

## **Department of Digital Game**

### **Mission**

In alignment with ARUCAD's institutional mission and within the framework of continuous quality assurance and improvement processes, the mission of the Department of Digital Game Design is to educate creative, critical, and ethically responsible individuals equipped with the knowledge and skills required for contemporary digital game design.

The department adopts an interdisciplinary and practice-based educational approach that integrates art, design, communication, and technology. It aims to equip students with strong technical competencies in game production while fostering a contextual understanding of the social, cultural, and artistic dimensions of digital games.

Through experiential learning, up-to-date technological infrastructure, and collaboration with internal and external stakeholders, the department seeks to contribute to cultural production, creative industries, and societal development, while continuously reviewing and improving its educational practices in accordance with quality assurance principles.