Montgomery College A.A.S. in Computer Gaming and Simulation to
University of Baltimore B.S. in Simulation and Game Design

Year One – Montgomery College

(Courses may be taken in any order)

Fall Semester	Cr
ENGL101 Introduction to College Writing*	3
MATH Foundation (MATF)	3
TECH272 Professional Website Development	4
Art Distribution (ARTD)- GDES116, 121, or 134	3-4
Total Credits	13-14

Spring Semester	Cr
ENGL102 or ENGL103	3
GDES140 Introduction to Animation	4
TECH190 Intro to Game & Simulation Development	4
Programming Course (CMSC140 or TECH225)***	3-4
Total Credits	14-15

Year Two – Montgomery College

Fall Semester	Cr
GDES240 Animation 2: 3-D Modeling	4
TECH295 Board Game Design	4
Natural Science Distribution with Lab	4
Behavioral and Social Sciences Distribution	3
Total Credits	15

Spring Semester	Cr
TECH290 Building Game Worlds: Level Design, Mods and Quality Assurance	4
Program Elective (TECH 225 recommended)	4
Gen Ed Elective (Natural Science Non-Lab recommended)	3
Program Elective (CCJS, PSYC, POLI, SOCY general education course recommended)	3
Program Elective (HIST, MUSC, or PHIL general education course recommended)	3
Total Credits	17

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* if needed for **ENGL 102**/**ENGL 103**, or program elective

**60 credits are required for graduation. University of Baltimore will accept up to 63 credits for transfer, so students transferring to UB may choose additional electives up to a total of 63 credits. Students with a B or above in CMSC 226 may be able to waive the equivalent upper level course at UB. Since transfer schools may require certain classes, students considering transferring to UB or other universities should review any applicable transfer agreements and meet with a gaming advisor to plan electives.

Program electives list: ANTH 201, ARTT 100, ARTT 102, ARTT 103, ARTT 105, ARTT 200, BSAD 101, CMAP 120, CCJS 110, CMSC 100 or higher, ENGL 190, GDES 116, GDES 121, GDES 134, GDES 135, GDES 216, GDES 218, GDES 234, GDES 242, GDES 285, HIST 116, HIST 117, HIST 200, HIST 201, MATH 117 or higher, MUSC 174, MUSC 184, Natural Science Lab or Non-Lab Distribution, NWIT 101 or higher, PHIL 101, PHIL 190, PHIL 201, PSYC 102, POLI 101, POLI 105, POLI 211, SOCY 100, TECH 225, TECH 273, TECH 276, TECH 277, TECH 282, TVRA 140.

***A minimum of one programming class is required – CMSC 140 or TECH 225. However, it is suggested that students take both CMSC 140 (with TECH 190) and TECH 225 (with TECH 290).

Year Three – University of Baltimore

Fall Semester	Cr
IDIS302 Ethical Issues in Business and Society	3
GAME324 Designing for Humans	3
GAME405 The Business of Game Development	3
Games Criticism course %	3
General Education Requirement	3
Total Credits	15

Spring Semester	Cr
WRIT300 Composition and Research	3
GAME315 Programming for Interactive Design	3
GAME320 Game Concept and Design	3
Technical Art or Coding & Dev't Track course	3
General Education Requirement	3
Total Credits	15

Year Four – University of Baltimore

Fall Semester	Cr
GAME370 Level Design	3
Technical Art or Coding & Dev't Track course	3
Technical Art or Coding & Dev't Track course	3
Serious Games course $	3
General Elective (check with UB adviser)	3
Total Credits	15

Spring Semester	Cr
GAME440 Frontiers of Game Design	3
Technical Art or Coding & Dev't Track course	3
Technical Art or Coding & Dev't Track course	3
General Elective (check with UB adviser)	3-4
General Elective (if necessary/ check with UB adviser)	3
Total Credits	15

% Choose from GAME 390, GAME 402, GAME 407, or GAME 408
$ Choose from GAME 330 or GAME 477

[COMPUTER GAMING AND SIMULATION](#) A.A.S., 60 credits

A maximum of 63 credits will transfer to UB

FOUNDATION COURSES	COURSE	HRS	GRADE
English Foundation (ENGL102 or ENGL103)	ENGL	3	
Math Foundation	MATH	3	

DISTRIBUTION COURSES	COURSE	HRS	GRADE
Arts Distribution (ARTD) - GDES116, 121, or 134		3-4	
Behavioral and Social Science Distribution		3	
Natural Sciences Distribution with Lab		4	

PROGRAM REQUIREMENTS	COURSE	HRS	GRADE
* Introduction to Animation	GDES140	4	
* Animation 2: 3D Modeling	GDES240	4	
* Introduction to Game and Simulation Development	TECH190	4	
* Professional Website Development	TECH272	4	
Building Game Worlds: Level Design, Mods & Quality Assurance	TECH290	4	
Board Game Design	TECH295	4	
* Programming Course: TECH225 or CMSC140 recommended**		3-4	

SELECT FROM THE ELECTIVES BELOW:			
ENGL101 if needed for ENGL102/ENGL103 (or Elective from list below)		3	
Elective (Humanities recommended)		3	
Elective (Natural Science Non-Lab Distribution recommended)		3-4	
Elective (Behavioral Social Science Distribution recommended)		3	
Elective (TECH 225 recommended)		4	
	TOTAL	60**	

* A grade of C or better is required for Simulation and Game Design Core Courses

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