

Program Name: IST Simulation and Digital Entertainment	Outcome #1	Outcome #2	Outcome #3	Outcome #4	Outcome #5	Outcome #6	Outcome #7
Objectives	Adeptly simulate in 2 dimensions and 3 dimensions	Analyze, select and apply tools appropriate for a specific solution	Logically formulate scripts and/or programs to solve problems	Understand and articulate interactivity in the gaming industry, including the connectivity between computer art and programming	Apply programming theory in practical applications	Demonstrate problem solving skills through verbal and written media	Apply rudimentary Physics and Trigonometry principles
SDE 102 Multimedia Authoring	□rough projects, the students will demonstrate their ability to model in 2 dimensions	Use multiple software packages and understand their strengths			Construct involved projects from smaller individual pieces and create a functioning executable	Write and present work clearly on projects assigned	
SDE 104 Game Programming I	Using Game Engines, demonstrate ability to simulate with specified principles	Fulfill projects with the use of multiple tools and multiple solutions		Through projects and their subsequent reports, students will articulate their knowledge of gaming concepts and programming	Employing the game making process, dovetailing programming into the process	Write and present work clearly on projects assigned	Demonstrate physics and trigonometric principles used in common game programming
SDE 130 Introduction to OOP	Model, program and simulate homework and a project in 3D		Use a scripting/programming IDE to make lake language	Create functioning interactive media where an art object will be controlled by scripting created by the student	Construct involved projects from smaller individual pieces and create a functioning executable	Write and present work clearly on projects assigned	Demonstrate physics and trigonometric principles used in common programming
SDE 201 Multimedia Algorithms	□rough projects, the students will demonstrate their ability to model in 2 dimensions	Use scripting in multiple languages to demonstrate their usefulness	Demonstrate knowledge of scripting through projects and examination	Create functioning interactive media where an art object will be controlled by scripting created by the student	Use scripting to create functional interactive pieces		
SDE 205 Game Programming II	Using Game Engines, demonstrate ability to simulate with specified principles	Discuss and demonstrate their knowledge of programming and programming languages	Use current language to make interactive games or activities	Write and present final project that utilizes interactivity	Employing the game making process, dovetailing programming into the process	Write and present work clearly on projects assigned	Demonstrate physics and trigonometric principles used in common game programming
SDE 207 Multimedia Project Development	Design, create and implement animations to satisfy requirements of faculty.	Students must choose software and appropriate coding to satisfy their project requirements	Demonstrate understanding of coding by making a useable deliverable	Write a final report that will explain decisions and use tools successfully that incorporate art and coding	Use prespecified criteria to create useable executables, etc. for "clients"	Write and present work clearly on overall project assigned	
CSC 132 - Introduction to C++			Use the fundamentals of C++ programming		Learn techniques of top-down design of algorithms and structured programming	Create appropriate documentation	

GDT 112 Computer Graphics		Compare, contrast and select appropriate technology to enhance personal and professional tasks			Evaluate and employ safe computing practices. Apply critical thinking skills using technology to solve visual problems.	Process and communicate information through technology resources	
IST 102 Introduction to Information Technology		<ul style="list-style-type: none"> Compare, contrast and select appropriate technology to enhance personal and professional tasks 				<ul style="list-style-type: none"> Process and communicate information through technology resources 	

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SDE 102 Multimedia Authoring	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
SDE 104 Game Programming I	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
SDE 130 Introduction to OOP	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
SDE 201 Multimedia Algorithms	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
SDE 205 Game Programming II	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
SDE 207 Multimedia Project Development	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
CSC 132 - Introduction to C++	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
GDT 112 Computer Graphics	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
IST 102 Introduction to Information Technology	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>