Upon successful completion of the Simulation and Game Development certificate, graduates should be able to:

- Develop games and simulations for education, training, and other commercial entities
- Identify programming proficiency for various media, including 2-D and 3-D graphics, animation, and sound
- Design a game or simulation to meet end-user requirements
- Identify inefficiencies in programming practices
- Select the appropriate programming language and development tools to most effectively meet project requirements