

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

Housed in the College of Arts and Sciences, Embry-Riddle's undergraduate Simulation Science, Games and Animation degree provides students with a solid foundation in computer game technology, going beyond basic programming or software concepts. Drawing on Embry-Riddle's expertise in aviation, engineering, and intelligence, students gain the knowledge needed to bring their ideas to life in virtual environments.

Graduates of this program are well prepared for careers in game design, entertainment, software development, and fields such as military and intelligence, high-tech manufacturing, and aviation. The degree combines STEM coursework with art and design components, delivering a comprehensive education in the field.

Embry-Riddle's **Prescott Campus** offers small class sizes, faculty mentorship, and strong integration across disciplines such as engineering, aviation, and cybersecurity. This environment allows Simulation Science, Games and Animation students to work on technically advanced, real-world projects beyond traditional entertainment applications. Surrounded by Arizona's natural landscape and a supportive campus community, students benefit from a focused academic setting that encourages creativity, innovation, and leadership development.