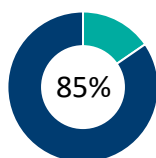


Program Overview (3 year average) - BCIT Baccalaureate Student Outcomes

Computer Systems - Games Development Option_862B_BTECH

Employment Outcomes

Employment Rate



Those who responded were working and in labour force.

Gross median annual salary of full-time job

\$70,000

Survey Year

2023 2024 2025

Graduating Year

2021 2022 2023

Eligible Students:	35
Respondents:	14
Response Rate:	40%

*Please take caution when interpreting the results with a response count less than 30 as they may not be statistically valid.

Of those employed, % currently in a training related job

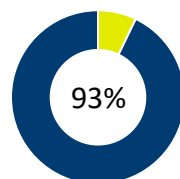


Education Outcomes

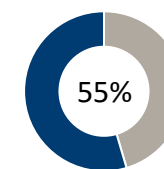
100%

of graduates were very satisfied or satisfied with their education

Aspects of Program
Quality of Instruction
rated very good or good



Usefulness of acquired knowledge, skills and abilities in performing job
rated very or somewhat useful



Please note results are from previous graduating years and are subject to industry and occupational trends.

When assessing a program, please consider researching other programs within the Post-Secondary Sector, reaching out to those within that industry and connecting with current students in the selected program.

NOTE: All percentages are rounded to whole numbers.



A Summary of Survey Results (3 year average) - Baccalaureate Student Outcomes

Program:
Computer Systems - Games Development Option_862B_BTECH

Survey Year
2023 2024 2025

Graduating Year

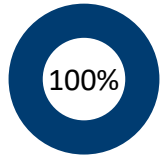
2021 2022 2023

Eligible Students:	35
Respondents:	14
Response Rate:	40%

*Please take caution when interpreting the results with a response count less than 30 as they may not be statistically valid.

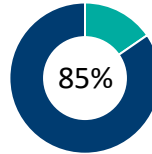
Employment Outcomes

In Labour Force



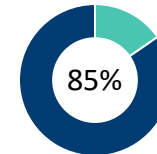
Those who responded were employed as well as looking and available for work at time of survey. (not the same as DACSO labour market)

Employment Rate



Those who responded were working and in labour force.

Currently employed at time of survey

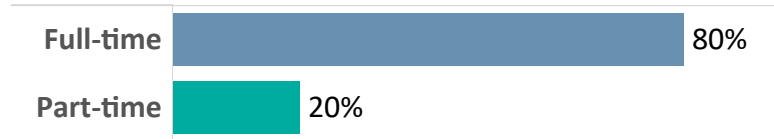


Those who responded that they were currently employed at a job or business at the time of the survey. (The number employed as a percentage of all respondents)

Of those currently not employed, main reason why



Employed respondents either working full or part-time



Of those employed, % currently in a training related job



Gross median annual salary of full-time job

\$70,000

Please note results are from previous graduating years and are subject to industry and occupational trends.

When assessing a program, please consider researching other programs within the Post-Secondary Sector, reaching out to those within that industry and connecting with current students in the selected program.

NOTE: All percentages are rounded to whole numbers.



