GSAS Advising

Fall 2014

http://games.wp.rpi.edu
http://gsas.rpi.edu

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Office Hours: Tuesdays, 2:30-5:00
## CORE

### Year 1 + 2
- **COGS 2520**: Intro to Game Design
- **ARTS 1040**: Art for Interactive Media
- **COGS 4320**: Game Mechanics
- **COMM 1600**: History and Culture of Games
- **COMM 4220**: Character and Story for Games

### Year 3
- **COGS/CSCI 4520**: Game Development I
- **COGS/CSCI/ARTS 4540**: Game Development II

### Year 4
- **ARTS 4510**: Experimental Game Design
- **IHSS 4xxx**: GSAS Research Project
GSAS Computer Science Concentration

CSCI 2200  Foundations of Computer Science
CSCI 2300  Intro to Algorithms
CSCI 2500  Computer Organization
CSCI 2600  Principles of Software
CSCI 4210  Operating Systems
CSCI 4430  Programming Languages
CSCI 4530  Advanced Computer Graphics

or

ECSE 4750  Computer Graphics
COGS 4964  Game Architecture
COGS 4962  Game AI
GSAS Cognitive Science Concentration

CSCI 2300   Introduction to Algorithms
CSCI 4150   Introduction to Artificial Intelligence --OR-- COGS 4962    Game AI
COGS 2120/PHIL 2120/PSYC 2120    Introduction to Cognitive Science
PHIL 2130    Intro to Philosophy of Science --OR-- IHSS 1964    Minds and Machines
PSYC 4320   Behavioural Neuroscience
PSYC 4370   Cognitive Psychology
PSYC 4410   Sensation and Perception --OR-- PSYC 4964    Structure of Language
PSYC 4510   Cognitive Modeling --OR-- COGS 4xxx Programming for Cognitive Science and AI
Choose one of:
PHIL 4620    Philosophy of Artificial Intelligence
PHIL 4xxx    Philosophy of Cognitive Science
PHIL 4440    Knowledge, Belief and Cognition
PHIL 4480    Metaphysics and Consciousness
# GSAS HCI Concentration

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
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<tbody>
<tr>
<td>COMM 1510</td>
<td>Introduction to Communication Theory</td>
</tr>
<tr>
<td>COMM 2610</td>
<td>Introduction to Visual Communication</td>
</tr>
<tr>
<td>COMM 4180</td>
<td>Studio Design in Human-Computer Interaction</td>
</tr>
<tr>
<td>COMM 4420</td>
<td>Foundations of HCI Usability</td>
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<tr>
<td>COMM 4470</td>
<td>Information Design</td>
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<tr>
<td>COMM 4690</td>
<td>Interface Design: Hypermedia Theory and Application</td>
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<tr>
<td>COMM 4770</td>
<td>User-Centered Design --OR--</td>
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<tr>
<td>COMM 4520</td>
<td>Information Architecture</td>
</tr>
<tr>
<td>PSYC 2220</td>
<td>Human Factors in Design</td>
</tr>
<tr>
<td>COMM 4964</td>
<td>Internet Programming</td>
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</tbody>
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Suggested summer course: Interactive Media Design

**NOTE:** Intro to Visual Communication has limited space and is restricted to COMM and EMAC majors. If you want to do the HCI Concentration, consider declaring the full COMM dual major.
GSAS Writing Concentration

COMM 1510 Introduction to Communication Theory
WRIT 2310 Creative Writing
COMM 4560 Media and Popular Culture
COMM 4966 Video Game Level Design
COMM 4240 Writing for Games I
COMM 4250 Writing for Games II
COMM 4xxx Communication Studies
COMM 4xxx Writing Internship
HASS 4xxx HASS Communications Elective
# GSAS Management Concentration

