## Suggested Transfer Pathway

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

<table>
<thead>
<tr>
<th>Fall Semester</th>
<th>Cr</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENGL101 Introduction to College Writing*</td>
<td>3</td>
</tr>
<tr>
<td>MATH Foundation (MATF)</td>
<td>3</td>
</tr>
<tr>
<td>TECH272 Professional Website Development</td>
<td>4</td>
</tr>
<tr>
<td>Art Distribution (ARTD) - GDES116, 121, or 134</td>
<td>3-4</td>
</tr>
</tbody>
</table>

**Total Credits:** 13-14

### Year Two – Montgomery College

<table>
<thead>
<tr>
<th>Fall Semester</th>
<th>Cr</th>
</tr>
</thead>
<tbody>
<tr>
<td>GDES240 Animation 2: 3-D Modeling</td>
<td>4</td>
</tr>
<tr>
<td>TECH295 Board Game Design</td>
<td>4</td>
</tr>
<tr>
<td>Natural Science Distribution with Lab</td>
<td>4</td>
</tr>
<tr>
<td>Behavioral and Social Sciences Distribution</td>
<td>3</td>
</tr>
</tbody>
</table>

**Total Credits:** 15

### Spring Semester

<table>
<thead>
<tr>
<th>Cr</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENGL102 or ENGL103</td>
</tr>
<tr>
<td>GDES140 Introduction to Animation</td>
</tr>
<tr>
<td>TECH190 Intro to Game &amp; Simulation Development</td>
</tr>
<tr>
<td>Programming Course (CMSC140 or TECH225)**</td>
</tr>
</tbody>
</table>

**Total Credits:** 14-15

### Year Three – University of Baltimore

<table>
<thead>
<tr>
<th>Fall Semester</th>
<th>Cr</th>
</tr>
</thead>
<tbody>
<tr>
<td>IDIS302 Ethical Issues in Business and Society</td>
<td>3</td>
</tr>
<tr>
<td>GAME324 Designing for Humans</td>
<td>3</td>
</tr>
<tr>
<td>GAME405 The Business of Game Development</td>
<td>3</td>
</tr>
<tr>
<td>Games Criticism course %</td>
<td>3</td>
</tr>
<tr>
<td>General Education Requirement</td>
<td>3</td>
</tr>
</tbody>
</table>

**Total Credits:** 15

### Spring Semester

<table>
<thead>
<tr>
<th>Cr</th>
</tr>
</thead>
<tbody>
<tr>
<td>WRIT300 Composition and Research</td>
</tr>
<tr>
<td>GAME315 Programming for Interactive Design</td>
</tr>
<tr>
<td>GAME320 Game Concept and Design</td>
</tr>
<tr>
<td>Technical Art or Coding &amp; Dev’t Track course</td>
</tr>
<tr>
<td>General Education Requirement</td>
</tr>
</tbody>
</table>

**Total Credits:** 15

### Year Four – University of Baltimore

- **Fall Semester**
  - 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**
  - 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

---

Apply to graduate from MC with an Associate of Applied Science in Computer Gaming and Simulation

* if needed for ENGL 102 or 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).**

% 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

<table>
<thead>
<tr>
<th>FOUNDATION COURSES</th>
<th>COURSE</th>
<th>HRS</th>
<th>GRADE</th>
</tr>
</thead>
<tbody>
<tr>
<td>English Foundation (ENGL102 or ENGL103)</td>
<td>ENGL</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Math Foundation</td>
<td>MATH</td>
<td>3</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>DISTRIBUTION COURSES</th>
<th>COURSE</th>
<th>HRS</th>
<th>GRADE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arts Distribution (ARTD) - GDES116, 121, or 134</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Behavioral and Social Science Distribution</td>
<td></td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Natural Sciences Distribution with Lab</td>
<td></td>
<td>4</td>
<td></td>
</tr>
</tbody>
</table>

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

**SELECT FROM THE ELECTIVES BELOW:**

| 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

** 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.

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

**MC Contact**
Deb Solomon
deborah.solomon@montgomerycollege.edu

**UB Contact**
Contact the Office of Admission, admission@ubalt.edu or visit www.ubalt.edu/mc to learn more.