Fall 2021 (2211) Semester Enrollment Guide New Media Interactive Development

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1   What courses should I take?

Students who entered Fall 2020: by now, you should have attended a mandatory advising meeting in which you worked out a plan for the fall semester. If you did not attend a meeting, please schedule through Starfish (refer to e-mails from your advisor about this meeting). Please use your program flowchart that was given to you at Orientation as well as the Academic Advising Report (AAR) on SIS to plan your schedule.

Students who entered RIT before Fall 2020: you need to follow your program worksheet or flowchart along with your Academic Advising Report (AAR) in SIS.

2   IGM students taking (or who will take) 101, 102, 201 and 202

The following IGM classes, IGME-102, IGME-201, and IGME-202, have grade pre-requisites which SIS shows. If you earn a D or lower in a course that is a pre-requisite to one of those courses, you must retake the pre-requisite course. Here are the complete grade pre-requisites:

- If you earn a grade of D or lower in IGME-101, you cannot take IGME-102.
- If you earn a grade of D or lower in IGME-102, you cannot take IGME-201
- If you earn a grade of D or lower in IGME-102, you cannot take IGME-202.
- Please check with your academic advisor if you have any questions.

3   How do I search for courses?

Searching for all courses: see https://sis.rit.edu. All courses are coded with 4 letter subject codes. Courses offered by IGM are listed as IGME courses.

Arts & Science Perspectives and Wellnesses: To search for these courses please follow these instructions:

1. Log into https://sis.rit.edu.
2. Select Student Info System.
3. Click on the Enroll and Search tile.
4. Click **the Class Search and Enroll link** on the left.
5. Select the appropriate **Term** you wish to look for courses.
6. Click **Additional ways to search**
7. In the box that appears, scroll to **Search Class Attributes**
8. Click on the arrow and select **GE: <perspective> (or Activity Course for wellness courses)**
9. Click **Search**. This list displays all scheduled open and closed General Education classes for the perspective you chose.
10. You can narrow down with options displayed on the left side of the screen.
11. Click on the course tile to see available sections, the course description, and additional enrollment information.

Swap feature: You have the ability to instruct SIS to drop you from an enrolled class and enroll you in a waitlisted class by utilizing the swap feature. The swap must be set up at time of enrollment. For more information: https://www.rit.edu/sistraining/sites/rit.edu.sistraining/files/files/Swapping%20Classes.pdf

Tiger Center: A class search tool developed by RIT students in partnership with ITS is available. You cannot enroll in classes using Tiger Center. https://tigercenter.rit.edu/tigerCenterApp/landing#/index

4   Co-op and Career Skills Preparation (IGME-99)

This course targets, and is required for, second-year students. This course helps students prepare for co-operative education employment ("co-op") by developing job search strategies and material. Students will explore current and emerging aspects of IGM fields to help focus their skill development strategies. Students are introduced to RIT's Office of Cooperative Education and Career Services, and learn about professional and ethical responsibilities for their co-op and subsequent professional experiences. Students will work collaboratively to build résumés and digital portfolios, and to prepare for interview situations.

5 IGME Spring Semester core course descriptions

5.1 Reminders

These courses are offered in spring semester and are required (eventually) of all NMID majors. They are listed in numerical order. Any prerequisites for a course are listed in parentheses.

The courses listed in *italics* are required core course for NMID students who entered RIT in the fall 2171 semester or later.

5.2 Descriptions

IGME-99   Co-op   Preparation   Workshop   (0   credits): This course helps students prepare for co-operative education employment ("co-op") by developing job search strategies and material. Students will explore current and emerging aspects of IGM fields to help focus their skill development strategies. Students are introduced to RIT's Office of Cooperative Education and Career Services, and learn about professional and ethical responsibilities for their co-op and subsequent professional experiences. Students will work collaboratively to build résumés and digital portfolios, and to prepare for interview situations.

NMDE-111   New Media Design Digital Survey (3 credits): This project-based course is an investigation of the computer as an illustrative, imaging, and graphical generation tool. It develops foundational design skills in raster and vector image creation, editing, compositing, layout, and visual design for online production. Emphasis will be on the application of visual design organization methods and principles for electronic media. Students will create and edit images, layouts and typography to form effective design solutions for online delivery.

