



A.A.S. in Computer Gaming and Simulation



CATALOG YEAR:
2026-27

B.S. in Simulation and Game Design

CREDITS	MONTGOMERY COLLEGE Requirements for Associate's Degree	UNIVERSITY OF BALTIMORE Requirements for Bachelor's Degree
3	ENGL101 Introduction to College Writing*	Transfers as 3 credits toward the total required for the UBalt degree
3	ENGL102 or ENGL103 (ENGF)	WRIT 101
3	Math Foundation (MATF) + Example MATH 117	MATH 115
3	Humanities Distribution (HUMD) Example PHIL 140	PHIL 140
4	Natural Science with Lab Distribution (NSLD)	BIOL 111 or BIOL 121 or ENVS 221
3	Behavioral and Social Sciences Distribution (BSSD)	ANTH 110 or CRJU 200 or PSYC 100 or PSYC 205 or SOCI 100
4	GDES 116 Digital Tools for the Visual Arts (GEEL)	Arts Elective
3-4	GDES 140 Introduction to Animation (4 credits) OR ANIM 200 Animation I: Introduction to 2D Animation (3 credits)	GAME 160
3-4	GDES 240 Animation 2: 3-D Modeling (4 credits) OR ANIM 210 Animation II: Introduction to 3D Animation (3 credits)	GAME 260
4	TECH 190 Intro to Game & Simulation Development	GAME 150
4	TECH 225 Game Programming	GAME 250
4	TECH 272 Professional Website Development	COSC 155
4	TECH 290 Building Game Worlds: Level Design, Mods and Quality Assurance	Computer Science Elective
4	TECH 295 Board Game Design	Computer Science Elective
3	Gen Ed Elective (Natural Science Non-Lab gen ed course is recommended) +	BIOL 101 or CHEM 101 or ENVS 201 or PHSC 101
3	Program Elective (Gen Ed BSSD course recommended) +	General Elective
3-5	Program Elective	General Elective
60	TOTAL CREDITS TRANSFERRED	
REMAINING UNIVERSITY OF BALTIMORE DEGREE REQUIREMENTS RECOMMENDED SEQUENCE UPON TRANSFER WITH ASSOCIATE'S DEGREE		
IDIS 302 Ethical Issues in Business and Society or PHIL 140		3
GAME 324 Designing for Humans		3
GAME 405 The Business of Game Development		3
Games Criticism course %		3
General Education Requirement		3
WRIT 300 Composition and Research		3
GAME 315 Programming for Interactive Design		3
GAME 320 Game Concept and Design		3
Technical Art or Coding & Development Track course		3
General Education Requirement		3
GAME 370 Level Design		3
Technical Art or Coding & Development Track course		3
Technical Art or Coding & Development Track course		3
Serious Games course \$		3
General Elective (check with UBALT adviser)		3
GAME 440 Frontiers of Game Design		3
Technical Art or Coding & Development Track course		3
Technical Art or Coding & Development Track course		3
General Elective (check with UBALT adviser)		3-4
General Elective (if necessary - check with UBALT adviser)		3
TOTAL CREDITS REMAINING AT UNIVERSITY OF BALTIMORE		60-61

MONTGOMERY COLLEGE NOTES

* If needed for ENGL 102/ENGL103, or program elective

**60 credits are required for graduation. University of Baltimore will accept up to 70 credits for transfer, so students transferring to UBALT may choose additional electives up to a total of 70 credits. Students with a B or above in CMSC 226 may be able to waive the equivalent upper-level course at UBALT. Since transfer schools may require certain classes, students considering transferring to UBALT or other universities should review any applicable transfer agreements and meet with a gaming advisor to plan electives.

Program electives: BSAD 101, CMAP 120, CMAP 252, MUSC 174, any CMSC, ENGL, GDES, MATH, NWIT, TECH, TVRA course, or any General Education course.

+Students that do not take the recommended courses will need to complete those General Education requirements at the University of Baltimore.

UNIVERSITY OF BALTIMORE NOTES

% Choose from GAME 390, GAME 402, GAME 407, or GAME 408

\$ Choose from GAME 330 or GAME 477