University of Southern California
VITERBI SCHOOL OF ENGINEERING

Bachelor of Science in Computer Science Games
Program Learning Objectives

The purpose of the USC Viterbi School of Engineering Bachelor of Science in Computer Science Games program is to prepare students for high level professional employment in any sector of computer science that incorporates engineering next generation games and simulations and their required technologies; or to pursue graduate studies focusing on related problems in the field. Graduates might pursue computer science-related employment or graduate study in the entertainment or serious game fields.

- Upon completion of the USC Bachelor of Science in Computer Science Games program, students will be able to demonstrate broad understanding of engineering-oriented game development focusing on game development infrastructure, cognition and games, immersion, and serious games.

- Upon completion of the USC Bachelor of Science in Computer Science Games program, students will be able to apply critical principles and skills pertinent to BSCS Games duties in their employment and professional practice.

- Upon completion of the USC Bachelor of Science in Computer Science Games program, students will be able to work in diverse global contexts and apply universally respectful and globally centric practices pertinent to BSCS Games duties in international and domestic contexts.

- USC students enrolled in the Bachelor of Science in Computer Science Games program will demonstrate understanding of contemporary research questions, results, and areas of application relating to the development of computer games.