

**Associate of Arts Degree in:
Computer Gaming and Simulation
Programming 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.

Courses to take at Montgomery College:			
Course	Credit	Completed	Grade
CG120	4		
CA190 (INTRO TO GAME AND SIMULATION)	4		
CA125 (INTRODUCTION TO FLASH)	4		
CA195 (BUILDING GAME WORLDS & LEVELS)	4		
CG222	4		
CA225	4		
Cold Fusion <u>or</u> Java <u>or</u> C++ Specialization	9-11		
EN101* or Literature course	3		
AR103 (TWO-DIMENSIONAL DESIGN) Satisfies MC Humanities Distribution	3		
EN109 (WRITG/TECHNOLOGY & BUSINESS)	3		
SP108 (INTRO TO HUMAN COMMUNICATION) or 112(BUS & PRO SPEECH COMM) or 212 (EFFECTIVE TECH PRESENTAT)	3		
MA110 (SURVEY OF COLLEGE MATH) or Higher	3		
HS or PL Course	3		
Behavioral and Social Science Distribution	6		
Natural Science Distribution	7		
Health Foundation	1		
TOTAL:	61-64		

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. You can also visit us online at www.ubalt.edu or www.ubalt.edu/montgomery.

Application fees:

\$30 Online
\$45 Paper
\$60 After Deadline

Apply Online: www.ubalt.edu/admissions