A Summary of Survey Results (3 year average) - Baccalaureate Student Outcomes

Program:
Computer Systems - Games Development Option_862B_BTECH

Survey Year
2023 2024 2025

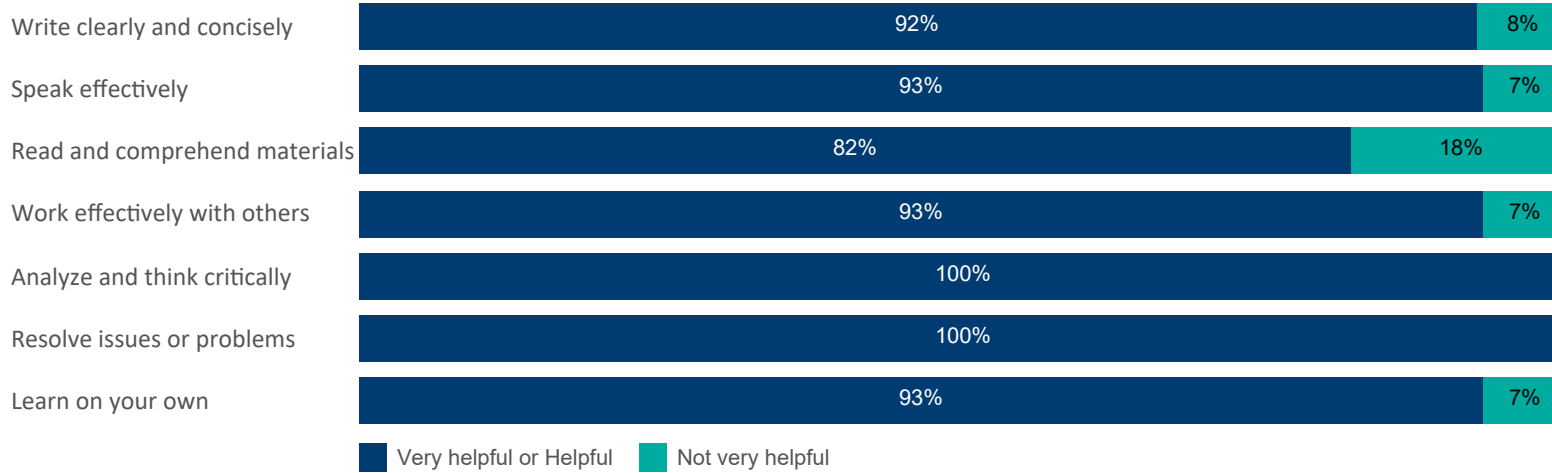
Graduating Year

2021 2022 2023

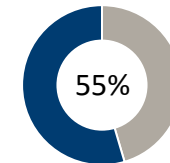
Eligible Students: 35
Respondents: 14
Response Rate: 40%

Education Outcomes

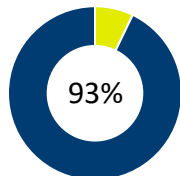
Skill Development How well students were prepared for:



Usefulness of acquired knowledge, skills and abilities in performing job rated very or somewhat useful



Aspects of Program
Quality of Instruction
rated very good or good

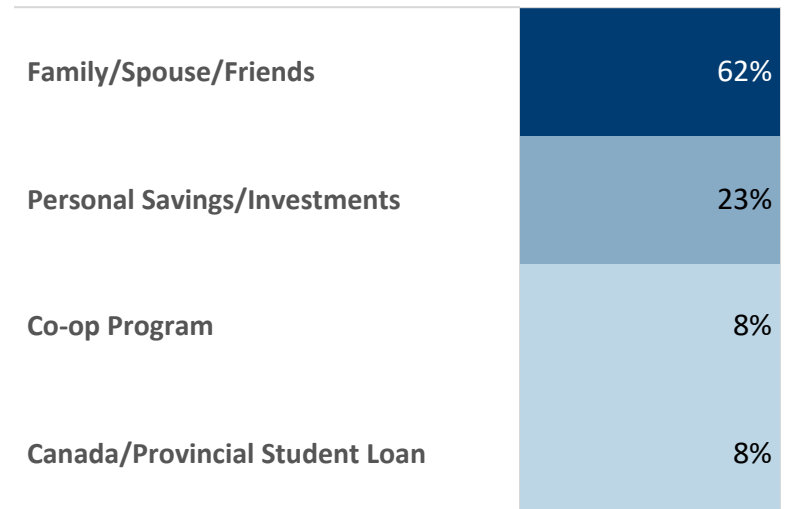


100%

of graduates were very satisfied or satisfied with their education

Education Financing

Funding graduates relied on to pay for their education



Please note results are from previous graduating years and are subject to industry and occupational trends.

When assessing a program, please consider researching other programs within the Post-Secondary Sector, reaching out to those within that industry and connecting with current students in the selected program.

NOTE: All percentages are rounded to whole numbers.



A Summary of Survey Results (3 year average) - Baccalaureate Student Outcomes

Program:
Computer Systems - Games Development Option_862B_BTECH

Survey Year
2023 2024 2025

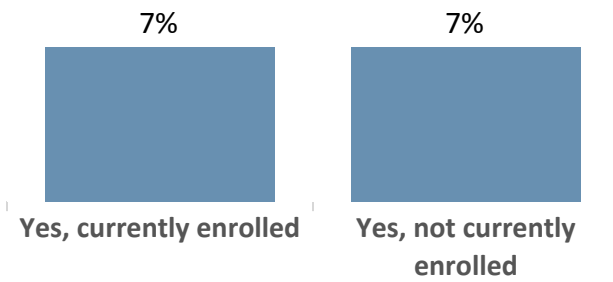
Graduating Year

	2021	2022	2023
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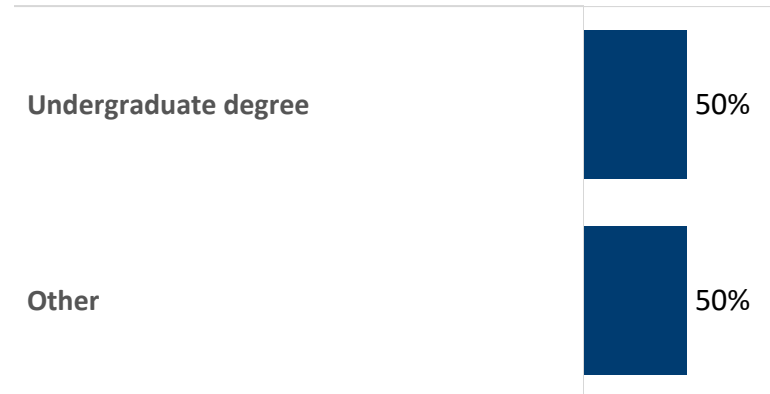
Eligible Students:	35
Respondents:	14
Response Rate:	40%

