

BACHELORS of SCIENCE in GAME DESIGN & DEVELOPMENT

ROCHESTER INSTITUTE OF TECHNOLOGY SEMESTER CURRICULUM MAP

	Media / Web Literacy and Design
	Game Development and Programming
	Interactive Media Technology
	Game Design and Aesthetics
	Mathematics and Science
	Advanced Graphics Development
	Artificial Intelligence
	Digital Music, Sound and Audio
	Other Advanced Elective

- C CORE REQUIRED COURSE
- E ADVANCED ELECTIVE OPTION

