School of Interactive Games and Media

Accepted Student Open House

Spring 2020

bit.ly/IGM2020
Presenter

bit.ly/IGM2020

• Me: David I. Schwartz, Director, IGM
• Students: Jin Jin, Bryce
• Student Success: Lyndsay
• Operations: Beth
• Advising: Jeff
Quick Review of GDD/NMID Degrees

• Both are “Computing with Media”
• NMID:
  – “code compelling experiences”
  – work with artists to build software for any platform
• GDD:
  – More focused on games
  – Development > Design
  – 5-yr BS/MS option after 2nd year at RIT
• Both degrees are creative and technical!
• Want “mostly art”? FAQ at end of talk (amazing careers via CAD degrees)
Degrees in a Nutshell

• Computing (main focus)
• Math and Science
• Art and Animation
• Interfaces and user experiences
• Career skills
• Liberal arts, writing, free electives, and more!
• See website:  igm.rit.edu
FAQ: Why Computing and Math?

• All of our degrees are in RIT’s college of computing and information sciences...and that means computing is the core of what we do.
• Behind the computing is math to help solve problems, especially when animating things on the screen.
• Because our students make software for people, we need some art (to learn to work with artists), design, interfaces, and more.
• The degrees are traditional university degrees, which means that almost ½ the courses are outside the major.
• It’s a great way to expand one’s knowledge given the importance of the user or player experience.
FAQ: NMID vs GDD

• **NMID is more general**—building applications for all kinds of interactivity, which even includes games.
  – NMID lives on the “edge”—think about tablets and VR.
  – Computing students 4 years ago where just starting to build these things. What will happen 4 years from now?

• **GDD focused on the fun when talking about interaction.**
  – The degree is more focused on development (the science, programming, math), though design is a key aspect.
  – A key advantage for the GDD students is that it improves odds of breaking into the game industry (entry-level game design is hyper competitive and rather rare).
  – Getting the development positions is still hard, but the “consolation prize” is an even-higher paid, more stable, and creative software job. It’s a win-win!
FAQ: Double Majors?

• **Two questions:**
  – Do you have a 4.0?
  – Are you bored?
  – (actually, liberal arts, like psychology, modern languages, ... are more “doable”)

• **Creative industries prefer “passion projects” on the side to demonstrate individuality**

• **Recommendations:**
  – Consider a **minor** (or minors) to test the waters
  – Sometimes students pursue an **MS later in another field** (more $, more career growth, less stress)
FAQ: Can I focus on Art or Design?

• We have 2 required art/animation electives for both majors
• IGM degrees are not art focused—
  – see search terms (later slides)
  – Some students have taken multiple electives in the College of Art and Design to target successful careers as technical artists
• Can I focus on just Game Design?
  – Extremely competitive entry level
  – Everyone expected to contribute design on teams (esp small→medium sized companies)
  – Designers often picked from developers
  – A/B plan:
    • use development as “core” to break in
    • keep designing “on the side”
  – Caveat: we do place a FEW entry-level designers (Blizzard,...), producers, a tech-artists
FAQ: Min Specs for Laptops

<table>
<thead>
<tr>
<th>Specification</th>
<th>Minimum Requirements</th>
</tr>
</thead>
<tbody>
<tr>
<td>CPU</td>
<td>i7 or higher</td>
</tr>
<tr>
<td>Memory</td>
<td>16GB</td>
</tr>
<tr>
<td>Video</td>
<td>Stand-alone (not integrated) Nvidia 1070 or higher</td>
</tr>
<tr>
<td>Hard Drive</td>
<td>512GB SSD Hard drive - 1TB recommended</td>
</tr>
<tr>
<td>Screen</td>
<td>15&quot; 1920x1080 or higher</td>
</tr>
<tr>
<td>Network</td>
<td>Wireless ac or higher</td>
</tr>
<tr>
<td>USB Ports</td>
<td>2 or more usb 3.0 or higher</td>
</tr>
<tr>
<td>Video Ports</td>
<td>hdmi or display port</td>
</tr>
<tr>
<td>Operating System</td>
<td>Windows 10</td>
</tr>
</tbody>
</table>
Jobs Related to the Majors
FAQ: Will I get a job?

