APPENDIX I - COURSE ARTICULATIONS
(Computer Gaming and Simulation—Game Programming Track)
The following pages indicate the course to course equivalency, as agreed upon within the articulation agreements.
Course to course articulation, including General Education

MC Course	Credit Hours	UB Equivalent	General Education	UB Comments
CA190 (CMAP190)	4	COSC150		
CA125 (CMAP125)	4	Lower Level Elective		Satisfies the Multimedia Authoring requirement
CA195 (CMAP290)	4	Lower Level Elective		
CA225 (CMAP225)	4	COSC250		
GD120 (GDES120) (formerly CG120)	4	COSC160	Satisfies the Arts general education requirement	Satisfies the Two Dimensional computer graphics requirement, and satisfies the FINE ARTS general education requirement.
CA272 (CMAP272) required to complete pre-requisites for USG	4	COSC155		
(Specialization (Cold Fusion, Java, or C++):				Students who complete CS226 with a grade of B or better will receive credit for COSC315.
CA278 (CMAP278) AND CA288 (CMAP288) OR	7 OR			
CS140 (CMSC140) AND CS213 (CMSC201) AND CS214 (CMSC214) (or CS261, CMSC234) OR	9 OR			
CS140 (CMSC140) AND CS103 (CMSC203) AND CS204 (CMSC204) OR	11 OR			
CS140 (CMSC140) AND CS226 (CMSC226) AND CS249 (CMSC230)	9			
AR103 (ARTT102) or other Arts or Humanities Distribution	3	Lower Level Elective	Satisfies the Arts general education requirement	
EN101 (ENGL101) or elective GD240 (GDES240) (formerly CG222) required to complete pre-requisites for USG campus	3-4	GD240 or CG222=COSC 260	general education requirement	GD240 Satisfies the 3D Modeling and Simulation requirement
SP108 (COMM108) or SP112 (COMM112)	3	Lower Level Elective	Satisfies Oral Communication requirement	

EN102 (ENGL102) or EN109 (ENGL103)	3	Lower Level Elective		Satisfies the English Composition General Education Area
Math Foundation	3	Lower Level Elective	Satisfies the Mathematics General Education Area	
Humanities Distribution (HIST or PHIL recommended)	3	Lower Level Elective		Satisfies the Humanities Distribution (General Education Area) and satisfies the UB History or Philosophy Requirement
Behavioral Sciences Distribution (must choose from 2 different disciplines)	6	Lower Level Elective	Satisfies the Social Science General Education Area	
Natural Science Distribution with lab	4	Lower Level Elective	Satisfies the Science General Education Areas	
Natural Science Distribution with or without lab	3-4	Lower Level Elective	Satisfies the Science General Education Areas	
Health Foundation	1	Lower Level Elective		
TOTAL	**63-69***			

* A maximum of 63 credits will transfer to UB

APPENDIX II : UPPER DIVISION REQUIREMENTS

All MC transfer students will be required to take a minimum of 60 credits of upper division coursework at UB.

Completion of the Simulation and Digital Entertainment program at UB requires students to successfully complete the following course work:

Course Number	Course Title	Credit Hours	Explanation
Upper Division General Education Core Requirements (9 Credits)			
WRIT 300	Advanced Expository Writing	3	
IDIS302	Ethical Issues in Business and Society	3	
IDIS304 or IDIS301	Arts and Ideas or World Cultures	3	IDIS304 (Arts and Ideas) will meet the lower division fine arts general education requirement, if necessary
Program Requirements (32 Credits)			
COSC315	C++ for Interactive Design	3	May be satisfied by completion of CS226 with a grade of B or better.
COSC320	Game Concept and Design	3	
COSC324	Designing for Humans	3	
COSC405	The Business of Game Development	3	
COSC407	Social Media and Games	3	
COSC410	Advanced 3-D Modeling and Animation	3	
COSC440	Frontiers of Game Design	3	
COSC460	Games, Simulations and Society	3	
COSC469	Game Development Project I	4	
COSC470	Game Development Project II	4	
Electives			
General Elective Credits		19	
Total to be taken at UB:		**60**	

COMPUTER GAMING AND SIMULATION A.A., 63-69 credits
* A maximum of 63 credits will transfer to UB
GAME PROGRAMMING TRACK
Catalog Edition 13-14

FOUNDATION COURSES	COURSE	HRS	GRADE
English Foundation (EN102 or EN109)*	EN	3	
Math Foundation (MA110 or higher)	MA	3(4)	
Speech Foundation (SP108 or SP112)	SP	3	
Health Foundation	HE	1	

DISTRIBUTION COURSES	COURSE	HRS	GRADE
Arts Distribution	GD120 (formerly CG120)	4	
Humanities Distribution (AR103 recommended)		3	
Arts or Humanities Distribution (PL or HS recommended)		3	
Behavioral / Social Science Distribution *		3	
Behavioral / Social Science Distribution		3	
Natural Sciences Distribution with Lab		4	
Natural Sciences Distribution without Lab or Natural Sciences Distribution with Lab		3-4	

CURRICULUM REQUIREMENTS	COURSE	HRS	GRADE
Introduction to Flash	CA125	4	
Introduction to Game & Simulation Development	CA190	4	
Building Game Worlds: Level Design, Mods & Quality Assurance	CA195	4	
Flash ActionScript for Web Publishing & Gaming	CA225	4	
Professional Website Development	CA272 *required for USG*	4	
Choose one of the following specializations: *Java or C++ recommended*			
Cold Fusion: CA272, CA278, and CA288		(7)	
Java: CS 140, CS213 and either CS214 or CS261 **OR** **CS140, CS103 and CS204**		(9) (11)	
C++: CS140, CS226, and CS249		(9)	
SELECT ONE COURSE FROM BELOW ELECTIVES			
Art & Animation Electives:GD140, GD240, GD218 *Programming & Database Electives: CA141, CA273, CA274, CA276, CA277, CA278, CA288, CA299, CS103, CS140, CS204, CS213, CS214, CS220, CS224, CS226, CS249, CS261, CS270* *Other Electives: BA101, EN101, TR101*	GD240 (formerly CG222) *required for USG*	3-4	

*Select course that fulfills the general education a global and cultural perspectives requirement

Apply to graduate from Montgomery College with an A.A. in Computer Gaming and Simulation