NMDE-112   New Media Design Digital Survey II (3 credits): Through formal studies and perceptual understanding, including aesthetics, graphic form, structure, concept development, visual organization methods and interaction principles, students will design graphical solutions to communication problems for static and interactive projects. Students will focus on creating appropriate and usable design systems through the successful application of design theory and best practices. Assignments exploring aspects of graphic imagery, typography, usability and production for multiple digital devices and formats will be included.

IGME-101   New Media Interactive Design and Algorithmic Problem Solving I (4 credits): This course provides students with an introduction to problem solving, abstraction, and algorithmic thinking that is relevant across the field of new media. Students are introduced to object-oriented design methodologies through the creation of event-driven, media-intensive applications. Students will explore the development of software through the use of a range of algorithmic concepts related to the creation of applications by writing classes that employ the fundamental structures of computing, such as conditionals, loops, variables, data types, functions, and parameters. There is an early emphasis on object oriented concepts and design. (None)

IGME-102   New Media Interactive Design and Algorithmic Problem Solving II (4 credits): This course provides students a continued introduction to problem solving, abstraction, and algorithmic thinking that is relevant across the field of new media. As the second course in programming for New Media students, this course continues an object-oriented approach to programming for creative practice. Topics will include reusability, data structures, rich media types, event-driven programming, loaders, XML, object design and inheritance. Emphasis is placed on the development of problem-solving skills as students

develop moderately complex applications. (C- or better in IGME-101 New Media Interactive Design and Algorithmic Problem Solving I)

IGME-599-01* Independent Study for New Media Interactive Design and Algorithmic Problem Solving II (4 credits): This course provides students a continued introduction to problem solving, abstraction, and algorithmic thinking that is relevant across the field of new media. As the second course in programming for new media students, this course continues an object-oriented approach to programming for creative practice. Topics will include re-usability, data structures, rich media types, event-driven programming, loaders, XML, object design, and inheritance. Emphasis is placed on the development of problem-solving skills as students develop moderately complex applications. (C- or better in IGME-101 New Media Interactive Design and Algorithmic Problem Solving I)

*Please contact your advisor regarding enrollment in this course.

IGME-110   Introduction to Interactive Media (3 credits): This course provides an overview of media in historical, current and future contexts. Incorporating lectures and discussion with hands on work involving written and interactive media assets, students examine the role of written and visual media from theoretical as well as practical perspectives. The course also provides an introduction to interactive media development techniques, including digital media components and delivery environments. Students will be required to write formal analysis and critique papers along with digital modes of writing including collaborative editing and effective presentation design.

IGME-201   New Media Interactive Design and Algorithmic Problem Solving III (3 credits): This is the third course in the software development sequence for New Media Interactive Development students. Students further their exploration of problem solving and abstraction through coverage of topics such as GUI development, events, file I/O, networking, threading, and other advanced topics related to the design and development of modern dynamic applications. Programming assignments are an integral part of the course. (C- or better in IGME-102 New Media Interactive Design and Algorithmic Problem Solving II)

IGME-202   Interactive Media Development (3 credits): In this course, students will learn to create visually rich interactive experiences. It is a course in programming graphics and media, but it is also a course on the relationship between ideas and code. Students will explore topics in math and physics by building programs that simulate and visualize processes in the natural world. Assignments will include major programming projects, such as building a virtual world inhabited by digital creatures that display observable behaviors. ((C- or better in IGME-201 New Media Interactive Design and Algorithmic Problem Solving III or IGME-106 Game Development and Algorithmic Problem Solving II or IGME 206 Game Development for Programmers) and MATH-185 Math of Graphical Simulation I)

IGME-235   Introduction to Web Technology for Game Developers (3 credits): This course introduces web technologies commonly used in the production and distribution of both content focused web sites, and in the creation of interactive applications and games. Students will create web sites and web-native interactive experiences, and publish them to the web. Programming projects are required. (IGME-102 New Media Interactive Design and Algorithmic Problem Solving II or IGME-106 Game Development and Algorithmic Problem Solving II or IGME 206 Game Development for Programmers, and IGME-110 Introduction to Interactive Media. Students cannot take and receive credit for this course if they have taken IGME-230)

IGME-236   Experience Design for Games & Media (3 credits): This course examines the concepts of interface and interaction models in a media-specific context, with particular emphasis on the concept of the immersive interface. This course explores concepts such as perception, expectation, Gestalt Theory, interactivity, Semiotics, presence, and immersion in the context of media application development and

deployment. In addition, underlying concepts of cognitive psychology and cognitive science will be integrated where appropriate. These theories are then integrated in the exploration of the immersive interface, and with related concepts such as user-level-interface modification, augmentation of identity, and the interface as a social catalyst. ((IGME-102 New Media Interactive Design and Algorithmic Problem Solving II or IGME-106 Game Development and Algorithmic Problem Solving II or IGME 206 Game Development for Programmers) and IGME-110 Introduction to Interactive Media)

