

Name of domain: Interactive Entertainment

This domain provides students with a broad exposure to the artistic perspective of game development. Within this domain, students will acquire the knowledge and skills needed to work with artists and animators. This domain is useful for students who wish to complement their technical expertise in game development. It also provides a path for obtaining a minor in Game Design and Development. Artistic talent is strongly recommended.

Courses (ANY 3 of the following)

<i>Course number</i>	<i>Course title</i>	<i>Prerequisites</i>
4003-570 -or- 4002-380	Computer Graphics I Fundamentals of Game Design & Development (see Domain Prerequisites below)	3 rd Year standing 4002-330 4002-320
2065-217	Digital Video for Multimedia	
2065-331	Introduction to Animation I	Must register for Fall term offering
2065-382	Introduction to Digital Animation	
2065-457	Introduction to 3D Modeling: Animation	2065-331
0504-319	Arts of Expression: Storytelling (Note that Liberal Arts uses the same course number for varying "Arts of Expression" topics, be sure "Storytelling" is the version being offered)	0502-227 Writing

Domain Prerequisites

<i>Course number</i>	<i>Course title</i>
4002-330	Interactive Digital Media (requires 4002-320)
4002-320	Introduction to Multimedia: The Internet & the Web - You may request through the IT Department to test out of this course to satisfy the prerequisite requirement for 4002-330. See: http://www.it.rit.edu/?q=node/99

Considerations

Before you start on an application domain you should work through the impacts on your schedule. There may be a need to coordinate your co-op blocks based on the quarters in which courses are typically offered as well as considering course pre-requisite chains required within the application domain. In order for the Arts & Expression course to count towards the application domain, you cannot use the course in the Arts & Expression slot in your overall SE flowchart.

Minor in Game Design and Development

1. Select Interactive Entertainment as your Application Domain.
2. Complete course 4002-320 (Introduction to Multimedia: The Internet & the Web). You may request through the IT Department to test out of this course. See: <http://www.it.rit.edu/?q=node/99>. If you cannot successfully test out of 4002-320 you may need credits beyond the total required by the Software Engineering program to complete this course.
3. Complete course 4002-330 (Interactive Digital Media) which is a prerequisite for 4002-380 and a required course for the Game Design and Development minor. You may need credits beyond the total required by the Software Engineering program to complete this course.
4. Within the Interactive Entertainment Application Domain, select 4002-380 (Fundamentals of Game Design & Development I) as one of your application domain course options. The two remaining application domain courses must come from outside GCCIS.
5. Use your three free electives for required courses in the Game Design & Development minor:
 - 4002-381 Fundamentals of Game Design & Development II
 - 4002-387 Data Structures & Algorithms for Game Design & Development I
 - 4002-487 Data Structures & Algorithms for Game Design & Development II

Also note that IT offers an alternative gaming minor in “Game Design” which is intended specifically for majors outside GCCIS (i.e. students that do not have substantial programming experience as a part of their academic major). It is assumed that Software Engineering majors will not pursue this option. Be sure to consult with your academic advisor prior to selecting this minor.

Last reviewed: Reichlmayr, 10/10/2008