

**Associate of Arts Degree in:
Computer Gaming and Simulation
Art and Animation 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 offer at the Universities at Shady Grove.

Courses to take at Montgomery College:			
Course	Credit	Completed	Grade
CA190 (INTRO TO GAME AND SIMULATION)	4		
CA125 (INTRODUCTION TO FLASH)	4		
CA272 (PROFESSIONAL WEB SITE DEVELOP)	4		
CA195(BUILDING GAME WORLDS & LEVELS)	4		
CG210 (COMP GRAPH: INTRO TO ANIMATION)	4		
CG222 (COMP GRAPHICS: 3-D MODELING)	4		
Electives: Art and Animation, or Programming and Database, or Other	3 -4		
AR103 (TWO-DIMENSIONAL DESIGN)	3		
CG120 (COMP GRAPHICS: ART & ILLUS I)	4		
EN109 (WRTG/TECHNOLOGY & BUSINESS) Satisfies MC English Foundation	3		
SP108 (INTRO TO HUMAN COMMUNICATION) or 112(BUS & PRO SPEECH COMM) or 212 (EFFECTIVE TECH PRESENTAT) Satisfies MC Speech Foundation	3		
MA110 (SURVEY OF COLLEGE MATH) 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		
TOTAL:	60-61		

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.

Apply Online: www.ubalt.edu/admissions