IGME-330   Rich Media Web Application Development I (3 credits): This course provides students the opportunity to explore the design and development of Media Rich Internet Applications (MRIAs). This course moves beyond client and server side web development, and explores issues of presentation, interactivity, persistence, and extensibility common among such applications. Specifically, items explored include framework characteristics, data management, persistence, data binding, information manipulation, as well as data presentation. (IGME-230 Website Design & Implementation or IGME-235 Introduction to Web Technology for Programmers)

IGME-330H   Rich Media Web Application Development I Honors* (3 credits): This course provides students a challenging introduction to the design and development of media-rich web applications that utilize both static and procedurally manipulated media such as text, images and audio. This course also examines web and interactive development and code architectures that are common to such applications. Students taking this course must be able to work independently and engage in directed research activities related to framework characteristics, information management, presentation, interactivity, persistence, and data binding. Programming projects are required. (IGME-230 Website Design & Implementation or IGME-235 Introduction to Web Technology for Programmers and a member of the RIT Honors Program)

*You must be an Honor's student to enroll in this course. Search for IGME 330H in SIS.

NMID students can opt to take either IGME-340 Multi-Platform Media App Development, ISTE-454 Mobile Application Development I (iOS) or ISTE-456 Mobile Application Development II (Android). If you choose one of the iSchool options, please put yourself on the waitlist for the course during your enrollment appointment. You will be enrolled in the course, on a space available basis, beginning April 26th:

IGME-340 Multi-Platform Media App Development (3 credits): Interactive media applications are no longer restricted to personal computers. They can now be found on many distinct hardware platforms including mobile, tablet, wearable, and large-screened computing devices. In this course, students will learn to design, prototype and develop media rich interactive experiences that can be deployed to a wide variety of hardware devices. Programming projects are required.

ISTE-454 Mobile Application Development I (3 credits): This course extends the material covered in the Foundations of Mobile Design course and provides students with the experience of creating interesting applications for small-size form factor mobile devices such as smartphones These devices are exceptionally portable, have unique sets of hardware and communications capabilities, incorporate novel interfaces, are location aware, and provide persistent connectivity. Students are encouraged to make creative use of these unique device characteristics and operating properties to develop innovative applications. Programming projects are required. (IGME-330 Rich Media Web Application Development)

ISTE-456 Mobile Application Development I (3 credits): This course extends the Foundations of Mobile Design course in that students will learn to apply mobile design skills to develop applications in the Android platform. Students will design, develop, and test mobile applications using the Android Studio IDE. This course covers the major components such as activities, receivers, content providers, permissions, intents,

fragments, data storage, and security. Programming projects are required. (IGME-330 Rich Media Web Application Development)

IGME-430 Rich Media Web Application Development II (3 credits): This is a required core course for students who entered RIT in the fall 2171 semester and later.

This course provides students the opportunity to continue the exploration of Media Rich Internet Applications (MRIAs). Topics include communications for media ecologies, distributed web application frameworks, advanced interactivity, data transformation, representation, automation, persistence, and large scale systems deployment. In addition, students are exposed to concepts and technologies related to the next generation of MRIA development. (IGME-330/IGME-330H Rich Media Web Application Development I)

IGME-470 Physical Computing and Alternative Interfaces (3 credits): This is a required core course for students who entered RIT in the fall 2171 semester and later.

The rich variety and widespread adoption of gestural touch screens, motion-sensing devices, weight-reactive surfaces, wearable digital devices, and similar interface products demonstrates the demand for well-integrated devices and services that seamlessly couple people and environments. Such products can interface computers with real-world inputs and outputs, and give people new ways of controlling and experiencing their devices and information. This course provides a rapid technical introduction to basic electronics (components, circuits, microcontrollers, etc.) and emphasizes the application of interface design concepts to physically interactive and innovative product development. The course requires solo and team projects that blend electronics, programming, and design. (Third-year standing and IGME-102 New Media Interactive Design and Algorithmic Problem Solving II or IGME-106 Game Development and Algorithmic Problem Solving II or IGME-206 Game Development for Programmers)

IGME-480 Current Topics in Interactive Development (3 credits): This is a required core course for students who entered RIT in the fall 2171 semester and later.

