

BA in Games and Interactive Media

Program Learning Outcomes

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Students who successfully complete this program shall be able to:

1. demonstrate broad understanding of game design and development, focusing on game theory and mechanics, level and environmental design, immersion, game user experience.
2. apply critical principles and skills pertinent to games and interactive media duties in their employment and professional practice.
3. work in diverse global contexts and apply universally respectful and globally centric practices pertinent to games and interactive media duties in international and domestic contexts.
4. demonstrate understanding of contemporary research questions, results, and areas of application relating to the design and development of computer games.