

IGM STUDENT SURVIVAL GUIDE

There is no sugarcoating it. College is tough, especially when you're new to RIT's School of Interactive Games and Media community. Fear not newbie! This guide contains all the important information you will need to survive your first year in the IGM program. Good luck out there!

PROGRAM OVERVIEW



**GAME DESIGN AND
DEVELOPMENT
(BS)**



**NEW MEDIA
DEVELOPMENT
(BS)**



**GAME DESIGN AND
DEVELOPMENT
(MS)**

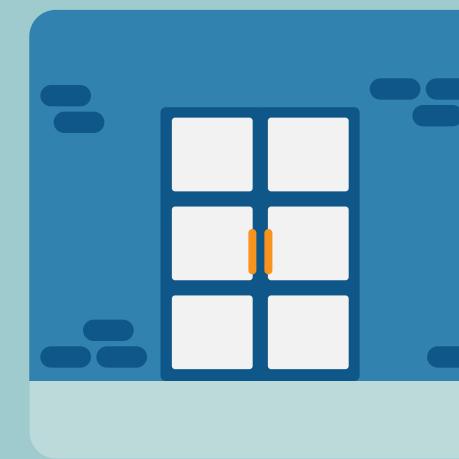
LOCATIONS



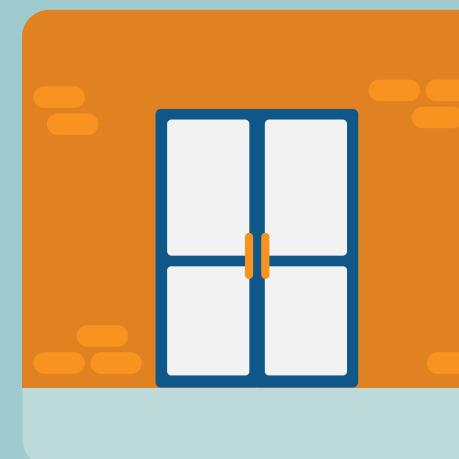
FOOD



MAIN OFFICE



GOLISANO



ORANGE HALL

RESOURCES



LABS



INDUSTRY
RESOURCES

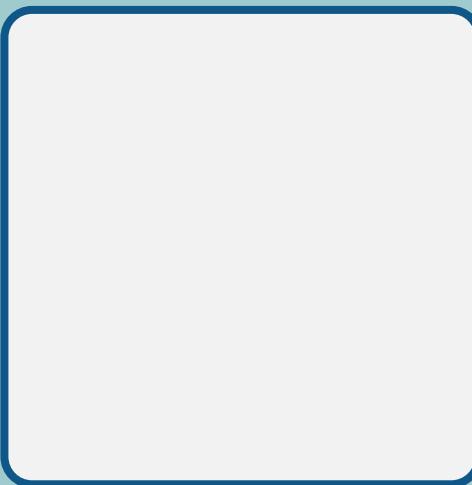


UPCOMING
EVENTS

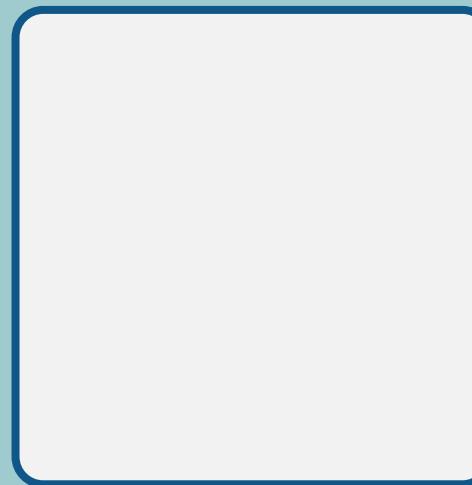


SOCIAL MEDIA

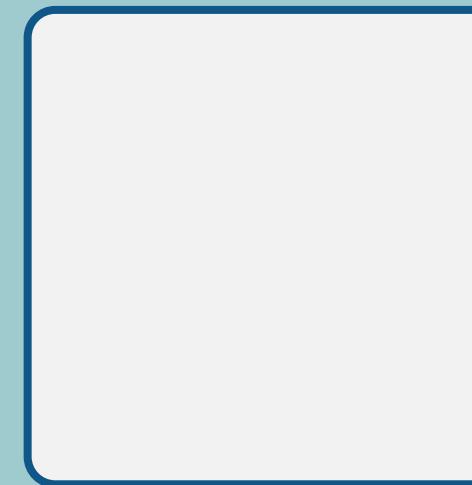
ABOUT US

**Anna Rosenberg**

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**MK McLoughlin**

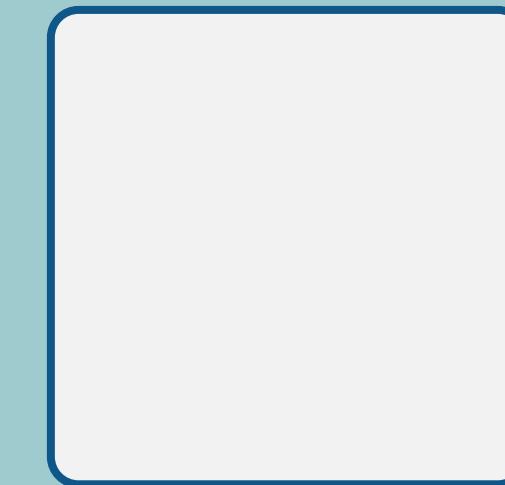
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**Alexei Tetenov**

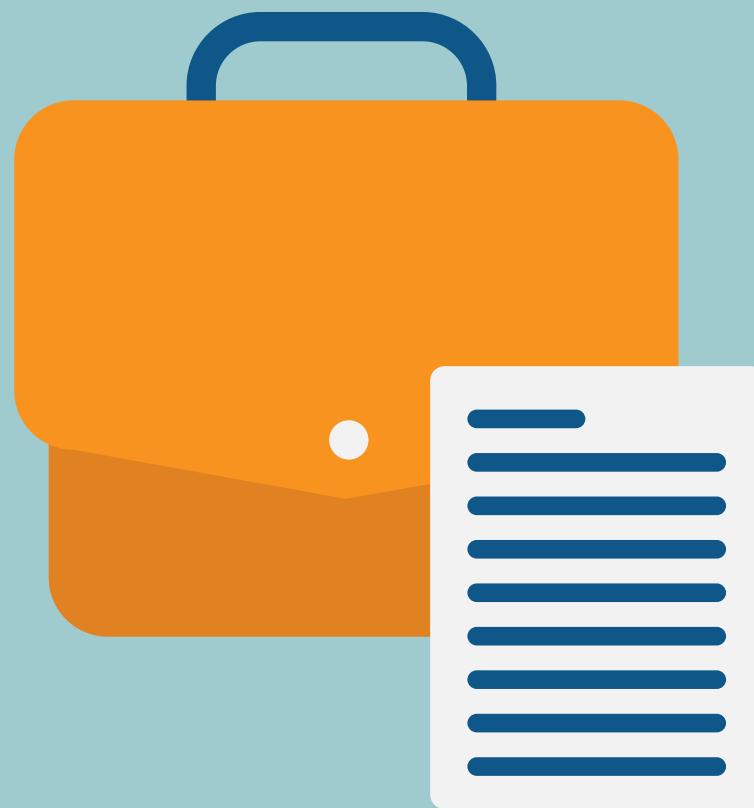
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**Bridgette Vuotto**

Hi, I'm a New Media Design student at RIT.

**Collin Zanche**

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IGME CO-OP

About

A Co-Op is similar to a paid internship. You will spend time working with a company to gain some experience working in your field before you graduate. Students must take two Co-Ops sometime during the last three years of their program. A Co-Op is the length of one academic term, and can be taken during the summer as well as the fall or spring semesters.

The Co-Op Search

Finding a Co-Op can seem like a daunting task, but there are resources out there to make the process simpler for you. Career Fairs happen throughout the year, during which approximately 250 companies gather in the Gordon Field House here at RIT looking for potential hires. Another great resource is Job Zone, where information about potential jobs and Co-Ops are posted.

Prepare For Interviews

While you are on the Co-Op hunt, prepare for the interview. One way to prepare is researching the company before you interview with them. You will have more to talk about with the interviewer and they will likely be impressed about your knowledge of the company. This shows you are well prepared and interested in what they have to offer you.

Your Co-op Evaluation – Receiving Credit

At your Co-Op, your employer will fill out a Co-Op evaluation toward the end of your Co-Op term. The employer will rate you on your performance at work and comment on your time spent with the company. Having a good evaluation is essential for passing your Co-Op.

Appointments And Office Hours

Call 585-475-2301 to make an appointment with your Career Services Coordinator who will assist you on a one-on-one basis with any aspect of your job search and related activities.