Interactive media development is a rapidly evolving field. This course provides an opportunity for students to learn and experiment with emerging themes, practices, and technologies that are not addressed elsewhere in the curriculum. Topics covered in this course will vary based on current developments in the field. Students will explore, design, and develop creative interactive experiences pertaining to the semester's domain area. Programming projects are required. (IGME-330 Rich Media Web Application Development I)

NMDE-401 New Media Design Capstone I (3 credits): FALL ONLY

This course will focus on individual career preparation through topics such as resume development, job research, interviewing best practices, and creating or refining an online portfolio. Additional exploration and overviews will include the business aspects, practices, and workflows of the new media industry with a focus on designer/developer/client relationships. Students will integrate project workflows, management, team building, concept generation and prototyping through small team projects, and project research for NMD Capstone II. (3rd year standing)

6 New Media Interactive Development Advanced Elective Courses.

6.1 Policies

These courses are advanced elective options for all NMID majors.

IGM EXPECTS that at least 50% of your Advanced Electives come from IGM. If you would like to take a non-IGM course and have it count as an Advanced Elective, please note the following:

- At least 50% of your Advanced Electives must come from IGM.
- Pre-approved course options can be found in your Academic Advising Report (AAR) in SIS. To take another non-IGM course towards fulfilling your Advanced Elective requirements you will need permission from the IGM Undergraduate Coordinator.

Advanced Elective courses are listed in numeric order. Any prerequisites for a course are listed in parentheses.

6.2 Descriptions

IGME-119   2D Animation & Asset Production (3 credits): This course provides a theoretical framework covering the principles of animation and its use in game design to affect user experience. Emphasis will be placed upon principles that support character development and animations that show cause and effect. Students will apply these principles to create animations that reflect movement and character appropriate for different uses and environments.

IGME-219   3D Animation & Asset Production (3 credits): This course provides an overview of 3D game asset production. Basic ideas learned within the first asset production course are also revisited within the 3D environs. Topics covered include modeling, texturing, skinning and animation. Emphasis is put on low polygon modeling techniques, best practices in game art production, and effective communication strategies between artists, programmers, and designers. (IGME-119 2D Animation & Asset Production)

IGME-220   Game Design & Development I (3 credits): This course examines the core process of game design, from ideation and structured brainstorming in an entertainment technology context through the examination of industry standard processes and techniques for documenting and managing the design process. This course specifically examines techniques for assessing and quantifying the validity of a given design, for managing innovation and creativity in a game development-specific context, and for world and character design. Specific emphasis is placed on both the examination and deconstruction of historical successes and failures, along with presentation of ethical and cultural issues related to the design and development of interactive software and the role of individuals in a team-oriented design methodology. Students in this class are expected to actively participate and engage in the culture of design and critique as it relates to the field. (GAMEDES-BS and NWMEDID-BS students in year levels 2-5)

IGME-320   Game Design & Development II (3 credits): This course continues to examine the core theories of game design as they relate to the professional field. Beginning with a formalized pitch process, this course examines the design and development paradigm from storyboarding and pre-visualization through rapid iteration, refinement, and structured prototyping exercises to further examine the validity of a given design. Specific emphasis is placed on iterative prototyping models, and on methodologies for both informal and formal critique. This course also explores production techniques and lifecycle in the professional industry. (IGME-202 Interactive Media Development and IGME-220 Game Design & Development I)

IGME-384   Introduction to Geographic Information Systems (3 credits): This course introduces students to Geographic Information Systems (GIS) for understanding and representing people, places and culture through new media. Through applied research projects, students will learn how GIS is a support mechanism for spatially-oriented thinking, reasoning, literacy, and problem-solving at the global scale. Such global problems include international disaster management, digital humanities, climate change, and

sustainable development. Course lectures, writing and reading assignments, and in-class activities cover a mix of conceptual, practical and technical GIS topics. Topics include interactions among people, places and cultures around the world, GIS data models, basic cartography, geodatabases, spatial data acquisition and creation, and spatial analysis. This general education course also examines GIS ethical issues such as privacy, information ownership, accuracy, and mapping and social power.

