

Re: IGM BS/MS Program Application Guide

Thank you for your interest in the IGM BS/MS program. Through our program we seek to create an exciting, rigorous, team-based learning environment. We strive for inclusivity and seek diversity, founded on a firm belief that a broad spectrum of experiences and perspectives strengthens our program and enhances our opportunities for learning.

While the BS/MS program will, in fact, be an extension of your bachelor's experience, there is an important distinction between BS and MS students. Most of our MS students come from other universities, and often other parts of the country or the world. We expect dedication, determination, and collaboration from all of our MS students, including the BS/MS students. We will expect more from graduate coursework than we do from undergraduate coursework, and we expect Masters students to be sufficiently mature and to have sufficient initiative to perform at a high level without being asked and without needing to be reminded. If you meet our requirements to apply, and you believe you are ready for a self-motivated learning experience, we encourage you to apply to our BS/MS program.

Please understand that our requirements for application are just that, they are far from a guarantee of admission.

Before you are allowed to apply, you will need to meet the following requirements:

- A current Game Design & Development undergraduate student in good standing
- A cumulative RIT and IGM GPA of 3.25.

Additional requirements for acceptance:

- Completion of IGME 309: Data Structures & Algorithms for Games and Simulations II.
- Completion of one full co-op prior to Fall matriculation into the BS/MS program.

Suggestions for applicants:

Graduate courses require more work and have generally higher expectations than undergraduate courses. Try and get as many undergraduate courses out of the way as you can prior to beginning the BS-MS program.

We strongly suggest you meet with your academic advisor to discuss your desire to pursue a BS/MS. If you decide to apply, please meet with your academic advisor again to plan a course schedule that extends to your MS graduation. Your advisor's consent is not required for you to apply to the program. All applications that meet the requirements are welcome.

Applying to the BS/MS program:

All materials for the BS/MS applications must be submitted by December 15th for the following Fall. For example, if you were an IGM BS student in Fall 2032, and you wished to join the BS/MS program for the 2033-2034 school year, you would need to submit all materials by December 15, 2032. Note: All MS students must start the grad sequence in the Fall. We do not accept mid-academic-year transfers into the program.

All materials must be submitted through the BS/MS application myCourses shell. Your advisor will give you access to the shell if you meet the requirements for application. Applications will not be accepted on Dec 16th or at any time thereafter, and you may not upload additional information to myCourses on or after Dec. 16th. *Applications that are not complete will not be considered.*

The following materials are required:

- Two letters of recommendation. *At least one* letter must be from an IGM faculty member from whom you have taken a course. If you are not sure if a faculty member is full-time, please speak ask your advisor. The second letter may be from a faculty member from IGM, full or part-time, a faculty member from another department at RIT, a co-op supervisor, or someone else who can speak knowledgeably of your academic and professional preparedness for graduate-level work. Letters should be addressed and sent to the IGM Graduate Coordinator, listed below.
- A current resume.
- A statement of purpose, approximately 300 to 600 words in length. The statement should be written by the applicant and should address the reasons you wish to pursue a BS/MS degree, the work you believe most prepares you to excel in the program, the benefit you hope to gain from the program in terms of personal and career development, and the professional and academic skills you believe might benefit your fellow graduate students in the program.
- A portfolio that demonstrates your game-related technical and design capabilities. Other forms of new media design and development items may be helpful, but the portfolio should be game-centric. Each portfolio piece should include a description of the project and a clear indication of

your roles and responsibilities in the project. If any of the pieces won awards or other official recognition beyond the classroom, please include that information in the description. *Do not* upload the portfolio to myCourses. Instead, include a link in a separate document to a website or URL (a main link and a backup link are acceptable). While we encourage you to submit a well-designed website, we will accept files on a google drive or from an open access repo (such as github). When possible, conform to forms of portfolio or sample-of-work distribution in line with professional norms in your primary areas of interest within game design and development. Please ensure that your files can be accessed by anyone with the link and that no membership or registration is required to view the portfolio. Please take time to make your portfolio attractive and friendly to use.

- An unofficial transcript of courses to date.
- A BS/MS course projection completed by your advisor.

If you have any questions about the requirements or the program, beyond what your advisor can assist with, please contact the graduate coordinator.

Graduate Coordinator: David Simkins, PhD
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