

Applied Modern Language + Game Design and Development

Double Major Pathway

JAPANESE

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	Second Year	Third Year	Fourth Year
<p>FALL SEMESTER</p> <p>IGME 105 Game Development and Algorithmic Problem Solving I</p> <p>IGME 110 Introduction to Interactive Media General Education, Global Perspective Beginning 1 MLJP 201 [4 credits]</p> <p>General Education, First Year Writing (WI)</p> <p>General Education, Mathematical Perspective A: MATH-131 Discrete Mathematics</p> <p>YOPS 010 RIT 365: RIT Connections</p> <p>Total credits for the semester: 18</p>	<p>FALL SEMESTER</p> <p>IGME 202 Interactive Media Development</p> <p>IGME 219 3D Animation and Asset Production</p> <p>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 MLJP 301 MLJP 431 Practicum I (Optional) [1 credit]* Total credits for the semester: 16/17</p>	<p>FALL SEMESTER</p> <p>IGME 320 Game Design & Development II</p> <p>IGME 309 Data Structures & Algorithms for Games & Simulations II General Education, Social Perspective Intermediate Enhancement 2 MLJP 315 General Education, Immersion 3 Language for Science and Technology MLJP 410</p> <p>MLJP 431 Practicum III (Optional) [1 credit]*</p> <p>Total credits for the semester: 15/16</p>	<p>FALL SEMESTER -Study Abroad in Japan</p> <p>MLCU capstone</p> <p>General Education, Professional Language MLJP 415</p> <p>General Education, Advanced 1 MLJP 4XX</p> <p>General Education, Advanced 2 MLJP 4XX</p> <p>Total credits for the semester: 15</p>
<p>SPRING SEMESTER</p> <p>IGME 106 Problem Solving with Data Structures and Algorithms for Games [4 cr.]</p> <p>IGME 119 2D Animation and Asset Production</p> <p>General Education elective [Beginning 2 MLJP 202= 4 credits]</p> <p>General Education, Natural Science Inquiry Perspective: PHYS 111 College Physics I</p> <p>General Education, Mathematical Perspective B: MATH 185 Mathematics of Graphical Simulation I Total credits for the semester: 18</p>	<p>SPRING SEMESTER</p> <p>IGME 220 Game Design & Development I</p> <p>IGME 209 Development for Real-Time Simulations and Games I IGME 236 Experience Design for Games & Media (WI-PR)</p> <p>General Education, Scientific Principles Perspective General Education elective, Intermediate 2 MLJP 302 MLJP 431 Practicum II (Optional) [1 credit]* Total credits for the semester: 15/16</p>	<p>SPRING SEMESTER</p> <p>IGME 330 Rich Media Web Application Development I OR IGME 330H (Honors) Web Application Development I</p> <p>IGM/GDD Advanced Elective (1)</p> <p>General Education, Ethical perspective</p> <p>General Education, Artistic Perspective</p> <p>General Education, Immersion 1 Intermediate Enhancement 1 MLJP 310 General Education, Immersion 2 Program elective MLJP Total credits for the semester: 18</p>	<p>SPRING SEMESTER</p> <p>IGM/GDD Advanced Elective (2)</p> <p>IGM/GDD Advanced Elective (3)</p> <p>IGM/GDD Advanced Elective (4)</p> <p>Open Elective</p> <p>Open Elective</p> <p>Total credits for the semester: 15</p>
<p>Learn More</p> <p>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</p>	<p>SUMMER</p> <p>IGME 499 Undergraduate Co-Op [Potential for optional international or multinational Co-op]</p> <p>Total credits for the semester: 0</p>	<p>SUMMER</p> <p>IGME 499 Undergraduate Co-Op [Potential for optional international or multinational Co-op]</p> <p>Total credits for the semester: 0</p>	<p>*If all three credits of practicum are completed, it can replace one language course, coordinate with advisors</p>

NOTES:

Student Name:

Advisor:

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