Further Studies

Have taken further studies since leaving program (including those still attending the same institution)

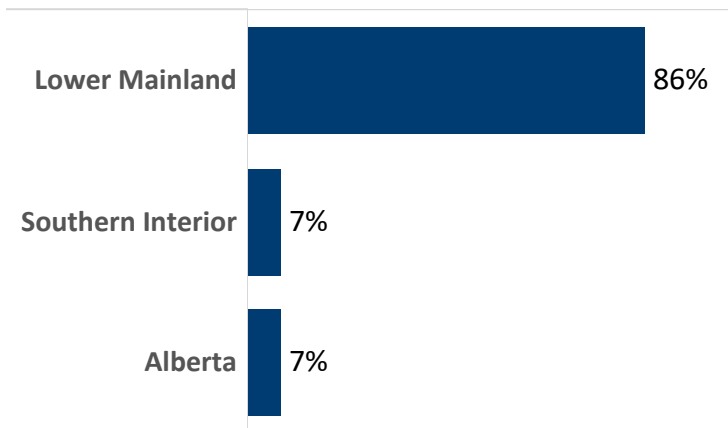


Type of further education taken

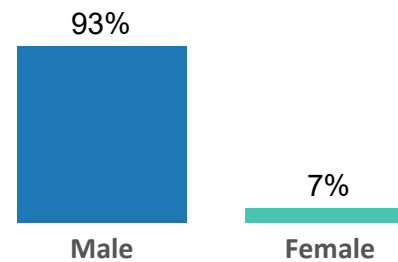


Program Demographics

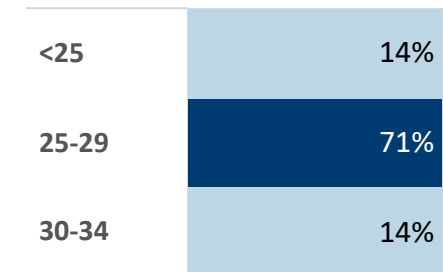
Place of residence (at time of survey)



Gender



Age



Please note results are from previous graduating years and are subject to industry and occupational trends.

When assessing a program, please consider researching other programs within the Post-Secondary Sector, reaching out to those within that industry and connecting with current students in the selected program.

NOTE: All percentages are rounded to whole numbers.

Student Outcomes Reporting System (SORS)

This report was run by:

British Columbia Institute of Technology

This report was run on:

14/04/2026

This report shows data from:

Survey name: BC Baccalaureate Graduates Survey (BGS)

Survey year(s): 2023, 2024, 2025

Results are from previous **graduating years 2021 - 2023** and are subject to industry and occupational trends

About the BGS survey:

The BGS survey is conducted annually from September to January, with funding from the ministry responsible for post-secondary education. The eligible cohort consists of graduates from B.C.'s public post-secondary institutions who have completed their bachelor's degree programs two years prior to the survey.

Please note the BGS does not include international students.

Data Definitions:

Information provided through BC Student Outcomes

*** Please take caution when interpreting the results with a response count less than 30, as they may not be statistically valid.**

Eligible Students: Count of total graduates in program.

Respondents: Former students who responded to the BGS survey.

Programs less than 8 respondents are excluded from Summary Outcomes individual program reports.

Response Rate: Percentage of survey respondents to all graduates surveyed.

% in Labour force: Respondents in labour force, includes people who were employed as well as those who were looking and available for work at time of survey.

% Employment rate: Those who responded were working and in the labour force.

% Currently employed at time of survey: Those who responded that they were currently employed at a job or business at the time of survey. (Asked of all respondents) Note: BCSTATS web page "employment rate" results use the currently employed calculation.

% Employed respondents either working full or part-time: Respondents currently working in labour force either "full" or "part" time.

% Of those employed, currently in training related job: Occupations that respondents describe as "very", "somewhat", "not very" or "not at all" related to their studies.

Gross median annual salary (full-time – main job): Salary of employed full-time respondents.

% Usefulness of acquired knowledge, skills and abilities in performing job: These are acquired skills and abilities that the respondent describes as "very", or "somewhat" useful in their job.

% Of those currently not employed, main reason why: What is the main reason respondents are currently not employed at a paid job or business.

% Satisfied with education: Respondents who felt "very" or "satisfied" with education they received from program.

% Rate quality of instruction: Respondents who felt quality of course instruction was "very good" or "good".

% Have taken further studies since leaving program *updated to include currently enrolled respondents : Respondents taken any other formal post-secondary education or training, and respondents currently enrolled in post-secondary education at time of survey *

% Type of further education taken: Type of formal post-secondary education or training taken by respondents.

% of Funding graduates relied on to pay for their education: Most important or primary source of funding that respondents relied on to help pay for the educational program they completed.

Age: Break down by age groups (age is at the time of survey). Age grouping changed in 2017.