



### **Program Information**

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|--------------------|-----------------------------------------------|
| <b>College:</b>    | College of Computing and Software Engineering |
| <b>Department:</b> | Software Engineering and Game Development     |
| <b>Program:</b>    | Computer Game Design and Development, BSCGDD  |

### **Program Student Learning Outcomes**

Upon completion of this degree from KSU, students will be able to:

- Decompose and solve complex problems through artifacts of computing such as hardware, software specifications, code and other written documents
- Demonstrate an understanding of computing principles in the areas of programming, data structures, architecture, systems, graphics, and artificial intelligence and how they relate to computer game design and development
- Utilize mathematics and science in game design and development
- Apply principles of game design and development to generate a portfolio showcasing their successful industrial experience, research, and/or creative works
- Demonstrate a breadth of knowledge in historic and emerging domains and genres of computer gaming and interaction
- Demonstrate an understanding of social, professional, global, and ethical issues related to computing
- Work effectively in teams on system development projects
- Demonstrate effective oral and written communication skills

\*The above learning outcomes are based on ABET 2017 standard. ABET revised student learning outcome requirement.