

Kaitlyn Tran

February 25th, 2018

Game design and development

Change of major

I am applying because I believe that I do not belong in the computer science program. I enjoy the idea of programming, but for the entertainment and the art of video games, not within the confines of data management. I think that video games are a platform for showing creativity, such as art and music, and also a physical implementation that showcases the area of graphics, animation and efficiency, which suits me more than just what the computer science program offers. Not only that, but also the strong idea of teamwork found within the program that provides different perspectives on ideas and solutions is what suits me. I have had a fondness for games, which ended up nurturing a desire to understand how games are created. Because of this ambition, I would like to create games for others to see the allure behind the process of its production. I believe that my passion was misplaced in my initial choice of the computer science program, and that it should be allocated for this program to allow me to explore my creativity, as well as learn about real-world ideas such as physics, mathematical logic and strong communication skills.

I believe that to be successful within this field, a strong fundamental understanding of math, and sciences such as physics is necessary. Furthermore, it is valuable to have a plethora of knowledge in skills such as writing, communication, and teamwork. These are my strengths that I can use to drive my success in this program. For math, I have a firm grasp on things such as trigonometry, calculus, logical math, and the use of it in the science of physics, as well as the real world. Taking an AP level physics class in high school also gave me experience in the subject. Something that I think will help me the most is communication skills and being able to work well with others in a team setting. The creation of a game is a huge project, and it requires many people to be able to talk and figure out solutions to problems. I am proficient in navigating my peers and working efficiently to find solutions. Not only is the side of mathematics and physics important, but being able to write creatively is something that not only applies in the field of game design and development, but also a skill to have to be successful.

The reason why I have this tenacious interest is because of my own interactions with video games itself. The first game that blew me away was Nintendo's The Legend of Zelda Twilight Princess, and it sparked my interest in video games as an industry, not just a pastime activity. That game, along with many other games, pushed me to realize that video games can be an all-encompassing platform for art, music, storytelling, and even for technology such as virtual and augmented reality. These feelings, such as the excitement for a new game to be released, the feeling of completion of beating a final boss, or even the feeling of victory of finally winning against someone, is something I want to recreate for a new generation to see because it is something I enjoy the most. For experience, I have done basic coding in python, and JavaScript, and have done 3D design classes that taught me how to create models and the use of animation. This was all done within the program of 3D Max.

I would like this degree because it would allow me to pursue my long-term goal of working at Nintendo, whether it would be for Nintendo of America or Nintendo of Japan. The game

franchises they have made such as the legend of Zelda, Super Mario, and Fire Emblem were the ones I want to contribute to. I want to see their continued success and watch the company flourish for a long time so others can appreciate their grandeur as much as I did, when I first saw them. I grew up with these games and would like to part of something that inspired me so much.

This major is the right fit for me because it was the reason why I applied to RIT and decided to go here. I believe that I can contribute many things into the School of Interactive Games and Media. With my personality, I can actively participate in the creation and innovation of many games, as well as be successful. My spontaneity and energy would allow creative ideas to flow fluently. Continuous devotion is what I have to be successful. I also think that being able to ask questions and openly voice out strong opinions and criticisms are things one would need when interactions between classmates, professors, and employers occur. Not only is giving out criticisms very important, but also being able to receive it can help one understand and learn at a greater rate.

Video games is a platform for creativity, innovation, but also meeting people with different perspectives, teamwork, and hard work. A game has many components and put together to create something that people of all ages can enjoy. I would like to be part of this process and be able to see enjoyment from people who play my games, just like how I fell in love with video games.