COMPUTER GAMING AND SIMULATION AAS: 360

Total Credits: 60
Catalog Editions 21-22 through 22-23

Name: **Date:**   **ID #:**

GENERAL EDUCATION: FOUNDATION COURSES	Course	Hours	Grade
English Foundation (**ENGL 102** or **ENGL 103**, *grade of C or better required to graduate*)		3	
Math Foundation (MATH 110, 115, 117, 120, 130, 150, 165, 170, or 181) **CONSULT COUNSELING FACULTY / PROGRAM ADVISOR ABOUT CHOICE**			

GENERAL EDUCATION: DISTRIBUTION COURSES	Course	Hours	Grade
Arts Distribution (ARTD) **GDES COURSE ON GENERAL EDUCATION LIST**			
Behavioral & Social Sciences Distribution (BSSD)		3	
Natural Sciences Distribution with Lab (NSLD)		4	
General Education Elective (GEEL) **ANY COURSE ON GENERAL EDUCATION LIST**			

PROGRAM REQUIREMENTS	Course	Hours	Grade
ENGL 101 or ENGL 101A (if needed for ENGL102/103 or Program Elective)*			
	GDES 140	4	
	GDES 240	4	
	TECH 190	4	
	TECH 272	4	
	TECH 290	4	
	TECH 295	4	
PROGRAMMING COURSE ‡			
PROGRAM ELECTIVE * †			
PROGRAM ELECTIVE * †			
PROGRAM ELECTIVE * †			
PROGRAM ELECTIVE (if needed to complete 60 credits)* ‡			

Overall GPA of 2.0 is required to graduate

* *ENGL 101/ENGL 101A, if needed for ENGL 102/ENGL 103, or Program Elective.*

Total Credits: [ ]

‡*Pick one:* **CMSC 100, CMSC 135, CMSC 140, CMSC 201, CMSC 203, CMSC 204, CMSC 206, CMSC 214, CMSC 220, CMSC 222, CMSC 224, CMSC 226, CMSC 230, CMSC 234, CMSC 237, CMSC 240, CMSC 141, TECH 225, TECH 276, or TECH 277.** *Students transferring to UB should choose a programming class that will transfer. See a gaming advisor for details.*

* **Program Electives List: ANTH 201, ARTT 100, ARTT 102, ARTT 103, ARTT 105, ARTT 200, BSAD 101, CMAP 120, CCJS 110, CMSC 100 or higher, ENGL 190, GDES 116, GDES 121, GDES 134, GDES 135, GDES 216, GDES 218, GDES 234, GDES 242, GDES 285, HIST 116, HIST 117, HIST 200, HIST 201, MATH 117 or higher, MUSC 174, MUSC 184, Natural Science Lab (NSLD) or Non-Lab Distribution (NSND), NWIT 101 or higher, PHIL 101, PHIL 190, PHIL 201, PSYC 100**/*PSYC 102*, **POLI 101, POLI 105, POLI 211, SOCY 100, TECH 225, TECH 273, TECH 276, TECH 277, TECH 282, TVRA 140**

Computer Gaming & Simulation Website

Last Reviewed: April 2023

Advising Worksheet Contact:
Anthony Solano

† *60 credits are required for graduation. University of Baltimore will accept up to 63 credits for transfer, so students transferring to UB may choose additional electives up to a total of 63 credits. Students with a B or above in CMSC 226 may be able to waive the equivalent upper level course at UB. Since transfer schools may require certain classes, students considering transferring to UB or other universities should review any applicable transfer agreements and meet with a gaming advisor to plan electives.*

See an advisor to submit an Application for Graduation the semester BEFORE you intend to graduate.

This UNOFFICIAL document is for planning purposes ONLY and completion does not guarantee graduation.