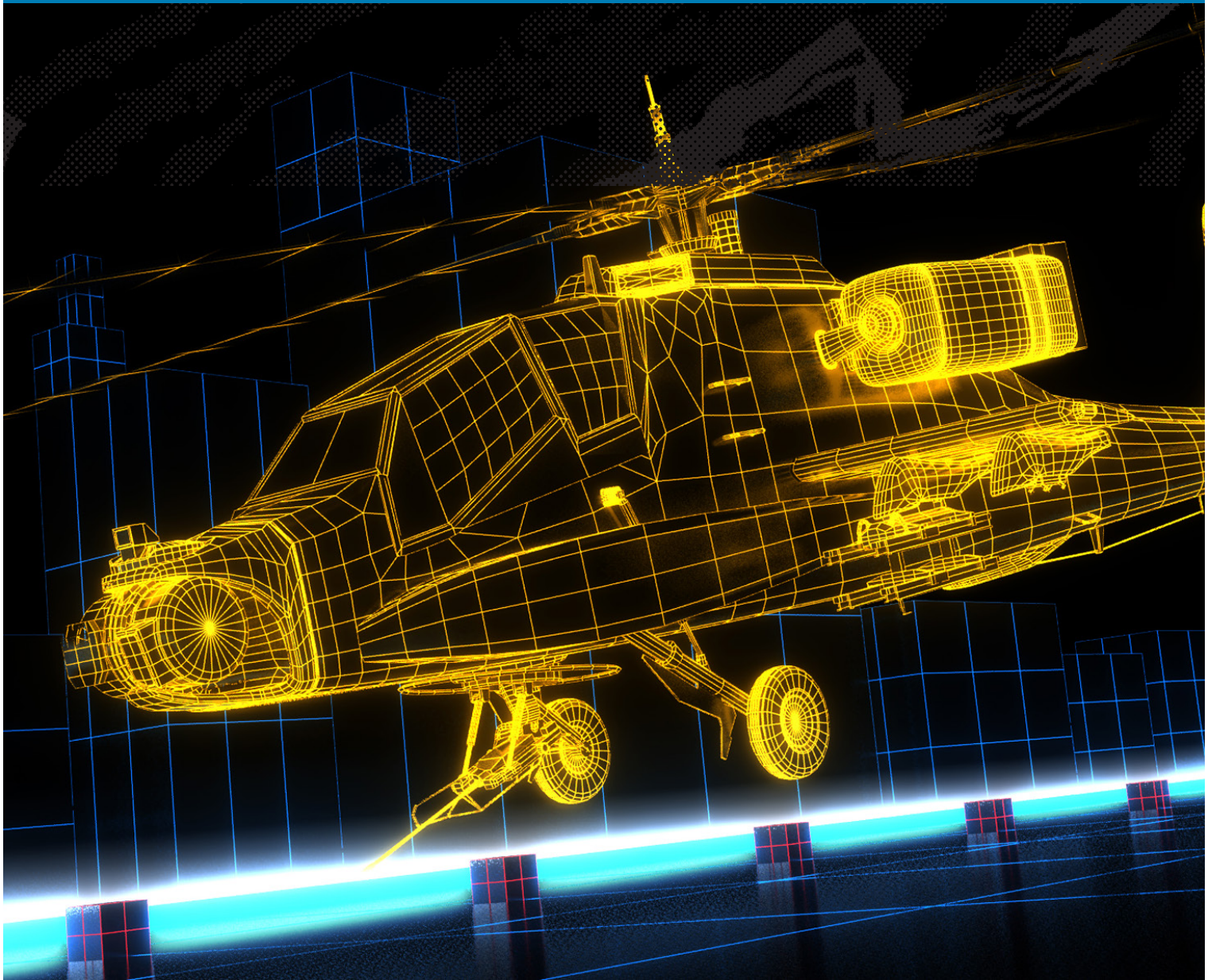


Academic Year 2020-21

# GUIDE TO GRADUATION

BACHELOR OF SCIENCE: Simulation and Game Design



UNIVERSITY OF  
**BALTIMORE**

Yale Gordon College of  
Arts and Sciences

[ubalt.edu/gamesdesign](http://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.

