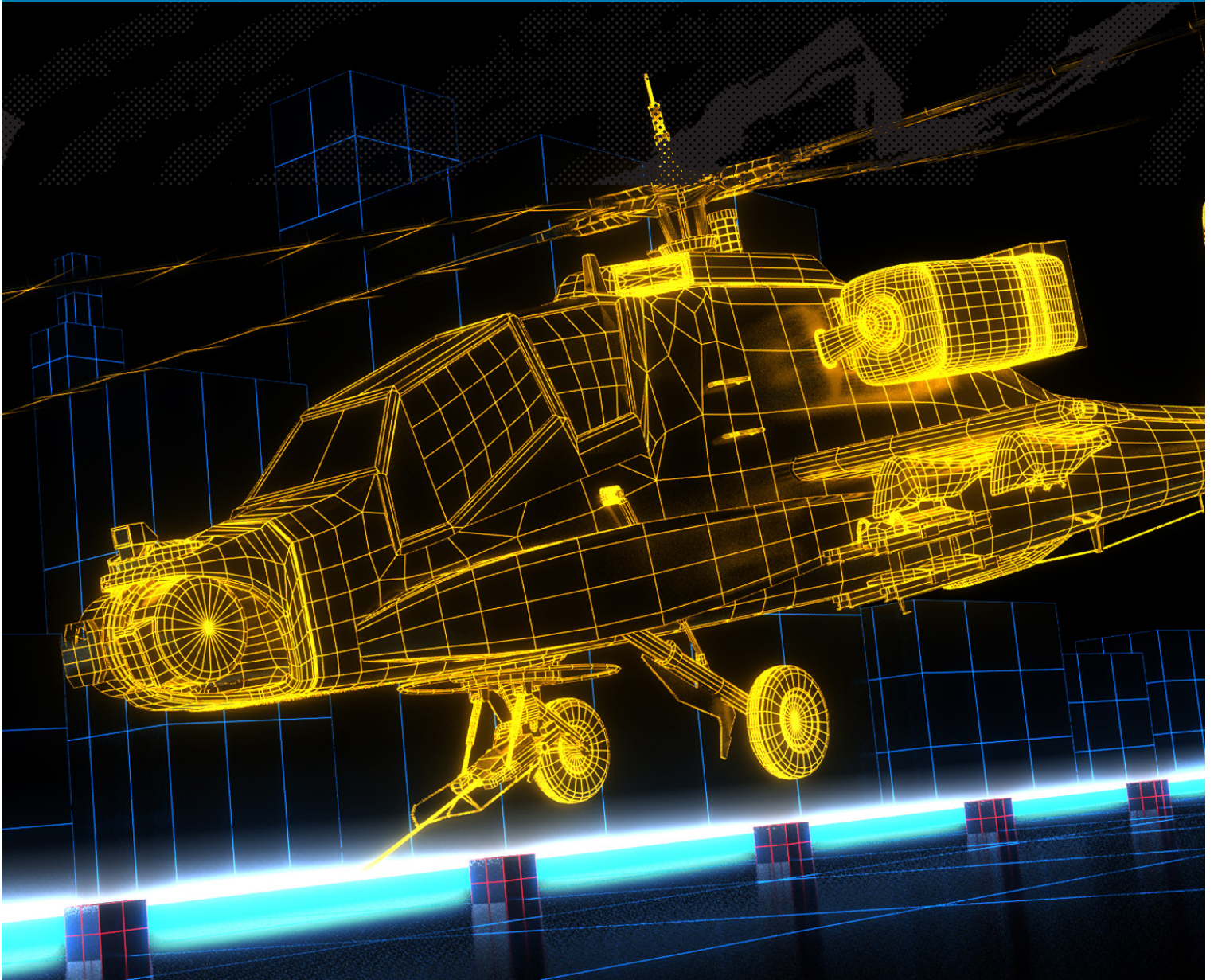


Academic Year 2024-25

GUIDE TO GRADUATION

BACHELOR OF SCIENCE: Simulation and Game Design



UNIVERSITY OF
BALTIMORE

Yale Gordon College of
Arts and Sciences

ubalt.edu/gamesdesign

The **Yale Gordon College of Arts and Sciences** is committed to providing the guidance and support you need to complete your program in a timely manner. This Guide to Graduation provides the in-depth information necessary to assist you in planning your undergraduate academic career. It contains contact information, important resources, a program checklist and a suggested four-year plan of study.

