

GSAS Advising Session

Computer Science Concentration

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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:

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, 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

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://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> 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

Questions?