Game Design and Development BS Program

Standing Requirements

Program Goal/SLO

Game Design and Development BS Program Outcome Set

Game Design and Development Learning Outcomes

Student Learning Outcome	Mapping
1. Identify, analyze, and resolve game design problems using industryestablished game design and gameplay concepts	RIT Educational Goals: 1. Critical Thinking, 2. Ethical Reasoning
2. Apply knowledge of programming, math, physics, and game design to the field of game design and development	RIT Educational Goals: 1. Critical Thinking, 4. Creative and Innovative Thinking, 5. Integrative Literacies
3. Integrate game design and technology concepts in the practice of game creation	RIT Educational Goals: 4. Creative and Innovative Thinking, 5b. Computational or Digital Literacy, 5c. Mathematical Literacy or Numeracy, 5e. Technical Literacy
4. Identify and solve production pipeline issues related to the game design and development process	RIT Educational Goals: 1. Critical Thinking, 5b. Computational or Digital Literacy, 5e. Technical Literacy
5. Apply technology to develop media-centric experiences	RIT Educational Goals: 5e. Technical Literacy
6. Identify, critique & apply knowledge of media theory, mediated communication & aesthetics towards the construction of media-centric apps	RIT Educational Goals: 2. Ethical Reasoning, 3. Global Interconnectedness, 5d. Communication Literacy
7. Identify critical legal and ethical challenges in the design and production of games	RIT Educational Goals: 2. Ethical Reasoning

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, 5. Integrative Literacies

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