While this information will be helpful to you, you should also contact your academic adviser. Your adviser is there to assist you in planning your program plan of study and to answer your questions. All new students are required to meet with an adviser prior to registering for their first semester to receive a personalized program checklist.

The University of Baltimore recognizes that consistent and timely academic advising is strongly related to student success. To enhance the services we provide to our students and to increase the likeliness for success and on-time degree completion, UBalt implemented mandatory milestone advising for all new undergraduate students beginning in fall 2017.

Milestone advising will be anchored by three specific touch points and aligned with the personal, professional and academic goals of students at those points.

45 Credits: Advisers will work with students to further explore the declared major and connect students with support services, clubs and other campus groups to enhance the opportunity to be involved in the UBalt community.

60 Credits: Advisers will work with students to prepare for internships, Global Field Studies and other experiential learning opportunities. Students will also be re-introduced to the support services offered by the Career and Internship Center.

90 Credits: Advisers will focus on the final steps to graduation and the options for post-bachelor's degree completion. Students will learn more about the graduate degree programs at UBalt that fit with their goals.

Students must meet with their advisers to discuss their next steps for registration, course scheduling and other key academic topics before they register for classes. Advisers will release the milestone advising service indicator on students' accounts at the conclusion of the advising meetings.

Your academic adviser will assist you throughout your time at UBalt at any credit point; however, it is ultimately your responsibility to complete the degree requirements and acquaint yourself with the University's academic policies.

CONTACT INFO:

Yale Gordon College of Arts and
Sciences Dean's Office
Academic Center, Room 249
410.837.5351

ubalt.edu/gamesdesign

RESOURCES:

Office of Records and Registration
ubalt.edu/records

Office of Financial Aid
ubalt.edu/financialaid

Office of the Bursar
ubalt.edu/bursar

Academic Success
ubalt.edu/success

Career and Internship Center
ubalt.edu/careercenter

**Call to schedule your advising
appointment today.**

GENERAL EDUCATION REQUIREMENTS—38 CREDITS

- Students entering in fall 2024 and later
- Upper-division courses are 300 or 400 level.
- Complete with a grade of C- or higher except where noted.
- [See course lists for each area.](#)

Fields of Inquiry—21-22 credits

Arts and Humanities Area—6 credits

Complete one course from two separate disciplines.

Course Title	Term	Grade	Credit Hours
_____	_____	_____	_____
_____	_____	_____	_____

Social and Behavioral Sciences Area—6 credits

Complete one course from two separate disciplines.

Course Title	Term	Grade	Credit Hours
_____	_____	_____	_____
_____	_____	_____	_____

Biological and Physical Sciences Area—7 credits

Complete two courses, one of which must be a laboratory course.

Course Title	Term	Grade	Credit Hours
_____	_____	_____	_____
_____	_____	_____	_____

Mathematics Area—3 credits

Course Title	Term	Grade	Credit Hours
_____	_____	_____	_____

(may take MATH 111, 113, 115, 153 or 163)

Signature University of Baltimore Experiences—9-15 credits

Writing for the Professions—3 credits

Prerequisite: English Composition or equivalent; placement test or WRIT 200 required

Course Title	Term	Grade	Credit Hours
_____	_____	_____	_____

(may take WRIT 300)

English Composition – 3 credits

Students may satisfy this prerequisite with a 3-credit English Composition course or through credit by examination, credit for prior learning, or a waiver from a transfer institution or from the UBalt writing program director and General Education Council.

