

GSAS Advising Session

Electronic Arts Concentration

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 Electronic Arts Concentration

ARTS 1020	Media Studio Imaging
ARTS 1010	Music and Sound -- OR --
ARTS 1030	Digital Filmmaking
ARTS 1200	Basic Drawing
ARTS 2060	Fundamentals of Animation -- OR --
ARTS 2040	Intermediate Digital Imaging
ARTS 4060	Animation I
ARTS 4070	Animation II
ARTS 4020	Advanced Digital 3D Projects
ARTS 2530	Art History I: From Paleolithic to Renaissance
ARTS 2540	The Multimedia Century

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
- ARTS-4990 B.S. Arts Thesis

Suggested Arts Courses

ARTS 2070	Graphical Storytelling
ARTS 2220	Fundamentals of 2D Design
ARTS 4200	Advanced Drawing
ARTS 4220	Painting
ARTS 2210	Sculpture I
ARTS 4xxx	ART&&CODE&&INTERACTIVITY
ARTS 4010	Interactive Arts Programming
ARTS 4030	Multimedia Performance Systems
ARTS 2020	Computer Music

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 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) spooned@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 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> 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- dovorak2@rpi.edu

Other programs:

Management Study Abroad Programs-1 semester

Architecture Study Abroad Programs- 1 semester

