Computer Game Design, B.S.

Major Field Assessment

Mission Statement: The College of Arts and Sciences and the College of Business and Information Systems jointly offer this degree. Their mission is to educate and prepare students to be life-long learners and professionals in their chosen careers. Inherent in all programs within both colleges is the integration of computer technology.

Goal Statement: This degree provides students with the fundamental skills needed to work in video game design, development, and production, or in any area of design or development relevant to interactive or multimedia software. The program is interdisciplinary and requires substantial teamwork from students while they study core topics in game design, supplemented by courses in digital design and software development. Graduates of this program will be knowledgeable in multimedia systems design and software development practices and will have the necessary interpersonal and communication skills to design and develop in an interdisciplinary team environment typical of interactive software development.

Computer Game Design Students will be assessed in the following areas:

1. Students will acquire knowledge and skills in interactive multimedia software development
   a. Portfolio Assessment: 95% of graduates will satisfactorily complete the portfolio, demonstrating significant participation in the design and development of at least two interactive multimedia software systems.

2. Students will be prepared for entry-level positions in computer game design and development, or comparable positions in related fields
   a. Industry Panel Survey: a panel of representatives from the field of computer game and multimedia software development will indicate that they are satisfied with the knowledge and skills of graduates, demonstrated through a sample of their portfolios or interviews.
   b. An annual review of student successes in internships, graduate school acceptances, and job placement rates will indicate appropriate student preparation.

3. Students will develop soft skills (particularly communication and teamwork skills) relevant to interdisciplinary and team-based work.
a. Self and Peer Evaluations: Students in the Junior and Senior Projects Courses will complete self and peer evaluations, measuring perceived performance at communication and teamwork.
b. Collect a sample of feedback from student interaction with industry professionals.

4. Students, in collaboration with other team members, will develop the skills needed to design and develop a substantial, interactive computer game, from proposal through completion.
   a. Game: 95% of graduates, working in a team environment, will satisfactorily design and develop two computer games as capstone projects.