	Term	Grade	Credit Hours
WRIT 101: College Composition	_____	_____	_____

Ethics – 3 credits

Course Title	Term	Grade	Credit Hours
_____	_____	_____	_____
<i>(may take PHIL 140; PHIL 301; IDIS 302)</i>			

Diversity – 3 credits

Course Title	Term	Grade	Credit Hours
_____	_____	_____	_____
<i>may be met through transfer credit, elective coursework (which may be free-standing or in a major), competency-based testing, portfolio review, credit by examination, credit for prior learning, or waiver with approval of the General Education Council; a credit-bearing course is not required.</i>			

Global Awareness – 3 credits

Course Title	Term	Grade	Credit Hours
GAME 320: Game Concept and Design	_____	_____	_____
<i>may be met through transfer credit, elective coursework (which may be free-standing or in a major), competency-based testing, portfolio review, credit by examination, credit for prior learning, or waiver with approval of the General Education Council; a credit-bearing course is not required.</i>			

Captstone Experience – 3 credits

(taken in major or in honors program)

Course Title	Term	Grade	Credit Hours
GAME 469 and 470: Game Development Project I and II (in track)	_____	_____	_____

Core Proficiencies – maximum of 9 credits

These requirements may be met through transfer credit, elective coursework (which may be free-standing or in a major), competency-based testing, portfolio review, credit by examination, credit for prior learning, or waiver with approval of the General Education Council. A credit-bearing course is not required.

Information Literacy – 3 credits

Course Title	Term	Grade	Credit Hours
COSC 324: Designing for Humans <i>(may take INFO 110 or course in major)</i>	_____	_____	_____

Technological Fluency – 3 credits

Course Title	Term	Grade	Credit Hours
COSC 155: Internet Technologies: Mastering the Basics <i>(COSC 100, 101, 102, 155 or course in major)</i>	_____	_____	_____

B.S. IN SIMULATION AND GAME DESIGN REQUIREMENTS – 54 CREDITS

• Students entering in fall 2020 and later

• Complete with a grade of C or higher except where noted

> Program Core Courses – 39 credits

Course Title	Term	Grade	Credit Hours
• COSC 150: Introduction to Game Design	_____	_____	_____
• COSC 155: Internet Technologies: Master Basics	_____	_____	_____
• <i>Choose one:</i>			
<input type="checkbox"/> CMAT 212 – Computer Graphics: Imaging ¹ <small>¹ CMAT 212 recommended, as COSC 160 is rarely offered.</small>	_____	_____	_____
<input type="checkbox"/> GAME 160 – Graphics for Game Design	_____	_____	_____
• GAME 250: Game Scripting	_____	_____	_____
• GAME 260: Introduction to 3-D Graphics	_____	_____	_____
• GAME 315: Programming for Interactive Design	_____	_____	_____
• GAME 320: Game Concept and Design	_____	_____	_____
• GAME 324: Designing for Humans	_____	_____	_____
• GAME 370: Level Design	_____	_____	_____
• GAME 405: The Business of Game Development	_____	_____	_____
• GAME 440: Frontiers of Game Design	_____	_____	_____
• <i>Choose one Games Criticism course:</i>			
<input type="checkbox"/> GAME 390: Game Journalism	_____	_____	_____
<input type="checkbox"/> GAME 402: Interactive Narrative	_____	_____	_____
<input type="checkbox"/> GAME 407: Social Media and Games	_____	_____	_____
<input type="checkbox"/> GAME 408: History of Video Games	_____	_____	_____
• <i>Choose one Serious Games Design course:</i>			
<input type="checkbox"/> GAME 330: Games for Learning	_____	_____	_____
<input type="checkbox"/> GAME 477: Community-Focused Game Design	_____	_____	_____

4-Year Plan for Incoming Freshmen: Simulation and Game Design, B.S.

Coding and Development Track

Below is an example plan of study for the Simulation and Game Design program, Level Design track. This is meant to act as a guide, but need not be followed in the same order for every student. Part-time students and those students transferring in credits from another university or college will need to adjust their plan accordingly. This plan does not account for courses taken during summer sessions. Students should consult with their adviser each semester prior to registration.

