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
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, 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
<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>
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<tr>
<td>COMM 2610</td>
<td>Introduction to Visual Communication</td>
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<tr>
<td>COMM 4180</td>
<td>Studio Design in Human-Computer Interaction</td>
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<td>COMM 4420</td>
<td>Foundations of HCI Usability</td>
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<td>COMM 4470</td>
<td>Information Design</td>
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<td>COMM 4690</td>
<td>Interface Design: Hypermedia Theory and Application</td>
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<td>COMM 4710</td>
<td>Communication Design for the WWW</td>
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<td>COMM 4770</td>
<td>User-Centered Design --OR--</td>
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<td>COMM 4520</td>
<td>Information Architecture</td>
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<td>PSYC 2220</td>
<td>Human Factors in Design</td>
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# GSAS Management Concentration

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<th>Course Code</th>
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<tr>
<td>ECON 1200</td>
<td>Introductory Economics</td>
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<tr>
<td>MGMT 1100</td>
<td>Introduction to Management</td>
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<tr>
<td>MGMT 1260</td>
<td>External Environment of Business</td>
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<tr>
<td>MGMT 2300</td>
<td>Fundamentals of Accounting for Decision Making</td>
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<td>MGMT 2320</td>
<td>Managerial Finance</td>
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<tr>
<td>MGMT 2510</td>
<td>Microcomputers and Applications</td>
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<tr>
<td>MGMT 4430</td>
<td>Marketing Principles</td>
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<tr>
<td>MGMT 4850</td>
<td>Organizational Behavior in High Performance Organizations</td>
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<tr>
<td>MGMT 4870</td>
<td>Strategy and Policy</td>
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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>
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<tr>
<th>Humanities</th>
<th>Social Sciences</th>
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<tr>
<td>Art, Music, Media Arts (ARTS)</td>
<td>Cognitve Science (COGS)</td>
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<td>Communication (COMM)</td>
<td>Economics (ECON)</td>
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<td>History (STSH)</td>
<td>Psychology (PSYC)</td>
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<td>Literature (LITR)</td>
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<td>Writing (WRIT)</td>
<td>Anthropology (STSS)</td>
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<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://lmgtfy.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](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