STUDENT LEARNING OUTCOMES
B.S. Computer Game Design

Upon completion of the B.S. degree in Computer Game Design, students will:

- be prepared to contribute to interactive, multimedia software design and development projects, such as digital games, mobile apps, websites, educational software, interactive architectural models, marketing software, and simulations.

- be prepared to work effectively on interdisciplinary teams, with appropriate communication, teamwork, and process skills using collaboration tools as appropriate.

- know some specific tools and processes applicable to game development or similar software efforts, but more importantly graduates will be prepared to quickly and readily apply the principles they have learned to using new or updated tools and processes for similar purposes. Graduates will have applied agile processes while using specific tools, including: multiple game engines, multiple programming languages, 3d modeling, 2d graphics (both raster and vector), web-programming tools, and version control systems.