Slide 1: Academic Advising Report (AAR)

Hello. My name is Amanda Scheerbaum and I’m here to talk about the Academic Advising Report or AAR. This presentation is intended for students in the Game Design & Development and New Media Interactive Development majors.
An Introduction to the AAR

- The Academic Advising Report (AAR) is a tool to help you track your progress towards graduation

- For use by students who entered into RIT in 2013 or later
An Introduction to the AAR

You can access your AAR via the Student Center in the Student Information System, or SIS.

https://sis.rit.edu/
An Introduction to the AAR

Slide 4: An Introduction to the AAR

When you log in to SIS, you will see your Student Center portal. You can view your AAR by selecting Academic Requirements from the “Other Academics” drop down menu, and then press the “Go” arrows.

It will take a few seconds for the Academic Advising Report to load. Only press the “Go” arrows once.
Once the AAR is loaded, click the “Expand All” button so you can view all of your requirements.
Slide 6: An Introduction to the AAR

Below the collapse and expand buttons is the AAR legend. Courses that have been “taken” will show with a check mark inside a green circle. This means that you have taken a course and a grade has been assigned. Please note, if you have earned an unsatisfactory grade for a course (for example, a grade of “W” or “F”) the Taken icon will still appear.

Courses that are in progress will show with a yellow diamond. Courses that are planned will show with a blue star. As of August 2016, this functionality is not yet available.
An Introduction to the AAR

The first section of the AAR contains important information. Please read this before viewing your individual report.
The individual sections of your AAR explained

- Courses In Progress at RIT [RG: 3298]

- GAMEDES-BS Requirements (124 sch) [RG: 3876]

  OR

- NWMEDID-BS Requirements (123 sch) [RG: 3345]

- Bachelor of Science Degree Requirements [RG: 3878]

- Courses Not Allocated - Expand to Research Details [RG: 3877]

Slide 8: The Individual Sections of your AAR explained

The AAR is organized into “requirement groups” which are made up of multiple degree or course requirements.

Your individual report will have multiple sections including “Courses in Progress at RIT”, your individual major requirements, Bachelor of Science degree requirements, and Courses Not Allocated.
Courses in Progress

Slide 9: Courses in Progress

Your Courses in Progress section houses courses you are currently taking and/or currently enrolled in for the next term. These are marked with a yellow diamond.
Slide 10: Individual Degree Program Requirements

Your Individual Degree Program Requirement section houses all of your course requirements for your degree.

These are broken up in 4 main sections:
Section 1: Program Requirements (which includes Core courses, Advanced Electives, Co-op Preparation, Co-op and Wellness Requirements);

Section 2: Your General Education Immersion;

Section 3: General Education Requirements (including First Year Writing, required Arts and Science Perspective (including your Artistic, Ethical, Global, Social, Natural Science Inquiry, Scientific Principles, and Mathematical Perspectives), and General Education Electives, both Prescribed and Additional);

And Section 4: Free Electives.
In some sections you will see pre-populated courses. These are courses that you are required to take for your degree. Here you can see that we require two courses for the Mathematical Perspective – MATH 131, and MATH 185. All students in Game Design & Development and New Media Interactive Development are required to take these courses.

In other sections of the AAR you won’t see pre-populated courses, this means that you have a choice as to how to fulfill those requirements. Each section has a description of what types of courses fulfill the individual requirements.

As a reminder, if you are currently enrolled in a course that fulfills a requirement, you will see a yellow diamond under the “status” column. You can see this with the above example – this student is currently enrolled in MATH 131.

<table>
<thead>
<tr>
<th>Course</th>
<th>Description</th>
<th>Units</th>
<th>When</th>
<th>Grade</th>
<th>Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>MATH 131</td>
<td>Discrete Mathematics</td>
<td>4.00</td>
<td>2016-17 Fall</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MATH 185</td>
<td>Math Graphical Simulation I</td>
<td>3.00</td>
<td>Spring Only</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
If you have completed a course that fulfills a requirement, you will see a green circle with a check box under the “status” column. The student above has taken UWRT 150: First Year Writing through AP credit.
Slide 13: Bachelor of Science Degree Requirements

Your Bachelor of Science Degree Requirements section outlines all of the additional criteria that must be met to graduate from your degree program.
Game Design & Development students must complete 124 credits.

