



# Rochester Institute of Technology

Worksheet - B.S. in Game Design and Development – VIGD | Version 3.0

Name: \_\_\_\_\_ Entry Semester: \_\_\_\_\_

SCH	GR	SEM	GD&D Core (41 SCH)
4			IGME-105 Game Dev and Algo Prob Solv I (GE)
4			IGME-106 Game Dev and Algo Prob Solv II (GE)
3			IGME-110 Introduction to Interactive Media
3			IGME-119 2D & 3D Animation & Asset Production
3			IGME-202 Interactive Media Development
3			IGME-209 Data Structures & Algorithms Games/Sim I
3			IGME-219 Advanced Animation & Asset Production
3			IGME-220 Game Design & Development I
3			IGME-230 Website Design & Implementation
3			IGME-236 Interaction, Immersion, & Media Interface
3			IGME-309 Data Structures & Algorithms Games/Sim II
3			IGME-320 Game Design & Development II
3			IGME-330 Rich Media Web Application Dev I

SCH	GR	SEM	GD&D Advanced Electives (12 SCH)
3			
3			
3			
3			

SCH	GR	SEM	Free Electives (15 SCH)
3			
3			
3			
3			
3			

SCH	GR	SEM	Co-op (0 SCH)
0			IGME-499 IGM Co-op (Fall or Spring Semester)
0			IGME-499 IGM Co-op (Summer Semester)

SCH	GR	SEM	Math & Science (14 SCH)*
4			Discrete Mathematics (MATH-131)
3			Math for Games & Simulations I (MATH-185)
3			Math for Games & Simulations II (MATH-186)
4			College Physics I (PHYS-111)

SCH	GR	SEM	First Year Foundation (6 SCH)
3			Seminar (FYEP-XXX)
3			First Year Intensive writing (ENGL_XXX)

SCH	GR	SEM	Arts & Sciences Perspectives (15 SCH)
3			
3			
3			
3			
3			

SCH	GR	SEM	Arts & Sciences Concentration (9 SCH)
3			
3			
3			

SCH	GR	SEM	University Arts and Sciences Electives (12 SCH)
3			
3			
3			
3			

SCH	GR	SEM	Wellness Activity (0 SCH)
0			
0			

CREDIT SUMMARY	Program	GenEd	Total	INITIAL
GD&D Core	33	8	41	
GD&D Advanced Electives	12	0	12	
Free Electives	15	0	15	
Math and Science	0	14	14	
First Year Foundation	0	6	6	
Arts and Sciences Perspectives	0	15	15	
Arts and Sciences Concentration	0	9	9	
University Arts and Sciences Electives	0	12	12	
Co-op /Wellness	0	0	0	
<b>TOTAL</b>	<b>60</b>	<b>64</b>	<b>124</b>	

<b>Credit Evaluation:</b> (Print & sign)	<b>Date:</b>
<b>Certified by:</b> (Print & sign)	<b>Date:</b>

## ARTS & SCIENCES PERSPECTIVES:

### MATHEMATICAL, SCIENTIFIC, & TECHNOLOGY LITERACY

Choose from the following choices:

- Cultural Anthropology
- Principles of Microeconomics
- American Politics
- Intro to International Relations
- Introduction to Psychology
- Foundations of Sociology

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Choose from the following choices:

- Literary and Cultural Studies
- Fine Arts
- History
- Science, Technology, and Society
- Philosophy

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Choose from the following choices:

- Writing & Research seminar
- Shakespeare on Stage
- AE: STS Classics
- Ritual and Performance
- Politics through Film
- Public Speaking

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## UNIVERSITY ARTS & SCIENCES ELECTIVES:

Courses not on this list must be preapproved to meet this requirement

### ENGL-XXX

Written Argument

Technical Writing

Science Writing

### COMM-XXX

Effective Technical Writing

Interpersonal Communications

Organizational Communications

Ethics in Technical Communications

Human Communication

Persuasion

Mass Communication

Small Group Communication

Public Speaking

### TCOM-XXX

Interpersonal Communication Skills

Professional Presentation

Communicating in Business

Technical Report Writing

Report Writing (2 credits)

Technical Writing and Editing

Strategic Communications (2 credits)

International Communication (2 credits)

Writing for the Sciences

## Modern Language\*

American Sign Language (MLAS-XXX)

Beginning Arabic I (MLAR-XXX)

Beginning Chinese I (MLCH-XXX)

Beginning French I (MLFR-XXX)

Beginning German I (MLGR-XXX)

Beginning Japanese I (MLJP-XXX)

Beginning Italian I (MLIT-XXX)

Beginning Portuguese I (MLPO-XXX)

Beginning Russian I (MLRU-XXX)

Beginning Spanish I (MLSP-XXX)

## Concentrations/Minors

There are multiple options for you to consider and you should discuss these with your advisor. For more information, including options, course offerings and how to declare a concentration/minor, please go to the Liberal Arts Student Services website and click on the student services/advising tab.

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## MATH & SCIENCE:

Students in Game Design & Development are required to take Physics as their Lab Science.

### REQUIRED:

College Physics I (PHYS-111)

**For students that have satisfied the Physics requirement and are pursuing additional lab science electives, the following courses can be used:**

### BIOM-XXX

Human Biology I

Human Biology II

Human Biology III

Field Biology for Non-Science Students (BIOF-XXX)

Concepts of Environmental Science I (ENVS-XXX)

### CHMG-XXX

Fundamentals of General Chemistry

Fundamentals of Organic Chemistry

Fundamentals of Chemistry

### PHYS-XXX

College Physics II

Exploration in Physics

Stellar Astronomy

Solar System Astronomy

### MEDS-XXX

Medical Lab Procedures

Human Diseases

### IMGS-XXX

Imaging Science Fundamentals

Fundamentals of Astronomical Imaging

### ITDS-XXX

Frontiers of Science I

Frontiers of Science II