

**Associate of Arts Degree  
Computer Gaming and Simulation:  
Production and Design Track**



Thank you for your interest in the articulated academic plan for Simulation and Digital Entertainment. Successful completion of this program will ensure a smooth transition to the University of Baltimore's B.S. Simulation and Digital Entertainment. This program is also available at the Universities at Shady Grove.

<b>Courses to take at Montgomery College:</b>			
<b>Course</b>	<b>Credit</b>	<b>Completed</b>	<b>Grade</b>
CG120 (COMP GRAPHICS: ART & ILLUS I)	4		
CA190 (INTRO TO GAME AND SIMULATION)	4		
CA125 (INTRODUCTION TO FLASH)	4		
CA272 (PROFESSIONAL WEB SITE DEVELOP)	4		
CA195 (BUILDING GAME WORLDS & LEVELS)	4		
CG222 (COMP GRAPHICS: 3-D MODELING)	4		
CA225 (ACTIONSRIPT FOR WEB & GAMING)	4		
EN101 OR BA101 OR CG121 OR CG226 OR CA141 OR CA273 OR CA274 OR CA276 OR CA277 OR CA278 OR CA288 OR NW220 OR CS113 OR CS140 OR CS200 OR CS226 OR CS249 OR CS270 OR PR232 OR TR101.	3-4		
AR103 (TWO-DIMENSIONAL DESIGN) Satisfies MC Humanities Distribution	3		
EN109 (WRTG/TECHNOLOGY & BUSINESS) Satisfies MC English Foundation	3		
SP108 or 112 or 212 Satisfies MC Speech Foundation	3		
MA110 or Higher Satisfies MC Math Foundation	3		
HS or PL Course Satisfies MC Humanities Distribution	3		
Behavioral and Social Science Distribution	6		
Natural Science Distribution	7		
Health Foundation	1		
<b>TOTAL:</b>	<b>60-61*</b>		

**Application Deadlines:**

Fall Semester: June 1  
Spring Semester: December 1  
Summer Semester: May 1

**For more information:**

Call the Admissions office at 1-877-ApplyUB or email us at [admissions@ubalt.edu](mailto:admissions@ubalt.edu). You can also visit us online at [www.ubalt.edu](http://www.ubalt.edu) or [www.ubalt.edu/montgomery](http://www.ubalt.edu/montgomery).

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