



## Suggested Transfer Pathway

### Montgomery College A.A.S. in Computer Gaming and Simulation to University of Baltimore B.S. in Simulation and Digital Entertainment



Catalog Year: 2016-2017

#### Year One – Montgomery College

(Courses may be taken in any order)

Fall Semester	Cr
ENGL101 if needed, or ENGL102 or ENGL103	3
MATH110 or higher	3-4
Programming Course (TECH225 or CMSC140 recommended) #	3-4
GDES Art Distribution (GDES 116, 120 or 134)	3-4
<b>Total Credits</b>	<b>12-15</b>

Spring Semester	Cr
GDES140 Introduction to Animation	4
TECH190 Intro to Game & Simulation Develop.	4
TECH272 Professional Website Development	4
ENGL102 or ENGL103, if needed	3
<b>Total Credits</b>	<b>15</b>

#### Year Two – Montgomery College

Fall Semester	Cr
GDES240 Animation 2: 3-D Modeling	4
TECH295 Board Game Design	4
Program Elective Ω (Natural Sci. Non-Lab Dist.)	3
Behavioral and Social Science Distribution	3
Humanities, COMM108/COMM112 recommended	3
<b>Total Credits</b>	<b>17</b>

Spring Semester	Cr
TECH290 Building Game Worlds	4
Program Elective Ω Behavioral and Soc. Sci. Dist. (Diff. discipline than other BSSD course)	3
Natural Science Distribution with Lab	4
Program Elective Ω	4
Program Elective Ω (if necessary) †	(0-4)
<b>Total Credits</b>	<b>15-19</b>

*Apply to graduate from MC with an [Associate of Applied Science in Computer Gaming and Simulation](#)*

# CMSC140, CMSC201, CMSC203, CMSC204, CMSC214, CMSC224, CMSC226, CMSC230, CMSC234, CMSC237, CMSC240, TECH225 or TECH276.

Ω Program electives list: ANTH201, ARTT100, ARTT102, ARTT103, ARTT105, ARTT200, ARTT102, Behavioral and Social Science Distribution (in a different discipline than other BSSD), BSAD101, CMAP120, CCJS110, CMSC100 or higher, ENGL102, ENGL103, ENGL190, GDES116, GDES120, GDES134, GDES135, GDES216, GDES218, GDES228, GDES234, GDES242, GDES285, HIST116, HIST117, HIST200, HIST201, MATH110 or higher, MUSC174, MUSC184, Natural Science Lab or Non-Lab Distribution, NWIT101 or higher, PHIL101, PHIL190, PHIL201, PSYC102, POLI101, POLI105, POLI211, SOCY100, TECH225, TECH273, TECH276, TECH277, TECH282, TVRA140.

† 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.

#### Year Three – University of Baltimore

Fall Semester	Cr
IDIS302 Ethical Issues in Business and Society	3
COSC324 Designing for Humans	3
COSC405 The Business of Game Development	3
General Elective (check with UB advisor)	3
General Elective (check with UB advisor)	3
<b>Total Credits</b>	<b>15</b>
Fall Semester	Cr
COSC408 History of Video Games	3
Technical Art or Level Design Track Course	3
Technical Art or Level Design Track Course	3
General Elective (check with UB advisor)	3
General Elective (check with UB advisor)	3
<b>Total Credits</b>	<b>15</b>

Spring Semester	Cr
WRIT300 Composition and Research	3
COSC315 Programming for Interactive Design	3
COSC320 Game Concept and Design	3
Technical Art or Level Design Track Course	3
General Elective (check with UB advisor)	3
<b>Total Credits</b>	<b>15</b>
Spring Semester	Cr
COSC440 Frontiers of Game Design	3
Technical Art or Level Design Track Course	3
Technical Art or Level Design Track Course	3
General Elective (check with UB advisor)	3-4
General Elective (if necessary)	(3)
<b>Total Credits</b>	<b>12-15</b>

**COMPUTER GAMING AND SIMULATION A.A.S.,** Catalog Year: 2016-2017

A maximum of 63 credits will transfer to UB

FOUNDATION COURSES	COURSE	HRS	GRADE
English Foundation (ENGL102 or ENGL103)	ENGL	3	
Math Foundation (MATH110 or higher)	MATH	3-4	

DISTRIBUTION COURSES	COURSE	HRS	GRADE
* Arts Distribution: GDES116, GDES120 or GDES134	GDES	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 Games Design	TECH295	4	
* Programming Course: TECH225 or CMSC140 recommended, or choose one from the list below #		3-4	
<b>SELECT FROM THE ELECTIVES BELOW</b>			
ENGL101 if needed for ENGL102/ENGL103 (Behavioral and Social Science Distribution Course if not, must be from a different discipline than the other BSSD course)		3	
GEEL: Humanities, COMM108 or COMM112 recommended		3	
Program electives: ANTH201, ARTT100, ARTT102, ARTT103, ARTT105, ARTT200, ARTT102, Behavioral and Social Science Distribution (in a different discipline than other BSSD), BSAD101, CMAP120, CCJS110, CMSC100 or higher, ENGL101, ENGL102, ENGL190, GDES116, GDES120, GDES134, GDES135, GDES216, GDES218, GDES228, GDES234, GDES242, GDES285, HIST116, HIST117, HIST200, HIST201, MATH110 or higher, MUSC174, MUSC184, Natural Science Lab or Non-Lab Distribution, NWIT101 or higher, PHIL101, PHIL190, PHIL201, PSYC102, POLI101, POLI105, POLI211, SOCY100, TECH225, TECH273, TECH276, TECH277, TECH282, TVRA140.		8-12	
		60-64	

\* A grade of C or better is required for Simulation and Digital Entertainment Core classes

# CMSC140, CMSC201, CMSC203, CMSC204, CMSC214, CMSC224, CMSC226, CMSC230, CMSC234, CMSC237, CMSC240, TECH225 or TECH276.

<b>Apply to graduate from Montgomery College with an <u>A.A.S in Computer Gaming and Simulation</u></b>
---