

Program/Department/Unit: Game Design



Program/Departent/Unit **Learning Outcomes Curriculum Map**

Term/Year Revised: Spring 2015 Courses Offered in Program/Department/Unit Suggested ways to complete the Curriculum Map: GD105 Intro to Programming $\sqrt{\ }$ = Program outcome is fully covered within the course through formal learning DD107 Concepts Animation GD205 Adv Programming and/or assessment activities. DD113 Motion Graphics X = Program outcome is partially covered within the course through formal learning GD102 Beyond Games Intro to Games GD201 Digital Games DD102 Media Design and/or assessment actives. GD210 Game Studio DD112 Web Design DD207 Intro Maya DD105 2D Design I - Program outcome is introduced in the course. DD101 Toolbox D - Program outcome is developed in the course. P - Program outcome is proficient in the course. GD101] Learning Outcomes/Goals PRODUCE a body of work suitable for seeking transfer to bachelors Ι D D D programs at other colleges and universities or entry-level I opportunities for employment in their chosen field of game design. SOLVE CREATIVE PROBLEMS within their field of game design & production, including research, prototyping, playtesting, D D D assessment, development and synthesis of technical, aesthetic, and conceptual knowledge. DEVELOP collaborative work methodologies in preparation for D D careers in the media arts. COMMUNICATE their ideas professionally and connect with their intended audience using visual, oral, and written presentation skills D I D D D relevant to their field. BUILD a working knowledge of coding fundamentals and utilize in D D game development. EVALUATE work in their field, including their own work, using $D \mid D$ D professional terminology and the vocabulary of game design and I D Ddevelopment. RECOGNIZE the influence of media culture and aesthetic trends in $D \mid D$ D Ι DΙ D game design.