Office Hours:

Monday-Friday: 8:00 am – 4:30 pm



GAME DESIGN AND DEVELOPMENT (BS)

David Schwartz, Director
(585) 475-2763, disvks@rit.edu

Amanda Thau, Academic Advisor
Kathleen Schreier Rutgers, Academic Advisor

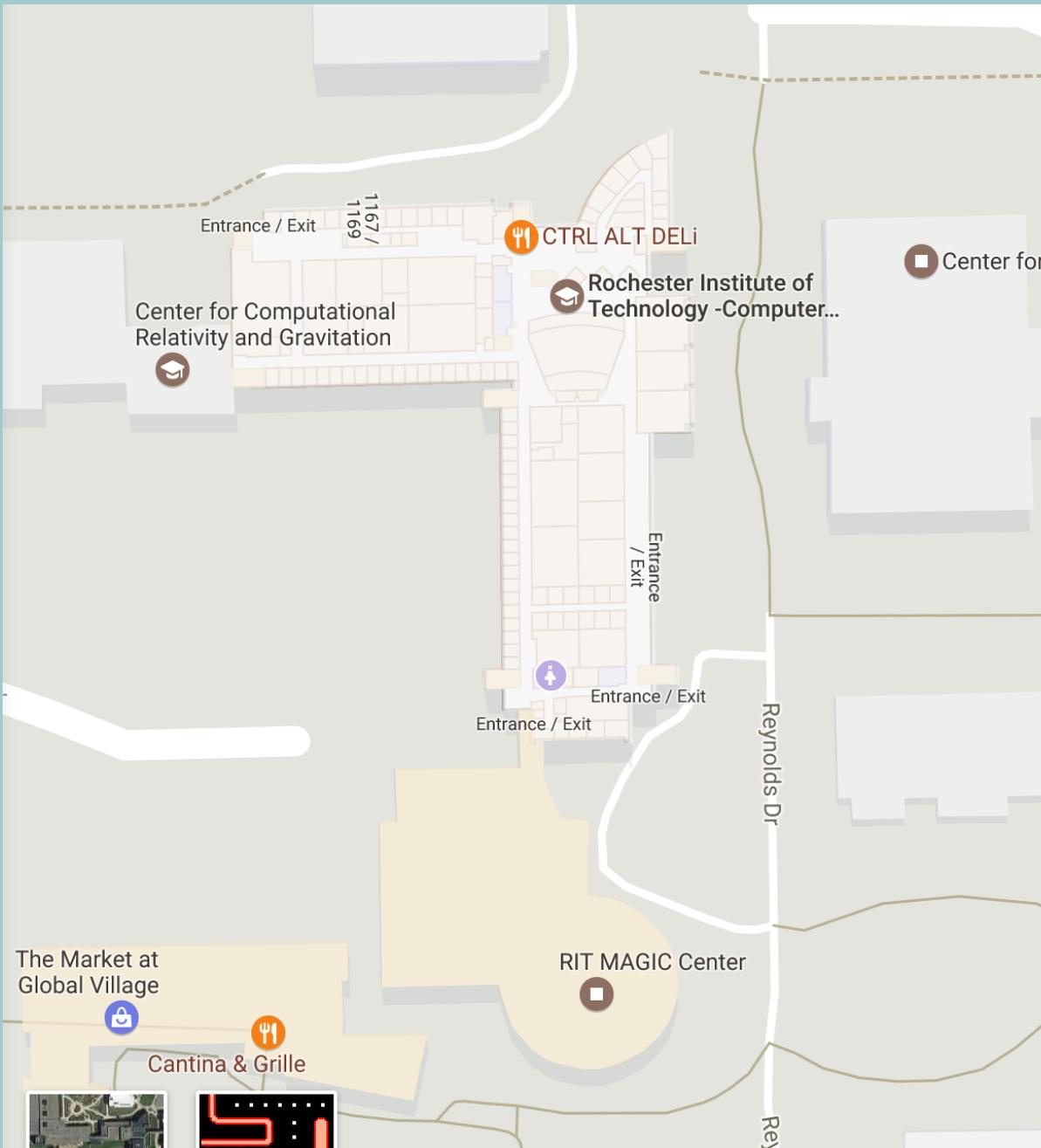
Program Overview

Students in the Game Design and Development Bachelors of Science degree learn and explore the world of entertainment technology and grow their education preparing for a professional career in the game industry or a similar field. Students are also educated in core computing skills that can translate to other technology and computing industries.

CURRICULUM

Additional Information

The game design and development major focuses on game programming. Students learn about many different aspects of the development and design process. The required courses in the major prepare students for advancing their interests in studies and career goals while also creating a portfolio of work from the classes.



