Applied Modern Language + Game Design and Development

RIT College of Liberal Arts

Chinese, French, and Spanish

Double Major Pathway

This double major pathway is offered collaboratively by the College of Liberal Arts and the Golisano College of Computing and Information Sciences.

This is an example of how your academic studies could be pursued. Your actual schedule each semester will be carefully planned with the guidance of your academic advisor.

This sample schedule reflects accurate and current curriculum as of May 2024.

First Year

FALL SEMESTER

IGME 105 Game Development and Algorithmic Problem Solving I

IGME 110 Introduction to Interactive Media

General Education, Global Perspective Beginning 1 MLCH/MLFR/MLSP 201 [4 credits]

General Education, First Year Writing (WI)

General Education, Mathematical Perspective A: MATH-131 Discrete Mathematics

YOPS 010 RIT 365: RIT Connections

Total credits for the semester: 18

SPRING SEMESTER

IGME 106 Problem Solving with Data Structures and Algorithms for Games [4 cr.]

IGME 119 2D Animation and Asset Production

General Education elective Beginning 2 MLCH/MLFR/MLSP 202 [4 credits]

General Education, Natural Science Inquiry Perspective: PHYS 111 College Physics I

General Education, Mathematical Perspective B: MATH 185 Mathematics of Graphical Simulation I

Total credits for the semester: 18

Learn More

The most current curriculum is published online at:

rit.edu/study/applied-modern-language-and-culture-bs

rit.edu/study/game-design-and-development-bs

Second Year

FALL SEMESTER

IGME 202 Interactive Media Development

IGME 219 3D Animation and Asset Production

IGME 235 Introduction to Web Technology for Game Developers

MATH 171 Calculus A or MATH-181 Calculus I

IGME 099 Co-op Preparation Workshop

General Education Intermediate 1 MLCH/MLFR/MLSP 301

Total credits for the semester: 16

SPRING SEMESTER

IGME 220 Game Design & Development I

IGME 209 Development for Real-Time Simulations and Games I

IGME 236 Experience Design for Games & Media (WI-PR)

General Education, Scientific Principles Perspective

General Education elective, Intermediate 2 MLCH/MLFR/MLSP 302

Total credits for the semester: 15

SUMMER

IGME 499 Undergraduate Co-Op [Potential for optional international or multinational Co-op]

Total credits for the semester: 0

Third Year

FALL SEMESTER

IGME 320 Game Design & Development II

IGME 309 Data Structures & Algorithms for Games & Simulations II

General Education, Social Perspective

General Education, Immersion 1 Language for Science and Technology MLCH/MLFR/MLSP 410

General Education, Immersion 2 Program elective MLCH/MLFR/MLSP

Total credits for the semester: 15

SPRING SEMESTER

IGME 330 Rich Media Web Application Development I OR IGME 330H (Honors)

Web Application Development I

IGM/GDD Advanced Elective (1)

General Education, Ethical perspective

General Education, Artistic Perspective

General Education, Professional Language MLCH/MLFR/MLSP 415

Total credits for the semester: 15

SUMMER

IGME 499 Undergraduate Co-Op [Potential for optional international or multinational Co-op]

Total credits for the semester: 0

Fourth Year

FALL SEMESTER - Study Abroad

General Education, Immersion 3 Intermediate Enhancement 1 MLCH/MLFR/MLSP 310

Intermediate Enhancement 2 MLCH/MLFR/MLSP 315

General Education, Advanced 1 MLCH/MLFR/MLSP 4XX

General Education, Advanced 2 MLCH/MLFR/MLSP 4XX

Open elective

Total credits for the semester: 15

SPRING SEMESTER

IGM/GDD Advanced Elective (2)

IGM/GDD Advanced Elective (3)

IGM/GDD Advanced Elective (4)

MLCU 549 capstone

Open elective

Total credits for the semester: 15

NOTES:

Student Name:

Advisor:

Date	Status	Notes
	Discussed...▾	
	Investigati...▾	
	Action Item▾	
	Next Steps▾	