GSAS Advising Session

Computer Science Concentration

Ben Chang, GSAS Co-Director  
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Who is my advisor?

Check on SIS

Your HASS Faculty Mentor is temporarily listed as your advisor for GSAS
GSAS Core

for students entering Fall 2012 or after:

<table>
<thead>
<tr>
<th>Course Number</th>
<th>Course Title</th>
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<tbody>
<tr>
<td>COGS 2520</td>
<td>Intro to Game Design</td>
</tr>
<tr>
<td>ARTS 1xxx</td>
<td>Art for Interactive Media</td>
</tr>
<tr>
<td>COMM 1600</td>
<td>History and Culture of Games</td>
</tr>
<tr>
<td>COGS 4320</td>
<td>Game Mechanics</td>
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<tr>
<td>COGS/CSCI 4520</td>
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<tr>
<td>IHSS 4xxx</td>
<td>GSAS Research Project</td>
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## GSAS Core

for students entering Fall 2010, 2011

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One of:

- Intro to Game Production
- Writing for Games I
- Level Design
- Interactivity and Flash
GSAS Computer Science Concentration

CSCI 2400 Models of Computation [entered before F12] -- OR --
CSCI 2200 Foundations of Computer Science [entered F12 or later]

CSCI 2300 Intro to Algorithms
CSCI 2500 Computer Organization
CSCI 4210 Operating Systems
CSCI 4430 Programming Languages

ECSE 4750 Computer Graphics -- OR --
CSCI 4530 Advanced Computer Graphics

COGS 4964 Game Architecture
COGS 4962 Game AI
CSCI 4440 Software Design and Documentation
GSAS Course Highlights

Recent Additions, Special Topics, and Electives

COMM 49xx  Writing for Games I
COMM 49xx  Writing for Games II
COMM 49xx  Intro to Level Design
COMM 49xx  Intro to Game Production
COGS 49xx  Learning and Game AI
HASS Distribution Requirement

- 20 credits (5 courses) in HASS
- At least 2 in the Humanities
- At least 2 in the Social Sciences
- Depth requirement: at least 2 with the same Prefix, with one above the 1000 level
- At least 1 4-credit 4000 level class
- No more than 3 at 1000 level
- At least 1 Communication Intensive
# HASS Distribution Requirement

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<th>Humanities</th>
<th>Social Sciences</th>
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<td>Art, Music, Media Arts (ARTS)</td>
<td>Cognitive Science (COGS)</td>
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<td>Communication (COMM)</td>
<td>Economics (ECON)</td>
</tr>
<tr>
<td>History (STSH)</td>
<td>Psychology (PSYC)</td>
</tr>
<tr>
<td>Literature (LITR)</td>
<td>Sociology (STSS)</td>
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<tr>
<td>Writing (WRIT)</td>
<td>Anthropology (STSS)</td>
</tr>
<tr>
<td>Philosophy (PHIL)</td>
<td>Interdisciplinary (IHSS)</td>
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Communication Intensive

• Must complete two "CI" courses
• One in your major
• One other CI course in HASS
• History and Culture of Games counts as 1
• Cannot be taken Pass/No Credit
• Approved CI courses are listed in SIS
Registration Timeline

- Registration time tickets were sent out on March 6\textsuperscript{th}.
- Registration time tickets are based on credits earned.
- Most first year students will register on April 11 – 15\textsuperscript{th}
- If you don’t register by 4/15, you could be charged a $ 75 late fee.
- If you have any hold(s) on your account, you will not be able to register. Please go to Student Records and Financial Services Office on 2\textsuperscript{nd} floor of Academy Hall for assistance.
- Open Registration will begin on May 13\textsuperscript{th}. 
Registration Tools

coursescheduler.rpi.edu: This is a program that you can download to create your schedule.

http://www.rpi.edu/academics/catalog/index.html

The course descriptions, major requirements and prerequisites.
Portfolio

Keep an online portfolio of your work, both class assignments and independent project.

Show who you are, what you do, what you have accomplished, what makes you unique

Best work first

Don't design it yourself - focus on your work!
Portfolio examples

http://ohgoshdanger.carbonmade.com/
http://www.mollyjameson.com
http://www.parismav.com/
http://agniinteractive.carbonmade.com/
http://stephlaberis.carbonmade.com/
http://www.messhof.com/
http://hcsoftware.sourceforge.net/jason-rohrer/
http://cardboardcomputer.com/games/
Steps to transfer a course

Send the course description to school rep.
Lee O’Dell (HASS) odellc@rpi.edu
Kurt Anderson (ENGR) anderk5@rpi.edu
David Spooner(Science) spoond@rpi.edu
Beth Macey(Management) maceyb2@rpi.edu

Fill out the Transfer Approval Form (need signatures from school representative and advisor)
Take form to Registrar (Academy Hall)
Have Visiting College send an Official Transcript to RPI’s Registrar
Must have a “C-” or better for course credits to be accepted.
Sophomore Year

- Focus on your Concentration area within GSAS

- If you haven't picked a Concentration yet, now is the time to do it!

- Fall: Character and Story for Games
Professional & Personal Development

Gamasutra.com

Boston IGDA (bostonpostmortem.org)

Apply for GDC scholarships:
conference associate positions

Apply for awards, competitions: IGF, Indiecade, PAX, SIGGRAPH Art Gallery, ISEA, FILE
Summer Experiences

● Take a Summer Classes at RPI [http://summer.rpi.edu](http://summer.rpi.edu) or at your local college or university
● Work in your field (Career Development Center)
● Apply for Internships paid/unpaid
● Volunteer at a professional office, hospital.
● Summer jobs at RPI: [http://summer.rpi.edu](http://summer.rpi.edu)
Study Abroad Programs

Institute Wide Programs
Semester long programs
2 week programs tied to a spring course
Summer/winter opportunities
Study abroad office conducts 3-4 information sessions a year
Karen Dvorak- dvorak2@rpi.edu
Other programs:
Management Study Abroad Programs-1 semester
Architecture Study Abroad Programs-1 semester
Questions?