B.S. in Computer Game Development

Learning Outcomes

All students will be able to:

- Collaboratively generate ideas, share them and assess their inherent risks and scope.
- Translate game ideas into playable prototypes, assess prototypes in regard to feasibility and creative value, and iterate on prototype until they have a viable, playable version.
- Plan and manage their own development tasks and to work effectively within a cross-disciplinary team.
- Evaluate games with users using multiple common games user research methods.
- Manage the pipeline for games, effectively evaluating the impact of potential changes.
- Develop a foundational literacy and confidence in reading, writing, and modifying computer programs and scripts.

Each student will choose one concentration area and be assessed as indicated below.

1. **Systems Programming**: Students will be able to i) read, write, and modify machine-level programs and ii) efficiently use the power and resources of game hardware platforms.
2. **Gameplay Programming**: Students will be able to i) read, write, and modify programs that deliver the intended player experience and ii) integrate programs with and use game architectures and pipelines.
3. **Game Design**: Students will be able to i) clearly communicate and establish the vision for a game’s experiential goal by taking formal and dramatic game elements into account and ii) intentionally craft experiences that leverage and develop the unique affordances of games as an artistic medium.