2023-2024 Game Design Annual Assessment Report

Bachelor Game Design

Mission

The mission of the BS in Game Design is to educate students in professional concepts of game design and development, informed by a liberal arts and sciences education. Our major strives to produce strong game creators with lifelong, robust skill sets and the ability to create meaningful, thought-provoking games and related media that shape a rapidly evolving field; one that is both a powerful medium for creative expression and a means to address complex problems in their communities and beyond.

Academic Year 2023-2024

Bachelor Game Design Learning Outcomes

Best Practices

Students will be able to create original games following game development best practices.

MEASURES
No measures have been added.

Industry-Standard Tools

Students will be able to demonstrate competency with industry-standard software and tools.
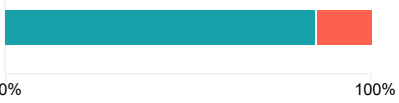
MEASURES
No measures have been added.

Team Based Collaboration

Students will be able to effectively collaborate on iterative team-based projects.

MEASURES	RESULTS	ACTIONS

Peer Grade

GAME 4100 Game Studio is the capstone course in the Game Design program. Students work in teams to plan, design, and develop a game through the course of the semester. At the end of the semester, all students must conduct peer reviews, which includes a Peer Grade that they assign to all project collaborators. This measures how peers perceive a student's communication and collaboration with the team, as well as their ability to create work individually that is used in or as part of a larger team project.

Direct - Other

Game Studio: GAME 4100

Target

80% of students will receive an average Peer Grade of 2.5 or higher

MET

Peer Grade

■ Met ■ Not Met

0%   100%

Met:	85%
Not Met:	15%
Met Total:	85%
Not Met Total:	15%

Analysis

Faculty should continue to closely monitor team-based skills in courses throughout the Game Design program. Similar Peer Evaluations exist in previous courses, including 3D Game Development and Advanced Game Workshop. It is possible that by tracking students' peer grades, we can discover earlier interventions to boost the success of our students.

Gather Additional Data

Not Started

Gather additional data from Peer Evaluations that are already conducted in classes earlier in the curriculum, including 3D Game Development and Advanced Game Workshop.

Consider including the same evaluative tool in every course that involves team-based collaboration, starting in the 1st year with Elements of Game Design.

Recommended Due Date: 04/30/2025

Game Systems and Programming

Students will be able to apply principles of game systems and programming.

MEASURES
No measures have been added.

Game Art Foundations

Students will be able to apply visual art foundations and best practices to the creation of game art.

MEASURES
No measures have been added.

Game Analysis

Students will be able to analyze games, design, and play from a variety of perspectives.

MEASURES
No measures have been added.