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
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<tbody>
<tr>
<td>ECON 1200</td>
<td>Introductory Economics</td>
</tr>
<tr>
<td>MGMT 1100</td>
<td>Introduction to Management</td>
</tr>
<tr>
<td>MGMT 1260</td>
<td>External Environment of Business</td>
</tr>
<tr>
<td>MGMT 2300</td>
<td>Fundamentals of Accounting for Decision Making</td>
</tr>
<tr>
<td>MGMT 2320</td>
<td>Managerial Finance</td>
</tr>
<tr>
<td>MGMT 2510</td>
<td>Microcomputers and Applications</td>
</tr>
<tr>
<td>MGMT 4430</td>
<td>Marketing Principles</td>
</tr>
<tr>
<td>MGMT 4850</td>
<td>Organizational Behavior in High Performance Organizations</td>
</tr>
<tr>
<td>MGMT 4870</td>
<td>Strategy and Policy</td>
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Suggested special topics elective:

- COMM 4963 Introduction to Game Production
- MGMT 4530 Starting up a New Venture
GSAS Electronic Arts Concentration

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</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>
</tr>
<tr>
<td>ARTS 2060</td>
<td>Fundamentals of Animation -- OR --</td>
</tr>
<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>
</tr>
<tr>
<td>ARTS 4020</td>
<td>Advanced Digital 3D Projects</td>
</tr>
<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>
</tr>
</tbody>
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NOTE: make sure to get into Animation I at least by Sophomore year, so you have 3D experience before Game Development I
Math/Science Requirements

Institute Requirements: 24 Credits of Math/Science, including 8 credits of Math

GSAS Requirements

MATH 1010 Calculus I or MATH 1500 Calculus for HASS
CSCI-1100 Computer Science I
PHYS-1100 Physics I or PHYS-1050 General Physics
BIOL-1010 Intro to Biology

________ Math Elective
________ Science Elective

GSAS Requirements (CSCI and COGS Concentration)

MATH 1010 Calculus I
CSCI-1100 Computer Science I
CSCI-1200 Data Structures
PHYS-1100 Physics I
BIOL-1010 Intro to Biology

________ MATH OPTION: MATH-4030 Computability and Logic (cross-listed with PHIL-4420)
OR any MATH or MATP at 2000 level or higher level (except MATH- 2800).
Spring Registration

1st Year:
- Game Mechanics
- Art for Interactive Media or History & Culture of Games

2nd Year:
- Art for Interactive Media, History & Culture of Games
  if you didn’t take them yet
- **Concentration course or Elective**
  (consider Level Design, Intro to Game Production, or even something that has nothing
to do with games!)

3rd Year:
- **Game Development II**
  1 course, 3 sections, ARTS, COGS, CSCI
  CSCI Duals: register for the CSCI section to use this for a CS option

4th Year:
- **GSAS Research Project OR Experimental Game Design**
  Whichever one you didn’t take this fall
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>
</tr>
<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>
</tr>
<tr>
<td>Interdisciplinary (IHSS)</td>
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</tbody>
</table>
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\(^{th}\).
- Registration time tickets are based on credits earned.
- Most first year students will register on April 11 – 15\(^{th}\).
- 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\(^{nd}\) floor of Academy Hall for assistance.
- Open Registration will begin on May 13\(^{th}\).
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.

http://yacs.me

Yet Another Course Scheduler -
What can I do for my GSAS Research Project?

- Join a faculty-led research project. Ask faculty what they’re working on, find a project that fits your interests.

- Propose an original research project
  “Research” may include many different things, depending on your concentration.
  - User research: study people playing games
  - Game studies research: history, theory, analysis of games
  - Game development and architecture research: new programming techniques
  - Design research: pose a question about game design
  - Artistic research: investigate an artistic question

GSAS Research Projects can be team projects
GSAS Research Project

To register for it, you need a faculty supervisor to work with you.

Fill out the Independent Study Form: [http://www.rpi.edu/dept/srfs/ugindependent_study.pdf](http://www.rpi.edu/dept/srfs/ugindependent_study.pdf) (Form 4U)
Rensselaer Games Showcase

Sponsored by the Game Dev Club, Friday November 21, 5-8, McNeill Room

http://gamedev.union.rpi.edu/rgs-home/rgs/
GameFest 2015

May 1+2, EMPAC

Seeking suggestions for keynote speaker and additions to the program