

SCHOOL OF TECHNOLOGY & DESIGN

GAME AND SIMULATION PROGRAMMING BACHELOR'S DEGREE

In today's increasingly visual world, a growing number of industries—from the video game powerhouses and the U.S. Department of Defense to pharmaceutical research companies and mobile application developers—are calling for game and simulation professionals to help meet their needs for back-end and front-end programming. As a graduate of our Game and Simulation Programming Bachelor's degree, you can help start your dynamic career in modeling and simulation in a variety of industries.

DEGREE OVERVIEW

Our advanced curriculum is developed with input from our award-winning faculty and advisory board of industry professionals who understand the skills and knowledge needed to be successful in this field. It is built around a core computer science foundation, which can help enable career mobility and options outside of game development, while covering essential program development techniques and quality assurance skills for multiple platforms from PCs to consoles and mobile devices.

CAREER OUTLOOK*

Our Game and Simulation Programming Bachelor's degree prepares you to succeed in a fast-paced and exciting career in industries utilizing game and simulation programming techniques. From video game and flight simulation to medical and military training, the industries in need of qualified programming graduates continue to expand as technology continues to advance.

Job Title	25th Percentile	50th Percentile	75th Percentile	Employment 2008	Projected Employment	Employment Change (2008-2018)	
						Percent	Number
Computer Specialists, All Other	\$58,460	\$77,010	\$96,890	209,300	236,800	13%	27,500

CAREER SERVICES Through resume and cover letter development, interviewing tips and techniques, and customized job search tactics, our career services advisors work with you to help you find career success.

QUESTIONS?
888-5-RASMUSSEN
rasmussen.edu

Rasmussen College is accredited by the Higher Learning Commission, and a member of the North Central Association of Colleges and Schools. For more information, please visit ncaahc.org.

For more information on our graduation rates, median graduate debt level, and other student investment disclosure information, visit rasmussen.edu/SID.

Occupational Employment Statistics Home Page. Bureau of Labor Statistics, U.S. Department of Labor, Occupational Outlook Handbook, 2010-11 Edition, 27 Sept. 2011. <http://www.bls.gov/oco/>. BLS salary data does not represent starting salaries

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REBECCA
SCHOOL OF TECHNOLOGY & DESIGN
GRADUATE

HAP
INSTRUCTOR

FEATURED COURSES

GAME PLANNING

AND DEVELOPMENT STRATEGIES

Learn the process of planning and developing a game or simulation from essential design through quality assurance testing to implementation, including the risks and benefits of different types of iterative development cycles.

ENGINEERING VIRTUAL WORLDS

Explore technologies and methodologies to create multi-user virtual worlds for training, education, entertainment, and business applications, and understand how communities are hosted in local and remote configurations.

VIDEO GAME PRODUCTION PROJECT

Create a capstone project that demonstrates an understanding of professional game creation techniques, such as animation synthesis; building structures for interactive systems; and an ability to apply proper procedures across various software platforms.



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