

*School of **Interactive Games and Media***

# BS/MS Game Design and Development Application

Ideal applicants to the BS/MS Game Design and Development program meet the following qualifications:

- You are a current Game Design & Development undergraduate student
- You have earned a minimum 3.25 cumulative GPA
- You have completed IGME 309: Data Structures & Algorithms for Games and Simulations II by the end of the spring semester, prior to an anticipated fall semester BS/MS start
- You have completed at least 1 full co-op prior to the end of summer semester, prior to an anticipated fall semester BS/MS start
- You have enough classes in your BS degree remaining that you can overlap 3 courses in either your IGM advanced elective OR free elective slots between the two degrees.

Timeline and Application Information:

- You must see your academic advisor to discuss your potential BS/MS plans before the application deadline.
- BS/MS applicants apply by December 15<sup>th</sup> for a fall start in the program. For example, if you wish to begin the BS/MS program in fall 2020, you would apply to the program by December 15<sup>th</sup> in 2019.
- Application materials must be submitted to the IGM BS/MS MyCourses shell. You can be given information to the MyCourses shell from your advisor.
- Incomplete applications will not be reviewed.

## REQUIRED APPLICATION MATERIALS

- ☐ We require that you contact your advisor to discuss the program requirements for the BS/MS program before the application deadline. You may need to meet with your advisor again after the application due date for a projection of your future coursework and to fill out a Change of Program form.
- ☐ Two (2) Letters of Recommendation. At least one letter **MUST** be from an IGM Faculty member. The other letter can be from an IGM Faculty member or someone else who can speak to your abilities including a faculty member from another department, or a co-op supervisor. **\*All letters should be addressed to the IGM Graduate Coordinator and should be sent to [igm-bsms@rit.edu](mailto:igm-bsms@rit.edu).**

Submit the following materials via MyCourses:

- ☐ Current Resume
- ☐ Statement of Purpose written by the applicant that includes your name and your email address. The statement should address what you wish to achieve by completing the BS/MS degree requirements, the relevance of the selection to your personal and career goals, why it is a good fit with your plan of study, and what you can contribute by being a part of the program. Although there is not a page or word count requirement, you should put suitable effort and thought into this statement.
- ☐ GRE Scores or a Portfolio: The portfolio should be select examples to demonstrate technical and design capabilities, include complete source and executables, as well as an explanation as to the applicant role and responsibility on each portfolio piece. Your portfolio should be submitted as either a website or URL; please include the link in a separate document.

The following materials will be provided by the IGM office and added to your application:

- ☐ Unofficial transcript of courses to date
- ☐ BS/MS Projection completed by your advisor

If you have any questions, please contact  
Jessica Bayliss, Graduate Program Coordinator at [jdbics@rit.edu](mailto:jdbics@rit.edu).