal critique. This course also explores production techniques and lifecycle in the professional industry. (IGME-220 Game Design & Development I [4080-380])

IGME-330  Rich Media Web Application Development I (3 credits): This is a new course that presents material from 4080-431 Introduction to Web Technologies and 4080-432 New Media Web Technologies II. If you have completed 4080-432, you should not enroll in IGME-330. If you completed 4002-360 Database and Data Modeling under quarters, IGME-330 could count as an Advanced Elective. If you are a first year student who entered in Fall 2012 (2121) or later, IGME-330 is required for your degree program unless you enrolled in 4002-360 in quarters.

This course provides students the opportunity to explore the design and development of Media Rich Internet Applications (MRIAs). This course moves beyond client and server side web development, and explores issues of presentation, interactivity, persistence, and extensibility common among such applications.
Specifically, items explored include framework characteristics, data management, persistence, data binding, information manipulation, as well as data presentation. (IGME-230 Website Design & Implementation [4080-309])

6 Game Design and Development Advanced Elective Courses

6.1 Policies

These courses are advanced elective options for all GDD majors. Like your core courses, some of these courses are new courses, and others are “semester versions” of previous offerings. Some of the new Advanced Electives are stable, semester versions of courses that were offered as seminars under quarters. So, we have noted situations where you should not take a course if you took a specific seminar under quarters.

IGM EXPECTS that in SEMESTERS at least 50% of your Advanced Electives come from IGM. The courses that are currently on the schedule for the upcoming semester are noted below, but we expect that the list of available courses from IGM will continue to grow.

If you would like to take a non-IGM course and have it count as an Advanced Elective, please note the following:

- At least 50% of your Advanced Electives must come from IGM.
- For a course outside of IGM to be considered an Advanced Elective, it should come from the College of Computing and Information Sciences (GCCIS) and/or the College of Imaging Arts and Sciences (CIAS).
- The course must be a 200-400 level course (CIAS) or a 300-400 level course (GCCIS) and have at least one pre-requisite requirement(s) to take the course
- You will also need permission to take a non-IGM course and have it count as an Advanced Elective. IGM permission is required and will be granted by our Director, Professor David Schwartz. You should contact your Academic Advisor if this is an option that you would like to pursue. If the course cannot be counted as an Advanced Elective, it may be possible to have it count as a General Education or Free Elective; again, this is something that your Academic Advisor can assist you with.

Please note that you may not “repeat” a semester version of a course and expect it to count towards your Advanced or Free Electives. Aside from the IGM Production Studio, the only time/reason that you may re-take a course and expect it to “count” is to replace a grade and/or meet the semester course pre-requisites.

Advanced Elective courses are listed in numeric order. Any prerequisites for a course are listed in parentheses.

6.2 Descriptions

IGME-340 Multi-Platform Media Application Development This course is the semester “equivalent” of IGME 590: Multi-Platform Media Application Development. If you have completed IGME 590: Multi-Platform Media Application Development, DO NOT enroll in IGME-340.

Interactive media applications are no longer restricted to personal computers. They can now be found on many distinct hardware platforms including mobile, tablet, wearable, and large-screened computing devices. In this course, students will learn to design, prototype and develop media rich interactive
experiences that can be deployed to a wide variety of hardware devices. Programming projects are required.

(IGME 106 Game Development and Algorithmic Problem Solving II or IGME 201 Interactive Design and Algorithmic Problem Solving III or equivalent)

**IGME-430 Rich Media Web Application Development II** (3 credits): This is a new course.

This course provides students the opportunity to continue the exploration of Media Rich Internet Applications (MRIAs). Topics include communications for media ecologies, distributed web application frameworks, advanced interactivity, data transformation, representation, automation, persistence, and large scale systems deployment. In addition, students are exposed to concepts and technologies related to the next generation of MRIA development. (IGME-330 Rich Media Web Application Development I [4080-431 & 432])

