

PRODUCE a body of work suitable for seeking transfer to bachelor's programs at other colleges and universities or entry-level opportunities for employment in their chosen field of game design.

SOLVE CREATIVE PROBLEMS within their field of game design & production, including research, prototyping, playtesting, assessment, development and synthesis of technical, aesthetic, and conceptual knowledge.

DEVELOP collaborative work methodologies in preparation for careers in the media arts.

COMMUNICATE their ideas professionally and connect with their intended audience using visual, oral, and written presentation skills relevant to their field.

BUILD a working knowledge of coding fundamentals and utilize in game development.

EVALUATE work in their field, including their own work, using professional terminology and the vocabulary of game design and development.

RECOGNIZE the influence of media culture and aesthetic trends in game design.