

## **Digital Game Design**

### **Vision**

The vision of the Department of Digital Game Design at ARUCAD is to become a nationally and internationally recognized academic unit that provides high-quality education and research in the field of digital game design through a sustainable, interdisciplinary, and quality-oriented approach.

In line with ARUCAD's institutional vision, the department aims to foster innovative, inquisitive, and socially and environmentally conscious graduates who can contribute to the digital game sector as a cultural, artistic, and economic field. By integrating emerging technologies with artistic inquiry and critical thinking, the department seeks to continuously enhance its curriculum, learning outcomes, and stakeholder engagement within the framework of quality improvement.

The department also aspires to strengthen cultural diversity and internationalization by supporting academic collaboration, industry partnerships, and student mobility, thereby contributing to ARUCAD's goal of positioning Cyprus as a regional and international cultural and creative hub.