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| **BACHELORS of SCIENCE in NEW MEDIA**  **INTERACTIVE DEVELOPMENT**  **ROCHESTER INSTITUTE OF TECHNOLOGY**  **SEMESTER CURRICULUM MAP** | Media / Web Literacy and Design |
|  | NMID Development and Programming |
|  | Interactive Media Technology |
|  | Game Design and Development |
|  | Mathematics and Science |
| New Media Interactive Design and Algorithmic Problem Solving I | CIAS Art & Design Core Courses |
|  | Other Advanced Elective |
| New Media Interactive Design and Algorithmic Problem Solving II  IGME-102 | Digital Music, Sound and Audio |

IGME-101

**C** Computer Science Elective

**C** Computer Science Elective

CORE REQUIRED COURSE

PROGRAM ELECTIVE OPTION

**C** Computer Science Elective

**E** Computer Science Elective

Intro to Interactive Media

IGME-110

New Media Interactive Design and Algorithmic Thinking III

IGME-201

IGME-430

**C** Computer Science Elective

Rich Media Web Application

Development I

**E** Computer Science Elective

**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

Humanitarian Free & Open Source Software Development

(requires 3rd year standing)

IGME-582

**C** Computer Science Elective

**C** Computer Science Elective

**C** Computer Science Elective

**C** Computer Science Elective

Interactive & Game Audio

IGME-571

**E** Computer Science Elective

**E** Computer Science Elective

Digital Audio Production

IGME-570

Data Structures & Algorithms for Games & Simulations I

IGME-309

**E** Computer Science Elective

**E** Computer Science Elective

IGME-209

Data Structures & Algorithms for Games & Simulations I

**E** Computer Science Elective

College Physics I

PHYS-111

**C** Computer Science Elective

Interaction, Immersion, and the Media Interface

IGME-236

New Media Team Project

(req. 4th year status)

IGME-588

New Media Design Career Skills

NMDE-401

New Media Design and Imaging

NMDE-101

New Media Design Elements I

NMDE-102

**C** Computer Science Elective

Discrete Mathematics

MATH-131

**C** Computer Science Elective

**C** Computer Science Elective

Foundations of Interactive Narrative

IGME-529

**E** Computer Science Elective

**E** Computer Science Elective

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**E** Computer Science Elective

**C** Computer Science Elective

**C** Computer Science Elective

**C** Computer Science Elective

**C** Computer Science Elective

MATH-185

Mathematics of Graphical Simulation I

Online Virtual Worlds and Simulation

IGME-440

Physical Computing and Alternative Interfaces

IGME-470

Digital Video for the Web

IGME-431

IGME-230

Website Des &

Implementation

Advanced Animation & Asset Production II

IGME-219

Casual Game Development

IGME-450

Rich Media Web Application Development II

IGME-430

Game Design & Dev. II

IGME-320

Game Design & Dev. I

IGME-220

Interactive Media Dev.

IGME-202

Mathematics of Graphical Simulation II

MATH-186

2D & 3D Animation & Asset Production

IGME-119