**IGME-451 Systems Concepts for Games and Media** (3 credits): This is a new course.

This course focuses on systems-based theoretical models of computation in the context of a media-delivery modality. Students will explore concepts such as memory management, parallel processing, platform limitations, storage, scheduling, system I/O, and optimization from a media-centric perspective. Particular emphasis will be placed on the integration of these concepts in relation to industry standard hardware including game consoles, mobile devices, custom input hardware, etc. (IGME-309 Data Structures & Algorithms for Games & Simulations II [4080-487])

**IGME-460 Data Visualization** (3 credits): This course is the semester “equivalent” of IGME 590: Data Visualization. If you have completed IGME 590: Data Visualization, **DO NOT enroll in IGME-460**.

Our world is flooded with data, and making sense of it can be a challenge. Visualizations help by exposing information, trends, and correlations that might otherwise go unnoticed in the raw data. In this course, students will earn to collect, clean, organize, and filter data sets of their own choosing. They will learn and apply principles from multiple fields including visual design, the psychology of perceptions, user experience design, and ethics. They will create static and interactive visualizations with a variety of information structures (hierarchies, maps, timelines, etc). Students will learn to develop exploratory experiences that tell the “story” within the data. Programming projects are required. (IGME-330 Rich Media Web Application Development I [4080-431 & 432])

**IGME-540 Foundations of Game Graphics Programming** (3 credits): This is the semester repackaging 4080-501 Foundations of 2D Graphics Programming and 4080-502 Foundations of 3D Graphics Programming. If you have completed both 4080-501 and 502, do not enroll in this course. If you have completed 4080-501 **but not 502**, enroll in this course.

Students will explore the use of an advanced graphics API to access hardware-accelerated graphics in a real-time graphics engine context. The course will involve discussion of scene graphs, optimizations, and integration with the API object structure, as well as input schemes, content pipelines, and 2D and 3D rendering techniques. Students will also explore the advanced use of the API calls in production code to construct environments capable of real-time performance. Students will construct from scratch a fully functional graphics engine, with library construction for game development. (IGME-309 Data Structures & Algorithms for Games & Simulations II [4080-487])

**IGME-570 Digital Audio Production** (3 credits): This is the semester equivalent of 4080-527 Digital Audio Production. **If you have completed 4080-527, you should not enroll in IGME 570.**

Technologies and techniques for producing and manipulating digital audio are explored. Topics include digital representations of sound, digital audio recording and production, MIDI, synthesis techniques, real-
time performance issues, and the application of digital audio to multimedia and Web production. (IGME-202 Interactive Media Development [4080-330])

IGME-580  IGM Production Studio*  (3 credits):  This is a new course.

This course will allow students to work as domain specialists on teams completing one or more large projects over the course of the semester. The projects will be relevant to experiences of the Interactive Games and Media programs, but will require expertise in a variety of sub-domains, including web design and development, social computing, computer game development, multi-user media, human-computer interaction and streaming media. Students will learn to apply concepts of project management and scheduling, production roles and responsibilities, and their domain skill sets to multidisciplinary projects. Students will complete design documents, progress reports and final assessments of themselves and their teammates in addition to completing their assigned responsibilities on the main projects. Students can enroll in this course twice and count both courses toward their advanced elective requirements. Please contact your advisor for more information. (Third Year Standing)

IGME-582  Humanitarian Free & Open Source Software Development  (3 credits):  This is the semester equivalent of 4080-445 Humanitarian Free and Open Source Software Development. It may count for an IGM Advanced Elective, a General Education Elective, or a Free Elective (this is not a change). If you have completed 4080-445, you should not enroll in this course.

This course provides students with exposure to the design, creation and production of Open Source Software projects. Students will be introduced to the historic intersections of technology and intellectual property rights and will become familiar with Open Source development processes, tools and practices. They will become contributing members of humanitarian software development communities such as the One Laptop Per Child and Sugar communities. Students will actively document their efforts on Humanitarian Free and Open Source Software community hubs.

IGME-585  Project in Free & Open Source Software Development (FOSS) Development  (3 credits):  This is a new course.