Year 1

1st Semester		2nd Semester	
WRIT 100 OR COSC 150	3	COSC 155 (GR)	3
WRIT 101	0-3	GAME 160 OR CMAT 212	3
IDIS 101 First-Year Seminar (GE Elective)	3	Arts and Humanities (GE)	3
Learning Community Course (Arts and Humanities) (GE)	3	Social and Behavioral Sciences (GE)	3
Learning Community Course (Social and Behavioral) (GE)	3	INFO 110 (GR)	3
	<u>15</u>		<u>15</u>

Year 2

3rd Semester		4th Semester	
GAME 250	3	GAME 260	3
Developmental MATH OR Credit MATH (GE)	3	Credit MATH (GE) OR Elective	3
Science with Lab (GE)	4	Global Awareness/Diverse Perspectives Course (GR)	3
Technology Fluency Course (GR)	3	Science without Lab (GE)	3
Elective	3	Elective	3
	<u>16</u>		<u>15</u>

Year 3

5th Semester		6th Semester	
GAME 315	3	GAME 415	3
GAME 320 (GR)	3	GAME 370	3
GAME 324 (GR)	3	GAME 405	3
IDIS 302 (Upper-Level GE)	3	WRIT 300 (or WRIT 200) (Upper-Level GE)	3
Elective	3	Elective	3
	<u>15</u>		<u>15</u>

Year 4

7th Semester		8th Semester	
GAME 445	3	GAME 330 OR GAME 477 (477 offered in fall)	3
GAME 440	3	GAME 470 (GR)	3
GAME 469	3	GAME 408 OR (GAME 390; GAME 402; GAME 407)	3
GAME 418	3	Elective	3
Elective	3	Elective	3
	<u>15</u>		<u>15</u>

Total
121

58-61

60

4-Year Plan for Incoming Freshmen: Simulation and Game Design, B.S.

Technical Art Track

Below is an example plan of study for the Simulation and Game Design program, Technical Artist track. This is meant to act as a guide, but need not be followed in the same order for every student. Part-time students and those students transferring in credits from another university or college will need to adjust their plan accordingly. This plan does not account for courses taken during summer sessions. Students should consult with their adviser each semester prior to registration.

Year 1

1st Semester		2nd Semester	
WRIT 100 OR COSC 150	3	COSC 155 (GR)	3
WRIT 101	0-3	GAME 160 OR CMAT 212	3
IDIS 101 First-Year Seminar (GE elective)	3	Arts and Humanities (GE)	3
Learning Community Course (Arts and Humanities) (GE)	3	Social and Behavioral Sciences (GE)	3
Learning Community Course (Social and Behavioral) (GE)	3	INFO 110 (GR)	3
	<u>15</u>		<u>15</u>

Year 2

3rd Semester		4th Semester	
GAME 250	3	GAME 260	3
Developmental MATH OR Credit MATH (GE)	3	Credit MATH (GE) OR Elective	3
Science with Lab (GE)	4	Global Awareness/Diverse Perspectives Course (GR)	3
Technology Fluency Course (GR)	3	Science without Lab (GE)	3
Elective	3	Elective	3
	<u>16</u>		<u>15</u>

Year 3

5th Semester		6th Semester	
GAME 315	3	GAME 324 (GR)	3
GAME 320 (GR)	3	GAME 370	3
GAME 410	3	GAME 420	3
IDIS 302 (Upper-Level GE)	3	WRIT 300 (or WRIT 200) (Upper-Level GE)	3
GAME 380	3	Elective	3
	<u>15</u>		<u>15</u>

Year 4

7th Semester		8th Semester	
GAME 440	3	GAME 330 OR GAME 477	3
GAME 469	3	GAME 470 (GR)	3
GAME 408 OR (GAME 390; GAME 402; GAME 407)	3	GAME 405	3
Elective	3	Elective	3
Elective	3	Elective	3
	<u>15</u>		<u>15</u>

Total
121

58-61

60