Advising Notes for the IMGD Major

- A good SSPS class for IMGD majors is Psychology (PSY 1400 Introduction to Psychological Science).

- A good Science class for IMGD majors is Physics (PH 1110 General Physics - Mechanics).

- English courses to consider include: EN 2232, EN 2234, EN 2238, EN 2243, EN 2251, EN 2252, EN 3237, and EN 3248.

- Good math courses for IMGD majors to consider are MA 1021, Calculus I (if you plan on taking Physics) and MA 2071, Matrices and Linear Algebra I (for graphics manipulations).

- Writing courses to consider include: WR 2211 and RH 3211.

- For the music requirement, MU 3613 Digital Sound Design does not require any music reading background and so is recommended as the appropriate course for most IMGD students.

- IMGD majors should try to take all IMGD core courses (IMGD 1000, IMGD 1001, IMGD 1002).

- Be sure you have enough programming experience if you are taking IMGD 3000 Technical Game Development I your Sophomore year.

- Balance courses that are project intensive with those that are not.

- Technical majors have a choice between CS 2301 Systems Programming for Non-Majors and CS 2303 Systems Programming Concepts. They should take CS 2303.

- IMGD majors should consider minors in CS or HUA. With either minor, you need to fill out an approval form before taking the final capstone course -- CS Minor Program Approval form

- MQP Projects:
  - Plan ahead. The good projects go early.
  - D-term there is project topic presentation day. Look for the announcement sent to all IMGD majors in your email.
  - Form a group ahead of time. An ideal group will have a mix of IMGD-Art and IMGD-Tech students.

- Students interested in developing their skills in writing, visual communication, and digital media in conjunction with IMGD should consider a professional writing double major.

- Students interested in game production should consider the minor in the School of Business in Organizational Leadership.