GSAS Advising Session

Electronic Arts Concentration
# GSAS Core

for students entering Fall 2012 or after:

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
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</thead>
<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>
</tr>
<tr>
<td>COMM 4960</td>
<td>Character and Story for Games</td>
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<tr>
<td>COGS/CSCI 4520</td>
<td>Game Development I</td>
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<tr>
<td>COGS/CSCI 4969</td>
<td>Game Development II</td>
</tr>
<tr>
<td>ARTS 4510</td>
<td>Experimental Game Design</td>
</tr>
<tr>
<td>IHSS 4xxx</td>
<td>GSAS Research Project</td>
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GSAS Core

for students entering Fall 2010, 2011

COGS 2520  Intro to Game Design
COMM 1600  History and Culture of Games
COGS 4320  Game Mechanics
COMM 4960  Character and Story for Games
COGS/CSCI 4520  Game Development I
COGS/CSCI 4969  Game Development II
ARTS 4510  Experimental Game Design
IHSS 4xxx  GSAS Research Project

One of:
Intro to Game Production, Writing for Games I, Level Design, Interactivity and Flash
### GSAS Electronic Arts Concentration

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<tr>
<th>Course Code</th>
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<tbody>
<tr>
<td>ARTS 1020</td>
<td>Media Studio Imaging</td>
</tr>
<tr>
<td>ARTS 1010</td>
<td>Music and Sound -- OR --</td>
</tr>
<tr>
<td>ARTS 1030</td>
<td>Digital Filmmaking</td>
</tr>
<tr>
<td>ARTS 1200</td>
<td>Basic Drawing</td>
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<tr>
<td>ARTS 2060</td>
<td>Fundamentals of Animation -- OR --</td>
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<tr>
<td>ARTS 2040</td>
<td>Intermediate Digital Imaging</td>
</tr>
<tr>
<td>ARTS 4060</td>
<td>Animation I</td>
</tr>
<tr>
<td>ARTS 4070</td>
<td>Animation II</td>
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<tr>
<td>ARTS 4020</td>
<td>Advanced Digital 3D Projects</td>
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<tr>
<td>ARTS 2530</td>
<td>Art History I: From Paleolithic to Renaissance</td>
</tr>
<tr>
<td>ARTS 2540</td>
<td>The Multimedia Century</td>
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Additional Requirements for Dual Major in Electronic Arts

ARTS-2400  Music Theory I or ARTS-4410 Deep Listening
ARTS-2xxx  Arts Elective
ARTS-4130  New Media Theory
ARTS-4xxx  Arts Elective
ARTS-4990  B.S. Arts Thesis
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<tr>
<td>ARTS 2070</td>
<td>Graphical Storytelling</td>
</tr>
<tr>
<td>ARTS 2220</td>
<td>Fundamentals of 2D Design</td>
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<tr>
<td>ARTS 4200</td>
<td>Advanced Drawing</td>
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<tr>
<td>ARTS 4220</td>
<td>Painting</td>
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<tr>
<td>ARTS 2210</td>
<td>Sculpture I</td>
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<tr>
<td>ARTS 4xxx</td>
<td>ART&amp;&amp;CODE&amp;&amp;INTERACTIVITY</td>
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<tr>
<td>ARTS 4010</td>
<td>Interactive Arts Programming</td>
</tr>
<tr>
<td>ARTS 4030</td>
<td>Multimedia Performance Systems</td>
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<td>ARTS 2020</td>
<td>Computer Music</td>
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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

<table>
<thead>
<tr>
<th>Humanities</th>
<th>Social Sciences</th>
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<tbody>
<tr>
<td>Art, Music, Media Arts (ARTS)</td>
<td>Cognitive Science (COGS)</td>
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<tr>
<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>
</tr>
<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 6th.
- Registration time tickets are based on credits earned.
- Most first year students will register on April 11 – 15th.
- 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 2nd floor of Academy Hall for assistance.
- Open Registration will begin on May 13th.
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 projects.

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.
Your Sophomore Year

The second year is a time for questions: more students question their major, direction, and general life plans. Is this all there is? Why am I here? Should I transfer?

It’s natural to question and explore your options. Speaking to faculty from various departments, advisor, Career Develop Center, peers, alumni, and parents will provide information to affirm or change your direction.
Sophomore Year academically

- 2000 level classes will build on 1000 classes
- HW problems are more complex & crucial to do well on exams
- 2-3 Exams during the semester & Final
- Projects and Papers are more in depth
- These are the courses that begin to focus more in your major and the skills needed to be successful in your field.
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
Sophomore Year : GSAS/EARTS

Animation Prereq Sequence

Media Studio Imaging
Basic Drawing
Fundamentals of Animation  OR  Intermediate Digital Imaging
**Animation I**
Animation II
Adv Digital 3D Projects

Animation I is where we begin working on 3D modeling and animation in Maya. You will need these skills *before* taking Game Development I in Fall of your Junior Year, so make sure to get into Animation I and if possible Animation II in Sophomore year.
Professional & Personal Development

**Sophomore Experience:** CDC coordinates presentations, discussions and networking opportunities with professionals in the field throughout the year.

**Archer Center:** Annual Leadership Conference

**Undergraduate Research Projects**

**NSBE&SHEP Career Fair**
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- dovorak2@rpi.edu
Other programs:
Management Study Abroad Programs- 1 semester
Architecture Study Abroad Programs- 1 semester