

# 2020-2021 Undergraduate Curriculum Game Design & Development (GAMEDES-BS)

Year One		Year Two		Year Three		Year Four	
Game Dev & Alg Prob Solv I (4) <b>IGME 105</b>	Game Dev & Alg Prob Solv II (4) <b>IGME 106</b>	Interactive Media Dev (3) <b>IGME 202</b>	Game Design & Dev I (3) <b>IGME 220</b>	Game Design & Dev II (3) <b>IGME 320</b>	Rich Media Web App I (3) <b>IGME 330</b>	IGM Advanced Elective (3)	IGM Advanced Elective (3)
Into to Interactive Media (3) <b>IGME 110</b>	2D Anim & Asset Prod (3) <b>IGME 119</b>	3D Anim & Asset Prod (3) <b>IGME 219</b>	Data Structures & Alg I (3) <b>IGME 209</b>	Data Structures & Alg II (3) <b>IGME 309</b>	IGM Advanced Elective (3)	IGM Advanced Elective (3)	Open Elective (3)
Discrete Math (4) <b>MATH 131</b>	Math of Graphical Sim I (3) <b>MATH 185</b>	Intro to Web Tech for Game Devs (3) <b>IGME 235</b>	Exp. Design for Games and Media (3) <b>IGME 236</b>	General Education Elective (3)	Open Elective (3)	Open Elective (3)	Open Elective (3)
Social Perspective (3)	College Physics I (4) <b>PHYS 111</b>	Required Math Option** (3-4)	Scientific Perspective (3)	General Education Elective (3)	Open Elective (3)	General Education Elective (3)	General Education Elective (3)
First Year Writing Option* (3)	Global Perspective (3)	Ethical Perspective (3)	Artistic Perspective (3)	Gen Ed Immersion (3)	Gen Ed Immersion (3)	Gen Ed Immersion (3)	General Education Elective (3)
YearOne (0)	Wellness (0)	Co-op Prep Workshop (0) <b>IGME 99</b>	Coop – Summer	Wellness (0)	Coop – Summer		

Writing Intensive Course (GE-WI or PR-WI): \_\_\_\_\_

***This is a recommended course sequence. Individual schedules may vary. GAMEDES-BS students must complete a specific number and type of credits to earn their degree. Current students can review their Academic Advising Report to view their degree requirements in real time.***

**You are encouraged to make contact with your advisor at least once per term. Your advisor can guide your course planning, and help solve scheduling problems.**

Course Name  
(Credits)

Course Number

- IGM Core Courses
- IGM Elective Courses
- Math and Science Courses
- Gen Ed Perspectives
- Gen Ed Immersion
- Gen Ed Electives
- Free Electives
- First Year Foundation
- Co-op
- Wellness

# School of Interactive Games and Media – Undergraduate Curriculum

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Additional Information Regarding Degree Requirements

## Writing Intensive Requirements\*

RIT required all students to complete three Writing Intensive (WI) courses. The courses come from the degree program (IGME 236), the First Year Writing Program (UWRT 150 or ENGL 150 or ISTE 110), and one General Education Writing Intensive (GE-WI) course or one Program Writing Intensive (PR-WI) course of your choosing.

## Math Requirements\*\*

GAMEDES-BS students are required to complete a minimum three-course math sequence. The score on the Math Placement Exam (MPE) determines the first course in the math sequence, though typically it will be MATH 131. Students can opt to take MATH 171, MATH 181A, or MATH 181. Placement in MATH 171, MATH 181A, or MATH 181 is determined by the MPE score.

## Wellness Education Requirement

All students must complete two different wellness courses. Details and a list of courses can be found on SIS.

## Co-op

All students must complete two full semesters of co-op.

In order to be eligible for co-op, GAMEDES-BS students must:

- Complete at least 64 credits university wide
- Complete 32 credits of IGM courses including 209, 220, and 99.

For more information regarding co-op, please speak with your Advisor.

## Perspectives

Choose a course for the *Social, Artistic, Ethical, Global, and Scientific* perspectives. Use the course search functionality of SIS to search for classes in each of these perspectives.

## IGM Advanced Electives

See the IGM academic handbook or your Academic Advising Report in SIS to find classes that fulfill the requirements for IGM Advanced Electives.

## Immersion

All RIT students must complete one Immersion, which is a set of three courses within one topic area. It will provide an in-depth exploration of topics from within Liberal Arts, Math, or Science. For information about Immersions, please visit:

<https://www.rit.edu/study/immersions> or speak to a Liberal Arts, Math, or Science advisor. An Immersion is a graduation requirement.

## General Education Electives

General Education Electives are courses coded with the General Education Elective attribute on SIS. General Education courses typically come from the College of Liberal Arts and the College of Science. You can easily search for all general education electives using the Advanced Search in SIS.

## Free Electives

Any course at RIT can count towards free electives. Game Design & Development students must complete 15 credits of Free Electives to fulfill their degree requirements.

## Minors

A minor is a cohesive set of five or more classes taken within a discipline that allows a student a more in-depth study of a topic outside their primary degree program. A minor is also indicated on a student's academic transcript. Some popular minors for IGM students include Computer Science, Japanese Language, Web Development, Entrepreneurship, Psychology, and Communication. See <https://www.rit.edu/study/minors>.

## Additional Notes

GAMEDES-BS students must complete a specific number and type of credits to earn their degree. Please review your Academic Advising Report (AAR) to view your degree requirements in real time.