IGME-420   Level Design (3 Credits)**:** This course introduces level design theory and best practice through game level analysis, evaluation, and creation. Students will learn by analyzing game levels from existing games and discussing what made those levels successful or unsuccessful. Through their analysis and hands on experience, students will gain an understanding of overall level design including layout, flow, pacing, and balance. They will enhance their understanding of level design principles by creating their own game levels. (IGME-219 2D Animation and Asset Production and IGME-220 Game Design & Development I)

IGME-450   Casual Game Development (3 credits): This course explores the design and construction of casual game experiences.   Topics include modes of casual game play, mechanics for casual games, characteristics of successful games, development processes, and the distribution of casual games. Students will create casual games, and employ technologies to address issues of scalability, presentation, social interconnectivity, and game analytics. (IGME-330 Rich Media Web Application Development I for NWMEDID-BS students; IGME-320 Game Design and Development II for GAMEDES-BS students)

IGME-451   Systems Concepts for Games and Media (3 credits). This course focuses on systems-based theoretical models of computation in the context of a media-delivery modality. Students will explore concepts such as memory management, parallel processing, platform limitations, storage, scheduling, system I/O, and optimization from a media-centric perspective. Particular emphasis will be placed on the integration of these concepts in relation to industry standard hardware including game consoles, mobile devices, custom input hardware, etc. (IGME-309 Data Structures & Algorithms II)

IGME-460   Data Visualization (3 credits): Our world is flooded with data, and making sense of it can be a challenge. Visualizations help by exposing information, trends, and correlations that might otherwise go unnoticed in the raw data. In this course, students will earn to collect, clean, organize, and filter data sets of their own choosing. They will learn and apply principles from multiple fields including visual design, the psychology of perceptions, user experience design, and ethics. They will create static and interactive visualizations with a variety of information structures (hierarchies, maps, timelines, etc). Students will learn to develop exploratory experiences that tell the "story" within the data. Programming projects are required. (IGME-330 Rich Media Web Application Development I)

IGME-484   Geographic Visualization (3 credits): This course examines the use of maps for geographic problem solving and scientific inquiry. Students will learn theory, concepts and techniques associated with maps and new media such as geographic problem solving and scientific inquiry devices such as map comprehension, evaluation, construction, usage, and assessment. Students will also learn how to compare, contrast, and implement map-based geographic problem solving and scientific inquiry techniques with geographically-oriented new media such as thematic cartography, geographic information visualization, three dimensional modeling and animated and interactive maps. A geographic problem solving research project that incorporates thematic cartography and geographic visualization solutions is required.

IGME-529   Foundations of Interactive Narrative (3 credits): This course focuses on the major elements of narrative for interactive environments. Students in this course explore the basics of narrative in the context of interactive games and media, with examination of digital storytelling in games and interactive environments of several varieties. Branching narrative, hypertext, multi- and non-linear

concepts are also explored with an emphasis on balancing immersive and interactive aspects of digital narrative. (IGME-202 Interactive Media Development)

IGME-582   Humanitarian Free & Open Source Software Development (3 credits): This course provides students with exposure to the design, creation and production of Open Source Software projects. Students will be introduced to the historic intersections of technology and intellectual property rights and will become familiar with Open Source development processes, tools and practices. They will become contributing members of humanitarian software development communities such as the One Laptop Per Child and Sugar communities. Students will actively document their efforts on Humanitarian Free and Open Source Software community hubs. (Third-Year Standing)

IGME-621   Board and Card Game Design and Development (3 credits): This course explores issues pertaining to design, mechanics, development, and production of analog, tabletop "hobby" games, which include board games, card games, wargames, and other non-digital games catering to multiple players. Students will analyze and apply concepts and mechanics of modern tabletop game design, and build and test both competitive and cooperative tabletop games, designed specifically for a global audience. Students will work with development and prototyping tools, explore component design and art direction, and work with desktop publishing technologies. In addition, they will work directly with board game publishing and manufacturing technologies and services, and study factors pertaining to the business of tabletop games, and produce a professional, polished tabletop game. (IGME-220 Game Design and Development I).

7   IGM Undergraduate Advanced Elective Project Classes

IGM offers a variety of project-based classes (e.g., Production Studio, Research Studio, and others) in addition to regular courses and seminars that often have term projects. The table below summarizes common project courses. Note that project courses provide an excellent opportunity for developing your portfolio and improving in your skills in a variety of areas. By planning ahead and obtaining instructor approval, students could connect/extend project work through many classes, which would potentially add significant polish.

