

GSAS Advising Session

GSAS Core

for students entering Fall 2012 or after:

COGS 2520	Intro to Game Design
ARTS 1xxx	Art for Interactive Media
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

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for students entering Fall 2010,2011

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COGS 4320	Game Mechanics
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ARTS 4510	Experimental Game Design
IHSS 4xxx	GSAS Research Project

One of:

Intro to Game Production, Writing for Games I, Video Game Level Design,
Interactivity and Flash

GSAS Writing for Games Concentration

CONCENTRATION COURSES

- COMM-1510 – Introduction to Communication Theory
- WRIT-2310 – Creative Writing
- COMM-4560 – Media and Popular Culture
- COMM-4xxx – Writing for Games I
- COMM-4790 – Social Impact of Electronic Media
- COMM-4xxx – Writing for Games II
- COMM-4xxx – Communication Studies
- COMM-4xxx – Writing Internship
- HASS-4xxx – HASS Elective

Suggested GSAS Elective Courses

- COMM 49xx Video Game Level Design
- COMM 49xx Intro to Game Production
- ARTS 1030 Digital Filmmaking
- ARTS 4630 Writing and Directing for Video
- ARTS 4040 Rethinking Documentary

Freshman Year : GSAS/WRITING

COMM-1510 Introduction to Communications Theory

WRIT-2310 Creative Writing

Sophomore Year : GSAS/WRITING

FALL:

COMM-4960 Character and Story for Games

COMM-4560 Media and Popular Culture

SPRING:

COMM-4962 Writing for Games I

COMM-4790 Social Impact of Electronic Media

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

COMM 1510	Introduction to Communication Theory
COMM 2610	Introduction to Visual Communication
COMM 4180	Studio Design in Human-Computer Interaction
COMM 4420	Foundations of HCI Usability
COMM 4470	Information Design
COMM 4690	Interface Design: Hypermedia Theory and Application
COMM 4710	Communication Design for the WWW
COMM 4770	User-Centered Design --OR--
COMM 4520	Information Architecture
PSYC 2220	Human Factors in Design

GSAS Management Concentration

ECON 1200	Introductory Economics
MGMT 1100	Introduction to Management
MGMT 1260	External Environment of Business
MGMT 2300	Fundamentals of Accounting for Decision Making
MGMT 2320	Managerial Finance
MGMT 2510	Microcomputers and Applications
MGMT 4430	Marketing Principles
MGMT 4850	Organizational Behavior in High Performance Organizations
MGMT 4870	Strategy and Policy

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

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

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://imgtfy.com/?q=rpi+catalog>

course descriptions, major requirements and prerequisites.

See SIS also for descriptions of Topics courses, which aren't in the catalog.

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!

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

Professional & Personal Development

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

Archer Center: Annual Leadership Conference

Undergraduate Research Projects
NSBE & SHEP Career Fair

Gamasutra
gamedevmap.com
Boston IGDA (bostonpostmortem.org)

Apply for:

Game Developers Conference Scholarships

Game Developers Conference Associate positions

Awards, competitions - IGF, Indiecade, SCAD, Wisconsin, PAX, SIGGRAPH
Art Gallery, ISEA, FILE

Summer Experiences

- Take a Summer Classes at RPI <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>

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