

## **Game Design Certificate Goals**

1. Students will be able to apply mathematical foundations, algorithmic principles, and computer science theory in the modeling and design of computer-based systems in a way that demonstrates comprehension of the tradeoffs involved in design choices.
2. Students will be able to analyze a problem and identify and define the computing requirements appropriate to its solution.
3. Students will be able to design, implement and evaluate a computer-based system, process, component, or program to meet desired needs.
4. Students will be able to apply design and development principles in the construction of computer-based systems of varying complexity.