New Media Interactive Development students must complete 123 credits.
The General Education Credit Check verifies that you have completed the minimum number of General Education credits. Although students completing a Bachelor of Science degree must complete a minimum of 60 credits, the actual total number varies by major. Game Design & Development students must complete 64 General Education credits; New Media Interactive Development students must complete 63 General Education credits.
Cumulative GPA

The Cumulative GPA verifies that at least a 2.00 GPA is earned at the time of certification.
Validation: Program Writing Intensive

The Program Writing Intensive (PR-GE) for both Game Design & Development and New Media Interactive Development students is IGME 236: Interaction, Immersion, and the Media Interface.
Validation: General Education Writing Intensive

Depending on the year you entered RIT, this requirement may or may not be present. If it is, you will need to complete one (1) additional general education writing intensive (GE-WI) or program writing intensive (PR-WI) course.

Slide 18: Validation: General Education Writing Intensive

The Validation: General Education or Program Writing Intensive course verifies that a student completed a general education writing intensive course or an additional program writing intensive course. The student can choose any course that fulfills this requirement.
Residency Requirement

Students in both Game Design & Development and New Media Interactive Development must complete at least 30 credits hours in residence at RIT.

Slide 19: Residency Requirement

The Residency Requirement section verifies that at least 30 credit hours are completed in residence at Rochester Institute of Technology.
Courses Not Allocated

The Courses Not Allocated section is located at the bottom of the AAR. Courses that exceed degree requirements will show here. In addition, courses that are not successfully completed (either through a failing grade or from a withdrawal) will also be shown.

<table>
<thead>
<tr>
<th>Course</th>
<th>Description</th>
<th>Units</th>
<th>When</th>
<th>Grade</th>
<th>Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACSC 10</td>
<td>YearOne</td>
<td></td>
<td>2014-15 Fall</td>
<td>S</td>
<td></td>
</tr>
<tr>
<td>PHYS 111</td>
<td>College Physics I</td>
<td>4.00</td>
<td>2014-15 Spring</td>
<td>W</td>
<td></td>
</tr>
</tbody>
</table>
Satisfying Requirements

When you have satisfied certain requirements, the statement “Satisfied” will appear under the individual requirement. In addition, this requirement will be collapsed when you log into your AAR. Shown is a student who has completed their Program Writing Intensive course, IGME 236: Interaction, Immersion, and the Media Interface.
Slide 22: Satisfying Requirements

Until you have satisfied a requirement, the phrase “Not Satisfied” will appear under each individual requirement.

In this example, the student has not completed any of their free electives. Therefore, this category is not satisfied.
How IGM Expects You to Use the AAR

- View your degree requirements and track your progress towards graduation
- If you see errors, please contact your academic advisor
Final Words

- Don’t forget that your academic advisor is here to help you with any questions or concerns you may have!
- IGM Walk-in Advising Hours are available Monday – Friday. Check igma.rit.edu for more details.
- You can schedule an appointment with your advisor through myCourses or through SIS/Starfish Connect.
- E-mail your advisor, too!

IGM Advisors:
Amanda Scheerbaum: absrla@rit.edu (GDD & NMID last names A-K)
Kathleen Schreier Rudgers: kmsrla@rit.edu (GDD & NMID last names L-Z)

Slide 24: Final Words

Some final words – don’t forget that your Academic Advisor is here to help!

3 ways to get in touch:
We have walk in advising hours every weekday – please check the website for more details.
In addition, you can schedule an appointment with your advisor through Starfish Connect.
Finally, you can send an email too.

As a reminder, contact information is at the bottom of the slide.