Free and Open Source Software development is an internationally growing methodology for distributing work across multiple developers. The process can be applied to small “garage-sized” teams (small utility packages, multimedia plugins, simple games) or teams of hundreds (Mozilla, Java, Linux). This course builds on the introductory experience provided in the prerequisite to provide hands-on open-source development experience in a large-scale, project that will be prepared for open-source distribution. The actual projects and domains addressed will vary offering to offering, but will be along the lines of those listed above. (IGME-582 [4080-445])

*IGME-589  Research Studio

This course will allow students to work as domain specialists on teams completing one or more faculty research projects over the course of the semester. The faculty member teaching the class will provide the research topic(s). Students will learn about research methodology to implement, test, and evaluate results of projects. Students will complete research reports and final assessments of themselves and their teammates in addition to completing their assigned responsibilities on the main projects.

*See Section 7 of this guide for more information about Research Studio.

IGME 589-03 Research Studio with Professor Andy Phelps  (3 credits):  This is a new course.

https://www.facebook.com/fragileeq/
IGME-590-01  Seminar in Modern Board Game Design (3 credits): This is a new course.

This course explores issues pertaining to design, mechanics, balance and competition in games, focused on the concepts, design and production of modern, thought-provoking "Euro-style" board games. Students will analyze and apply concepts and mechanics of modern board game design, and build and test tabletop games. Students will work with development and prototyping tools, explore component design and art direction, and work with desktop publishing technologies. In addition, they will work directly with board game publishing and manufacturing technologies and services, and study factors pertaining to the business of board games. By the end of the course, each team of students will have a thoroughly tested and professionally manufactured prototype of an original board game. (See SIS for pre-requisites)

IGME-590-02:  iOS and tvOS Game Development (3 credits): If you took the IGME 590: iOS and tvOS Game Development previously, DO NOT enroll in this course.

In this course students will design and build 2D/3D games and media rich mobile applications for the iOS and tvOS platforms. Devices we will be targeting include iPod Touch, iPhone, iPad, Apple Watch, and Apple TV. Topics covered include the mobile game application design process, best practices for each device family, the Xcode IDE, the Swift programming language, 2D and 3D iOS game frameworks, hardware controllers, and software design patterns. Individual and group projects will be required. (IGME-202)

IGME-590-03 and IGME-590-05  Level Design (3 credits)

This course introduces level design theory and best practice through game level analysis, evaluation, and creation. Students will learn by analyzing game levels from existing games and discussing what made those levels successful or unsuccessful. Through their analysis and hands on experience, students will gain an understanding of overall level design including layout, flow, pacing, and balance. They will enhance their understanding of level design principles by creating their own game levels. (3rd year standing)

IGME 590-10  Magic the Gathering History and Design (3 credits)

In this course, students will study Magic the Gathering and explore the card creation process utilizing modern design principles. This course will analyze the history of Magic to discover the reasons for its continued growth and occasional missteps, in addition to exploring the design and development processes for creating new cards. Students will learn about Magic card design through articles, blog posts and podcasts by Magic’s head designer and through the creation of new cards. These student-created cards will be playtested and iterated upon to ensure they meet the standards of current-day design philosophies. Topics explored include advanced rules, player psychographic profiles, card color philosophies and top-down vs. bottom-up design.

IGM Undergraduate Advanced Elective Project Classes

IGM offers a variety of project-based classes (e.g., Production Studio, Research Studio, and others) in addition to regular courses and seminars that often have term projects. The table below summarizes common project courses. Note that project courses provide an excellent opportunity for developing your portfolio and improving in your skills in a variety of areas. By planning ahead and obtaining instructor approval, students could connect/extend project work through many classes, which would potentially add significant polish.

<table>
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If you are on co-op, you must not double-count that work for course credit. RIT requires this distinction when working on a project: pay or credit but not both. For example, if you are working with a professor on a co-op, and that project that has some components happening in Production Studio, you must not enroll in that class.