• **Most common job: software development**
  – Generally, these are software development jobs with a media focus
  – The job title “Software Engineer” is common for all software developers, even with game company jobs
  – Not all of these are in games. In general, we are more specialized than a CS degree, as we are more media development focused.
  – We don’t see a lot of people in big data, scientific analysis, databases, security, system administration, etc.
  – We do get the occasional one-off student that will later do these things, but they tend to have a minor where they take courses in that field from our computing college.

• **NMID:**
  – No starving artists
  – In a “bad” year, about 99% job placement

• **GDD:**
  – Technical degree, lots of entry level
  – 1000 alumni
    • about 97% job placement
    • 90% software development
  – “Consolation prize” for no game job?
    Better pay, better hours, better stability, very creative, can lead you back into game industry and do games “on the side” – a better job! What better way to learn about something hard than to make games while doing learning?
Renowned GDD Programs
Common GDD Electives/Areas

- Systems
- Engines
- Graphics
- Level design (and now modding)
- Non-digital design
- Technical art
- Technical design
NMID and GDD:
Apps, physical computing & visualization
We have industry game consoles!

ONE DOES NOT SIMPLY ENTER
THE CONSOLE DEVELOPMENT LAB WITHOUT PERMISSION
Crash Test Games

Meets every week and tests analog and digital games created by our students
Hackathons

• Problem solving and exploratory programming marathons

• 12-, 24- or 36-hour coding competitions

Since 2009, there have been more than 40 hackathons at RIT, including women-only hackathons, hackathons to build whole video games in a day, hackathons to solve problems for NASA, and hackathons to win prizes from Apple, IBM, and Microsoft.
esports

- Intramurals, esports club
- Some alumni work at Amazon on the game engine Lumberyard, which has Twitch integration
MAGIC
Media, Arts, Games, Interaction, Creativity

magic.rit.edu

• RIT as publisher
• Work with companies
• Entrepreneurial
• And ...
MAGIC:
• RIT as games publisher!
• Work with companies
• Pitch your own projects
• Can count as co-op
Co-ops

• Co-operative education: work before you graduate

• One of our key distinctions
  – 2 blocks required
  – From local to “far away”
  – Many resources to help you!
Co-ops

1. You must complete two blocks of co-ops

2. Students co-op after their sophomore year.

3. You can do them over summer, fall, or spring.

4. Students get the co-ops.

5. Co-ops are “everywhere.”

6. STUDENTS DO NOT PAY TUITION FOR (and during) CO-OP!

AND MANY MORE
FAQ: co-ops

• Both degrees require co-ops—think, “paid internships.”

• No one pays tuition during the co-op, and they tend to happen during the summer.

• We now offer some core IGM courses over the summer if students want to take fall/spring co-ops.

• We have a co-op prep class with IGM’s director and RIT’s career services – we do our best to help students prepare all of their job search material and make connections. It’s been a hallmark of RIT.
IGM Social Media

• Facebook: School of Interactive Games and Media
• Twitter: @IGMRIT, @RITGolisanoCCIS
• Instagram: @IGMatRIT
• #wemakecomputingfun
• #makestudypublishplay
Handy Links!

- RIT Admissions
- GCCIS Admissions with Dave!
- IGM Info
- IGM Student Perspectives
- GCCIS Info
- MAGIC at RIT
- Related RIT Degrees
Examples of Student Work

• Some recent student portfolios:
  – barringtoncampbell.com
  – jjheipz24.github.io
  – github.com/theheckle
  – katherineharrison.ismakinggames.com

• More Examples:
  – IGM Gallery
  – Some GDD Alumni Games
FAQ: Internet Search Terms

- RIT IGM
- RIT MAGIC
- RIT Art and Design
- RIT IGM Change of Program
- RIT Digital Humanities
- RIT esports
- RIT Creative Industry Day
- C# Tutorial
- Learn C# Unity
- JavaScript Tutorial
Q/A after this talk?

bit.ly/IGM2020

• New! IGM Game Showcase Winners
• Email our undergraduate program coordinator:
  Prof Eloïse Oyzon, eroics@rit.edu
• More info:
  – visitigm@rit.edu
  – Lyndsay Herkimer, lmhigm@rit.edu