GOLISANO

Golisano College of Computing and
Information Sciences

20 Lomb Memorial Drive, Rochester, NY 14623

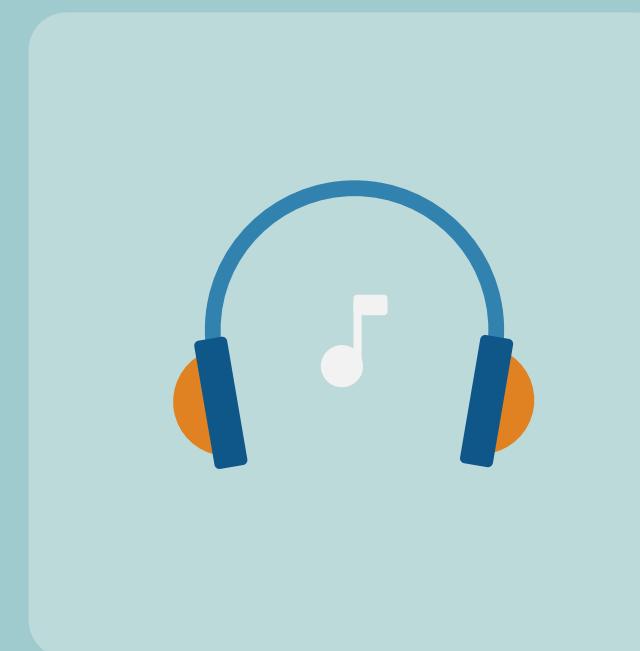
LABS



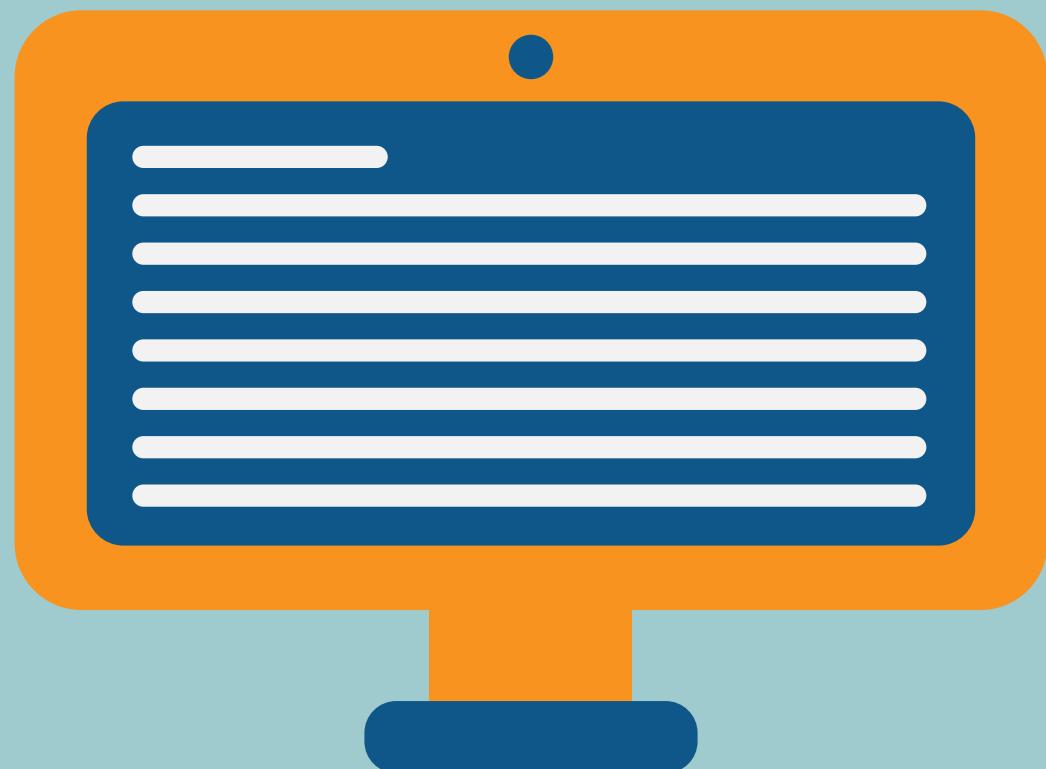
OPEN LAB
2000 / 2025



NEW MEDIA LAB
2550



SOUND LAB
2530/2536



OPEN LAB

Day	Time
Sunday	1:00PM - 12:00AM
Monday	12:00PM - 12:00AM
Tuesday	12:30PM - 12:00AM
Wednesday	12:00PM - 12:00AM
Thursday	12:30PM - 12:00AM
Friday	12:00PM - 12:00AM
Saturday	1:00PM - 12:00AM

TUTORING

Subject
Interactive Design
GDAPS
Interact. Media
2D Animation
Med Dev
Data Struct.
3D Animation
Game Design
Design
Interact Immers.



EVENTS

Today

Spring Preview

April 21, 2017

During our Spring Preview Day, visitors are able to meet faculty, tour campus, residence halls and learn more about the admissions and financial aid process.

Last Day of Class

All Day Event

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IGM Graduation Day

2:00PM - 3:15PM / Golisano Atrium

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SOCIAL MEDIA



FACEBOOK



TWITTER



INSTAGRAM