Although game graphics programming requires a team project, it focuses on modern computer graphics technology. If you have taken IGME-309 ("DSA2"), consider IGME-540. There are multiple development-oriented courses in the curriculum (physical computing, AI, engines, and more) that also nicely follow from DSA2.

Student teams pitch projects to the instructor. Upon approval, students step through the production process to complete their project. This course is flexible and provides an ideal opportunity to develop your expertise, skills, and professional project portfolio. See Research Studio (IGME-589) for professor-generated projects. See also the FAQ below.

“I&I” fosters teamwork for new ideas, not pre-existing projects, across the campus. Although you can use Production Studio to explore new development, you may want to consider I&I.

This course is similar to other IGM project courses. However, students focus on the FOSS movement and particular software development practices.

NMID students take this course in their senior year. GDD students are sometimes invited to join the team. This course provides an excellent opportunity to collaborate with New Media Design majors in the design and development of a large-scale project.

The students work as domain specialists on teams completing one or more faculty research projects during the semester. The faculty member teaching the class will provide the research topic(s). (In IGME-580, the students generate the project ideas.) Students will learn about research methodology to implement, test, and evaluate results of projects. Students will complete research reports and final assessments of themselves and their teammates in addition to completing their assigned responsibilities on the main projects. See also the FAQ below.

Use this course to pursue something more research-oriented, especially for concepts not explored in-depth in any undergraduate RIT course. You need to contact a professor with a proposal. See also the FAQ below.

### 6.3 Course Listings

Enrollment guides, which are posted along with this document
https://sis.rit.edu – click on “SIS Course Catalog Search”
https://www.rit.edu/upub/pdfs/Undergrad_Course_Descriptions.pdf

### 6.4 Production/Research Studio FAQ

#### Enrollment Requirement

This course is restricted to students in NWMEDID-BS or GAMEDES-BS with at least 3rd year standing. If you have team members working on your project from outside IGM, please have them fill out the form at “I’m a non-IGM major…” from https://www.rit.edu/gccis/igm/advising-faq.

#### How many times can I take Production/Research Studio?

You can take it as many times as you want as an undergraduate student.

#### How many studios will count toward Advanced Electives?

Students can take any combination of 2 Production and/or Research Studios to count towards their advanced electives (ex: 2 Production Studios, 2 Research Studios, 1 Research Studio and 1
Production Studio). A student may choose to take additional Production and/or Research Studios, but these would count towards their Free Electives.

**What projects can I work on?**

In IGME-580 Production Studio, students pitch the projects.
In IGME-589 Research Studio, instructors pitch the projects.

### 6.5 Independent Study FAQ

**This course seems a lot like Production/Research Studio.**

You are correct! In most cases, students should take one of the “studios.” However, when you have a topic you’d like to research or a skill you’d like to develop, an independent study (IS) is a good option. For example, a NMID student might want to study wearable computing, or a GDD student might want to explore networking in more detail. The main restriction is that there is no comparable IGM class.

**How do I find/generate an IS?**

Unless a faculty member specifically advertises an IS, the work is up to you to find a faculty member, pitch the idea, and develop the proposal. Planning ahead by taking classes, visiting office hours, reading Insights, and talking with your faculty and academic advisors will help.

**Is there a form?**

You can obtain the form from a faculty member or your advisor.

**Who fills out the form?**

Both you and the faculty sponsor. Once your sponsor has obtained the form, please collaborate to fill in the required information. The form has additional instructions. Once complete, the faculty sponsor or the student will bring the completed application to the IGM office for approval from our Director.

**Can I do an IS from outside of IGM?**

Yes, but you must check with your academic advisor in advance to determine if the course will count as an advanced elective (assuming you want it to).

### 8 Who to Contact

Please refer to https://www.rit.edu/gccis/igm/undergraduate-advising. If you have any questions regarding what you read in this enrollment guide, your IAP, or for any other reason, please contact your Academic Advisor ASAP.

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Walk-In Advising Hours: Monday-Wednesday, 1:00-3:00 PM and Thursday and Friday: 10:00 AM-12:00 PM