Standing Requirements
# Program Goal/SLO

## Game Design and Development MS Program Outcome Set

### MS GDD Outcomes

| Student Learning Outcome | Mapping |
|---|---|
| 1. Apply knowledge of game design, game development processes, gameplay theory and prototyping to the field. | **RIT Educational Goals:** 1. Critical Thinking, 5. Integrative Literacies |
| 2. Identify, analyze, and resolve game design problems using industry established game design and gameplay concepts | **RIT Educational Goals:** 1. Critical Thinking, 2. Ethical Reasoning, 4. Creative and Innovative Thinking |
| 3. Integrate emerging design and technology concepts in the practice of game creation | **RIT Educational Goals:** 1. Critical Thinking, 4. Creative and Innovative Thinking, 5. Integrative Literacies |
| 4. Apply core industry processes in the construction of game systems and entertainment technology applications | **RIT Educational Goals:** 1. Critical Thinking, 5. Integrative Literacies |
| 5. Apply current technology in a media-centric context | **RIT Educational Goals:** 1. Critical Thinking, 4. Creative and Innovative Thinking |
| 6. Identify critical legal and ethical challenges in the design and production of games | **RIT Educational Goals:** 1. Critical Thinking, 2. Ethical Reasoning |
| 7. Demonstrate how design and development applies to both a local and global industrial practice and research | **RIT Educational Goals:** 3. Global Interconnectedness |

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| 8. Effectively communicate technical and design concepts through writing, speech, and formal presentation | **RIT Educational Goals:** 1. Critical Thinking, 5d. Communication Literacy |
| 9. Effectively participate and contribute to multidisciplinary design and development teams | **RIT Educational Goals:** 3. Global Interconnectedness, 4. Creative and Innovative Thinking |
| 10. Conduct applied and integrative research in the field of game design and development | **RIT Educational Goals:** 1. Critical Thinking, 4. Creative and Innovative Thinking |