ENTERTAINMENT AND MULTIMEDIA COMPUTING PROGRAM

Entertainment and Multimedia Computing is the study and use of concepts, principles, and techniques of computing in the design and development of multimedia products and solutions. It includes various applications such as in science, entertainment, simulations, and advertising.

The program enables the students to be knowledgeable of the whole pipeline of Game Development and Digital Animation projects. The students will acquire the independence of new projects, not necessarily based on standard templates.

PROGRAM EDUCATIONAL OBJECTIVES (PEO)

Three to five years after completing the Bachelor of Science in Entertainment and Multimedia Computing (BSEMC), the graduates will:

1. Excel in their profession/career utilizing the knowledge acquired in the animation and game development program;

2. Become effective collaborators and innovators in animation and game development, applying professional/technical skills and competencies to make a positive impact on society; and

3. Be engaged in life-long learning and professional development through self-study, continuing education, or graduate and professional studies.

STUDENT OUTCOMES (SO)

After the completion of the program, the graduates of the Bachelor of Science in Entertainment and Multimedia Computing (BSEMC) program shall be able to:

a. apply knowledge of mathematics, physical sciences, computing sciences to the practice of being an animation and game development professional;

b. apply specialized computing knowledge in each applicable field and the ability to apply such knowledge to provide solutions to actual problems;

c. have knowledge of contemporary issues;

d. analyze project requirements and design and implement project prototypes;

e. recognize, formulate, and solve computing problems;

f. design, build, improve, and deploy products that meet client needs within realistic constraints;

g. use the appropriate techniques, skills, and modern computing tools necessary for the practice of being a professional game developer or animator;

h. work effectively in multi-disciplinary and multi-cultural teams;

i. effectively communicate orally and in writing using the English language;

j. understand and assess local and global impacts of computing on society relevant to professional computing practice and subscription to accepted industry standards; and

k. understand the effects and impact of animation and game development projects on nature and society and of their social and ethical responsibilities;

l. engage in life-long learning and acceptance of the need to keep current with the development in the specific field of specialization;

m. demonstrate original creative outputs; demonstrate client-centric service.