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| --- | --- |
| **BACHELORS of SCIENCE in GAME**  **DESIGN & DEVELOPMENT**  **ROCHESTER INSTITUTE OF TECHNOLOGY**  **SEMESTER CURRICULUM MAP** | Media / Web Literacy and Design |
|  | Game Development and Programming |
|  | Interactive Media Technology |
|  | Game Design and Aesthetics |
|  | Mathematics and Science |
|  | Advanced Graphics Development |
|  | Artificial Intelligence |
| Game Development and Algorithmic Problem Solving I  IGME-105 | Digital Music, Sound and Audio |
|  | Other Advanced Elective |

**C** Computer Science Elective

CORE REQUIRED COURSE

ADVANCED ELECTIVE OPTION

**C** Computer Science Elective

**E** Computer Science Elective

Intro to Interactive Media

IGME-110

Game Development and Algorithmic Problem Solving II

IGME-106

Discrete Math

MATH-131

**E** Computer Science Elective

**E** Computer Science Elective

Innovation & Invention (requires 3rd year standing)

IGME-581

IGM Production Studio (requires 3rd year standing)

IGME-580

**E** Computer Science Elective

Systems Concepts for Games and Media

IGME-451

**E** Computer Science Elective

Foundations of Game Engine Des. & Dev.

IGME-550

**E** Computer Science Elective

Rich Media Web Application

Development I

**C** Computer Science Elective

IGME-330

**C** Computer Science Elective

**E** Computer Science Elective

**E** Computer Science Elective

**E** Computer Science Elective

**C** Computer Science Elective

**C** Computer Science Elective

**C** Computer Science Elective

**E** Computer Science Elective

Humanitarian Free & Open Source Software Development

(requires 3rd year standing)

IGME-582

**E** Computer Science Elective

**E** Computer Science Elective

**C** Computer Science Elective

**C** Computer Science Elective

**C** Computer Science Elective

**C** Computer Science Elective

**E** Computer Science Elective

**E** Computer Science Elective

**E** Computer Science Elective

Interaction, Immersion, and the Media Interface

IGME-236

**R** Computer Science Elective

Foundations of Interactive Narrative

IGME-529

**E** Computer Science Elective

**E** Computer Science Elective

**E** Computer Science Elective

**E** Computer Science Elective

**C** Computer Science Elective

**C** Computer Science Elective

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**C** Computer Science Elective

**C** Computer Science Elective

Digital Audio Production

IGME-570

College Physics I

PHYS-111

A.I. for Game Environments

IGME-560

MATH-185

Math of Graphical Simulation I

Online Virtual Worlds and Simulation

IGME-440

Physical Computing and Alternative Interfaces

IGME-470

Interactive & Game Audio

IGME-571

Intro to Intelligent Sys

CSCI-331

Digital Video for the Web

IGME-431

IGME-230

Website Des &

Implementation

Advanced Animation & Asset Production

IGME-219

Casual Game Development

IGME-450

Rich Media Web Application Development II

IGME-430

Programming Language Concepts

CSCI-344

Intro to Comp. Graphics

CSCI-510

Foundations of Game Graphics Programming

IGME-540

Data Structures & Algorithms for Games & Simulation I

IGME-209

Game Design & Dev. II

IGME-320

Game Design & Dev. I

IGME-220

Interactive Media Dev.

IGME-202

Math of Graphical Simulation II

MATH-186

2D & 3D Animation & Asset Production

IGME-119

Data Structures & Algorithms for Games & Simulation II

IGME-309