

## IGM Future Undergraduate Students

### *Overview*

Thank you for visiting our site to learn more about our academic programs. We invite you to visit IGM through our tours and presentations that are offered throughout the [year](#). You will have the opportunity to learn about our academic programs, see the classrooms and research labs, as well as ask any questions you may have.

If you have any questions regarding visiting us please contact our Lyndsay Herkimer at [lmhigm@rit.edu](mailto:lmhigm@rit.edu).

### *Why IGM?*

The School of Interactive Games and Media is nationally and internationally renowned for innovative approaches to media-centric computing that merge the creative design of the interactive experience with the development of content, technologies, and systems that form the basis of such work. The School supports, wherever and whenever possible, multi-disciplinary work that fuses these elements in pursuit of its academic mission.

IGM is comprised of talented and motivated individuals from a variety of academic backgrounds with a shared interest in computing as it relates to interactive and social media, new media, games, simulations, and media-centric systems of all varieties. Our mission is to provide a sustained educational environment that supports and encourages creative and collaborative academic inquiry by both faculty and students into these areas. IGM's programs, coursework, research, and development efforts provides students with the knowledge and skills to pursue meaningful and rewarding careers in this arena, while simultaneously advancing the field and helping to provide a well-rounded educational experience.

IGM's Game Design and Development degrees are currently ranked in the [Princeton Review's Top 10 National Game Design academic programs](#) for the past 3 years. Additionally, we are the first university to offer a Bachelors Degree in New Media Interactive Development.

### *High School*

Admission to the IGM Bachelor of Science programs requires strong math, science, writing, and communication skills. At a minimum, high school applications should have taken pre-calculus. We recommend they also complete calculus and physics. Courses in computing or technology are desirable but not required.

- We highly encourage you to submit a portfolio of sample project work (websites, programs, code samples, etc.), though it is not required.
- Students interested in the BS/MS program in Game Design and Development must wait until their third (3rd) year at RIT to enroll.

## *Transfer Students*

Please review RIT's [transfer student information](#) to learn more about joining RIT. Below, we post specific information about IGM's academic programs. Please note that at this time the School of Interactive Games and Media does not offer part-time or online coursework for our degree programs.

Transfer admission to IGM's undergraduate degree programs (Game Design and Development and New Media Interactive Development) is available to students according to the following requirements:

- Completed a year or more of study at a regionally accredited institution of higher education.
- Minimum grade point average of 3.0 (specifically in math, science, and other technical coursework).
- Enrolled in or completed an AS or BS degree program in Computer Science, Information Technology, or a related computing degree with courses in programming, computer applications, math, science, and liberal arts.

We look closely at **programming** and **math** courses and grades. If possible, please include an online portfolio, which includes examples of your work (e.g., websites, programs, source code samples, and design/animation examples). Acceptance as a transfer student to one of our undergraduate programs is currently competitive due to the limited seat availability.

## *Visit Us*

Different students have different needs.

- **Future graduate** students should e-mail Kaitlin Lee at [knlics@rit.edu](mailto:knlics@rit.edu).
- **Accepted undergraduate** students should register for one of the [Accepted Student Open Houses](#). You may also arrange an additional visit and tour by signing up for one of the dates, below.
- **Future undergraduate** students should register for one of the [Fall Semester Open Houses](#). As part of those events, individual degree programs give presentations and tours, and future students can meet representatives from multiple programs.

For all accepted and future undergraduate students, IGM provides additional small-group tours and presentations on different dates, which we have found extremely effective for students to learn about our programs. Please reserve your spot below. After making a reservation, you will receive specific directions on when/where to meet us.

Click on the following link to select a date and register for the IGM Prospective Student Group Presentation: <https://www.eventbrite.com/o/school-of-interactive-games-and-media-rochester-institute-of-technology-25486220399>

**Please contact us**

If you have any questions regarding a visit, please e-mail Lyndsay Herkimer at [lmhigm@rit.edu](mailto:lmhigm@rit.edu), and she will direct you to the appropriate resource and/or person.