New Media Interactive Development BS Program

Standing Requirements

Program Goal/SLO

Last Modified: 11/02/2015 02:11:32 PM

New Media Interactive Development BS Program Outcome Set

New Media Learning Outcomes

| Student Learning Outcome | Mapping |
|---|---|
| 1. Apply knowledge of technology, math, programming, and media design to the field of new media interactive development | RIT Educational Goals: 1. Critical Thinking, 4. Creative and Innovative Thinking |
| 2. Apply technology to develop media-centric experiences | RIT Educational Goals: 1. Critical Thinking, 4. Creative and Innovative Thinking |
| 3. Identify, critique, and apply knowledge of media theory, mediated communication and aesthetics to the construction of media centric apps | RIT Educational Goals: 1. Critical Thinking, 2. Ethical Reasoning, 3. Global Interconnectedness, 4. Creative and Innovative Thinking, 5. Integrative Literacies |
| 4. Identify critical legal and ethical challenges in the design and production of media-centric creations | RIT Educational Goals: 2. Ethical Reasoning |
| 5. Effectively communicate technical & design concepts through writing, speech, & formal presentations | RIT Educational Goals: 1. Critical Thinking |
| 6. Effectively participate and contribute to multidisciplinary design and development teams | RIT Educational Goals: 3. Global Interconnectedness, 4. Creative and Innovative Thinking |