

Simulation and Game Development Technical Standards

for Wake Technical Community College Programs
at Vernon Malone College and Career Academy

A student wishing to enroll in Simulation & Game Development must meet the following standards: S/he must:

- Be able to be in a seated position for long periods of time.
- Be able to learn and use specialized software.
- Be able to distinguish colors.
- Have vision that is correctable to see and read a computer monitor and other types of documents.
- Have good peripheral vision and depth perception.
- Be able of hearing various tones and pitches.
- Be able to use a computer keyboard and mouse.
- Have sufficient capacity to read prints, schematics, documents, charts, and information on computer monitors. Be able to work with hands.
- Be able to work independently or in group settings.
- Communicate clearly (orally and in writing) to relay information to the appropriate individuals.
- Conduct themselves in a professional manner.

Due to the diversity of jobs in this area there may be additional requirements mandated by an individual company in the capability of the graduate, but these will not necessarily be consistent with the profession as a whole.