



UNIVERSITY *of* CALIFORNIA • IRVINE

Student Learning Outcomes for B.S. in Computer Game Science and B.S. in Game Design and Interactive Media (2021-)

1. Create interactive and human-centered computer game designs.
2. Employ an interdisciplinary approach to computer game design and development.
3. Discuss computer systems as communication, teaching, and entertainment media.
4. Describe computer technology as part of our societal culture.