

# **The Academy of Computer Science and Electronic Game Design**

## **Mission Statement**

The Academy of Computer Science and Electronic Game Design will prepare students to be successful in our ever-changing society by equipping them with the essential skills and knowledge to be a responsible and productive member of evolving technological organizations.

### ***Goals:***

The students will:

- be prepared for post-secondary education and Information Technology careers;
- earn honors level and/or Advanced Placement credit, dual enrollment opportunities, and current hardware, software, and networking professional certifications;
- demonstrate responsible and ethical decision-making and problem solving skills;
- develop a deep understanding of themselves and the technological world around them;
- produce high quality work while increasing their academic and technological knowledge;
- demonstrate effective communication skills technologically and personally;
- demonstrate leadership and team building skills;
- participate in career and technical organizations and extra-curricular activities.
- participate in a minimum of 100 service-learning hours over the four years of the Academy.