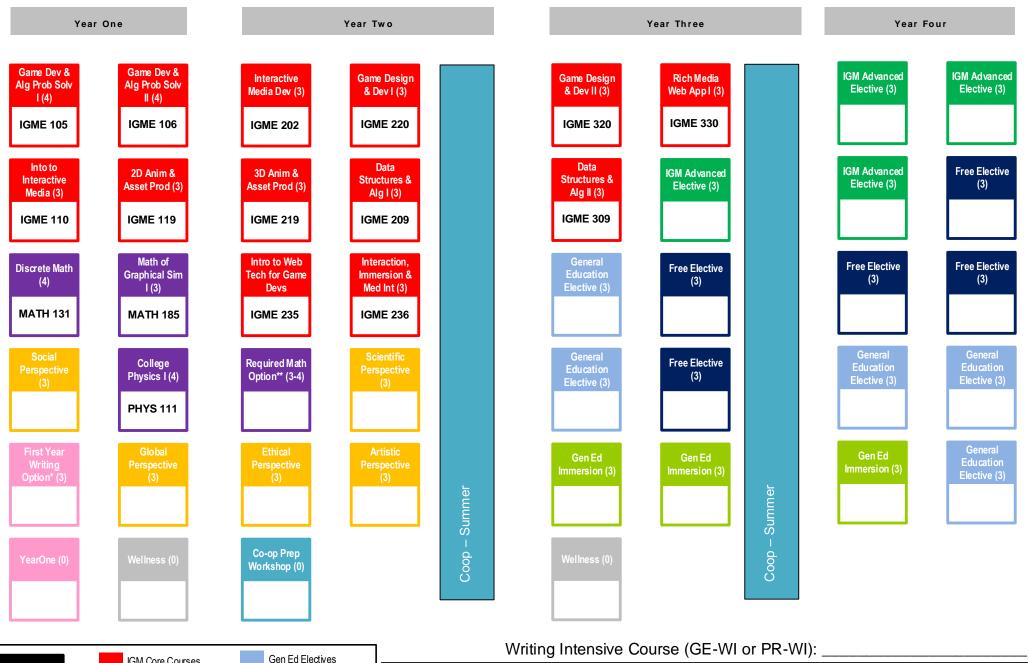
2019 - 2020 Undergraduate Curriculum Game Design & Development (GAMEDES-BS)



Course Name
(Credits)

IGM Core Courses

IGM Elective Courses

Free Electives

Free Electives

First Year Foundation

Course Number

Gen Ed Perspectives

Gen Ed Immersion

Wellness

This is a recommended course sequence. Individual schedules may vary. GAMEDES-BS students must complete a specific number and type of credits to earn their degree. Current students can review their Academic Advising Report to view their degree requirements in real time.

You are encouraged to make contact with your advisor at least once per term. Your advisor can guide your course planning, and help solve scheduling problems.

School of Interactive Games and Media - Undergraduate Curriculum

2019-2020 Game Design & Development (GAMEDES-BS) Additional Information Regarding Degree Requirements

Writing Intensive Requirements*

RIT required all students to complete three Writing Intensive (WI) courses. The courses come from the degree program (IGME 236), the First Year Writing Program (UWRT 150 or ENGL 150 or ISTE 110), and one General Education Writing Intensive (GE-WI) course or one Program Writing Intensive (PR-WI) course of your choosing.

Math Requirements**

GAMEDES-BS students are required to complete a minimum three-course math sequence. The score on the Math Placement Exam (MPE) determines the first course in the math sequence, though typically it will be MATH 131. Students can opt to take MATH 171, MATH 181A, or MATH 181. Placement in MATH 171, MATH 181A, or MATH 181 is determined by the MPE score.

Wellness Education Requirement

All students must complete two different wellness courses. Details and a list of courses can be found on SIS.

Co-op

All students must complete two full semesters of co-op.

In order to be eligible for co-op, GAMEDES-BS students must:

- Complete at least 64 credits university wide
- Complete 32 credits of IGM courses including 209, 220, and 99.

For more information regarding co-op, please speak with your Advisor.

Perspectives

Choose a course for the *Social, Artistic, Ethical, Global*, and *Scientific* perspectives. Use the course search functionality of SIS to search for classes in each of these perspectives.

IGM Advanced Electives

See the IGM academic handbook or your Academic Advising Report in SIS to find classes that fulfill the requirements for IGM Advanced Electives.

Immersion

All RIT students must complete one Immersion, which is a set of three courses within one topic area. It will provide an in-depth exploration of topics from within Liberal Arts, Math, or Science. For information about Immersions, please visit:

https://www.rit.edu/study/immersions or speak to a Liberal Arts, Math, or Science advisor. An Immersion is a graduation requirement.

General Education Electives

General Education Electives are courses coded with the General Education Elective attribute on SIS. General Education courses typically come from the College of Liberal Arts and the College of Science. You can easily search for all general education electives using the Advanced Search in SIS

Free Electives

Any course at RIT can count towards free electives. Game Design & Development students must complete 15 credits of Free Electives to fulfill their degree requirements.

Minore

A minor is a cohesive set of five or more classes taken within a discipline that allows a student a more in-depth study of a topic outside their primary degree program. A minor is also indicated on a student's academic transcript. Some popular minors for IGM students include Computer Science, Japanese Language, Web Development, Entrepreneurship, Psychology, and Communication. See https://www.rit.edu/study/minors.

Additional Notes

GAMEDES-BS students must complete a specific number and type of credits to earn their degree. Please review your Academic Advising Report (AAR) to view your degree requirements in real time.