DIGITAL GAME DESIGN PROGRAM TEACHING OBJECTIVES

PÖA1 To cultivate individuals who can adapt to the constantly evolving technological and creative environment of Digital Game Design and effectively utilize game engines, interactive systems, and digital production tools.

PÖA2 To cultivate designers who are proficient in the game ecosystem and possess critical and creative thinking skills in the areas of game theory, interaction design, and user experience.

PÖA3 Graduates who can produce creative and responsible digital game content in line with ethical responsibility, social awareness, and cultural diversity principles, and in accordance with industry standards,

PÖA4 Individuals who can play an active role in game production processes and develop projects, with teamwork, design-oriented problem-solving, and interdisciplinary collaboration skills,

PÖA5 Graduates equipped with the theoretical knowledge, technical skills, and practical abilities necessary to succeed in the digital game and creative media industry,

PÖA6 Individuals capable of planning and managing end-to-end production processes covering the conceptual development, prototyping, testing, and publishing stages of game projects,

PÖA7 Cultivates individuals who can evaluate digital games within their cultural, social, and economic contexts; who question the effects of games on individuals and society, gaining a critical perspective,

PÖA8 Aims to cultivate individuals who keep abreast of the latest developments in gaming technologies, possess a lifelong learning mindset, can sustain their professional and academic development, and are innovative and entrepreneurial.