Class	Title	Description
IGME-499	Undergraduate Co-op	If you are on co-op, you must not double-count that work for course credit. RIT requires this distinction when working on a project: pay or credit but not both. For example, if you are working with a professor on a co-op, and that project that has some components happening in Production Studio, you must not enroll in that class.
IGME-580	Production Studio	Student teams pitch projects to the instructor. Upon approval, students step through the production process to complete their project. This course is flexible and provides an ideal opportunity to develop your expertise, skills, and professional project portfolio. See Research Studio (IGME-589) for professor-generated projects. See also the FAQ below.
IGME-581	Innovation & Invention	"I&I" fosters teamwork for new ideas, not pre-existing projects, across the campus. Although you can use Production Studio to explore new development, you may want to consider I&I.
IGME-585	Project in FOSS Development	This course is similar to other IGM project courses. However, students focus on the FOSS movement and particular software development practices.
IGME-588	New Media Team Project	NMID students take this course in their senior year. GDD students are sometimes invited to join the team. This course provides an excellent opportunity to collaborate with New Media Design majors in the design and development of a large-scale project.
IGME-589	Research Studio	The students work as domain specialists on teams completing one or more faculty research projects during the semester. The faculty member teaching the class will provide the research

		topic(s). (In IGME-580, the students generate the project ideas.) Students will learn about research methodology to implement, test, and evaluate results of projects. Students will complete research reports and final assessments of themselves and their teammates in addition to completing their assigned responsibilities on the main projects. See also the FAQ below.
IGME-599	Independent Study	Use this course to pursue something more research-oriented, especially for concepts not explored in-depth in any undergraduate RIT course. You need to contact a professor with a proposal. See also the FAQ below.

7.1 Course Listings

Enrollment guides, which are posted along with this document
https://sis.rit.edu – click on "SIS Course Catalog Search"
https://www.rit.edu/upub/pdfs/Undergrad_Course_Descriptions.pdf

7.2 Production/Research Studio FAQ

Enrollment Requirement
This course is restricted to students in NWMEDID-BS or GAMEDES-BS with at least 3rd year standing. Please check the course description on SIS for specific course pre-requisites. If you have team members working on your project from outside IGM, please have them fill out the form at **"Course Request form for Non IGM Majors"**

https://www.rit.edu/computing/computing/school-interactive-games-and-media/resources/academic-advising#important-documents

How many times can I take Production/Research Studio?
You can take it as many times as you want as an undergraduate student.

How many studios will count toward Advanced Electives?
Students can take any combination of 2 Production and/or Research Studios to count towards their advanced electives (ex: 2 Production Studios, 2 Research Studios, 1 Research Studio and 1 Production Studio). A student may choose to take additional Production and/or Research Studios, but these would count towards their Free Electives.

What projects can I work on?
In IGME-580 Production Studio, students pitch the projects.
In IGME-589 Research Studio, instructors pitch the projects.

7.3 Independent Study FAQ

This course seems a lot like Production/Research Studio.
You are correct! In most cases, students should take one of the "studios." However, when you have a topic you'd like to research or a skill you'd like to develop, an independent study (IS) is a good option. For example, a NMID student might want to study wearable computing, or a GDD student might want to explore networking in more detail. The main restriction is that there is no comparable IGM class.

How do I find/generate an Independent Study?

Unless a faculty member specifically advertises an IS, the work is up to you to find a faculty member, pitch the idea, and develop the proposal. Planning ahead by taking classes, visiting office hours, reading Insights, and talking with your faculty and academic advisor will help.

Is there a form?
You can obtain the form from a faculty member or your advisor.

Who fills out the form?
Both you and the faculty sponsor. Once your sponsor has obtained the form, please collaborate to fill in the required information. The form has additional instructions. Once complete, the faculty sponsor or the student will bring the completed application to the IGM office for approval from our Undergraduate Coordinator.

Can I do an IS from *outside* of IGM?
Yes, but you must check with your academic advisor in advance to determine if the course will count as an advanced elective (assuming you want it to).

8   Who to Contact?

Please refer to https://www.rit.edu/computing/computing/school-interactive-games-and-media/resources/academic-advising#contacting-your-advisor. If you have any questions regarding what you read in this enrollment guide, or for any other reason, please contact your Academic Advisor ASAP.

By last name:
A–F: Jeffrey Spain – jhsics@rit.edu
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To schedule an appointment with your advisor:

https://sis.rit.edu/info/welcome.do

https://mycourses.rit.edu/index.asp

Steps to Scheduling an Appointment:

1.   Log in to SIS or myCourses
2.   Click "My Success Network"
3.   Click on the link under your primary advisor's name
4.   Click "Schedule Appointment"