

B.S. in Simulation Science, Games, and Animation

Students will:

- Use prototyping to test and refine new ideas for larger scale-development.
- Construct interactive programs using software development principles and methods.
- Create appealing user experience employing principles and methods of engaging storytelling, worldbuilding, and interface design.
- Apply software design principles to produce functional and informative user experiences.
- Incorporate aesthetic concepts in content creation.
- Synthesize technical and creative domains to solve design problems.
- Collaborate to maturely exchange and interact with different ideas through conflict, analysis and consensus.
- Effectively exchange constructive criticism.