UB 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, UB 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 UB 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 UB 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 UB 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](http://ubalt.edu/gamesdesign)

### RESOURCES:

**Office of Records and Registration**  
[ubalt.edu/records](http://ubalt.edu/records)

**Office of Financial Aid**  
[ubalt.edu/financialaid](http://ubalt.edu/financialaid)

**Office of the Bursar**  
[ubalt.edu/bursar](http://ubalt.edu/bursar)

**Academic Success**  
[ubalt.edu/success](http://ubalt.edu/success)

**Career and Internship Center**  
[ubalt.edu/careercenter](http://ubalt.edu/careercenter)

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

# B.S. IN SIMULATION AND GAME DESIGN PROGRAM CHECKLIST

120 credits required to graduate; note the grades required for each type of requirement below

## General Education Requirements – 38 credits

- Students entering in fall 2016 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.](#)

### > Arts and Humanities Area (AH, AHE) – 9 credits

Complete one course from two separate AH disciplines, and one upper-division Ethics (AHE) course.

	Course Title	Term	Grade	Credit Hours
AH1:	_____	_____	_____	_____
AH2:	_____	_____	_____	_____
AHE:	_____	_____	_____	_____
	<i>upper division, C or better</i>			

### > Social and Behavioral Sciences Area (SBS) – 6 credits

Complete one course from two separate SBS disciplines.

	Course Title	Term	Grade	Credit Hours
SBS1:	_____	_____	_____	_____
SBS2:	_____	_____	_____	_____

### > Biological and Physical Sciences Area (BPS, BPSL) – 7 credits

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

	Course Title	Term	Grade	Credit Hours
BPS:	_____	_____	_____	_____
BPSL:	_____	_____	_____	_____

### > Mathematics Area (MA) – 3 credits

Complete one course. Check your major requirements for recommendation. Note: placement required prior to registration

- Complete Math Placement: RSVP at [ubalt.edu/placement](http://ubalt.edu/placement)

	Course Title	Term	Grade	Credit Hours
MA:	_____	_____	_____	_____

**> English Composition Area (COMP, UCOMP) – 6 credits**

Complete two composition courses, one of which must be upper division. Note: placement required prior to registration

Course Title	Term	Grade	Credit Hours
COMP: _____	_____	_____	_____
UCOMP: _____ <i>upper division, C or better</i>	_____	_____	_____

**> General Education Electives (ELECGE) – 7+ credits**

Complete as many general education courses as needed to reach 38-credit requirement.

Course Title	Term	Grade	Credit Hours
ELECGE: _____	_____	_____	_____
ELECGE: _____	_____	_____	_____
ELECGE: _____	_____	_____	_____

Students with an A.A. or A.S. degree from a Maryland public institution complete only the AHE and UCOMP requirements.

**University of Baltimore Graduation Requirements**

- Students entering in fall 2017 and later
- For General Education GR courses, earn a grade of C- or higher.
- For GR courses within your academic program, follow the grade requirements of the program.
- Consult with your academic adviser on the best course selections for your program.
- [See lists of approved courses.](#)

<b>Information Literacy (IL)</b>	<b>Term</b>	<b>Grade</b>	<b>Credit Hours</b>
COSC 324: Designing for Humans	_____	_____	_____
<b>Technological Fluency (TF)</b>	<b>Term</b>	<b>Grade</b>	<b>Credit Hours</b>
COSC 155: Internet Technologies: Mastering the Basics	_____	_____	_____
<b>Oral Communication (OC)</b>	<b>Term</b>	<b>Grade</b>	<b>Credit Hours</b>
GAME 470: Game Development Project II	_____	_____	_____
<b>Global Awareness and Diverse Perspectives (GD)</b>	<b>Term</b>	<b>Grade</b>	<b>Credit Hours</b>
GAME 320: Game Concept and Design	_____	_____	_____
<b>Capstone Experience</b>	<b>Term</b>	<b>Grade</b>	<b>Credit Hours</b>
GAME 469 and 470: Game Development Project I and II (in track)	_____	_____	_____

## 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	_____	_____	_____
• Choose one:			
<input type="checkbox"/> CMAT 212 – Computer Graphics: Imaging <sup>1</sup> <small><sup>1</sup> 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	_____	_____	_____
• Choose one Games Criticism course:			
<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	_____	_____	_____
• Choose one Serious Games Design course:			
<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