

ARTICULATION AGREEMENT

Montgomery College
**Associate of Arts degree in Computer Gaming and Simulation:
Game Graphic Design Track**

and

University of Baltimore
**Bachelor of Technical or Professional Studies
Simulation and Digital Entertainment**

Entered into this _____ day of _____, 2006.
(date) (month)

Robert Bogomolny, President
University of Baltimore

Dr. Charlene Nunley
Montgomery College

Wim Wiewel, Provost and Senior Vice President
for Academic Affairs
University of Baltimore

Dr. Mary Kay Shartle-Galotto, Executive
Vice President for Academic and Student
Services
Montgomery College

Dr. Larry Thomas
University of Baltimore

Dr. Judy Ackerman
Montgomery College

Dr. Nancy Kaplan
University of Baltimore

Dr. Kathleen Wessman
Montgomery College

This agreement is effective with new *UB* admits beginning in Fall, 2006.

This agreement will be reviewed *biennially*

ARTICULATION AGREEMENT

Montgomery College (hereafter referred to as MC), a community college in Montgomery County, Maryland, and the University of Baltimore (hereafter referred to as UB), a public upper-division state university in Baltimore, Maryland and a member of the University System of Maryland, agree to offer an articulated program leading to the award of a Bachelor of Technical or Professional Studies in Simulation and Digital Entertainment (SDE).

PURPOSE OF AGREEMENT

This agreement is entered into in the interests of our students. The general purpose of this agreement is to make clear the terms of this articulation agreement. This agreement will allow for the efficient transfer of students between campuses, including transfer credit, admissions and financial aid/scholarship. It will provide opportunities for students beyond the classroom, serving as a basis for student involvement and faculty interaction. It will set expectations for administrators, faculty and staff at both institutions, and foster a working relationship between the parties. Finally, it will encourage students to continue their education for their own personal and professional development.

ADMINISTRATIVE PRINCIPLES

The following general principles guide the operation of this Agreement:

1. The program is designed for graduates of the associate degree in Computer Gaming and Simulation: Game Design Track at MC. A maximum of 63 credit hours from MC will be allowed towards fulfillment of the one hundred twenty (120) credit hours required for baccalaureate completion.
2. In accordance with Code of Maryland Regulation, all courses meeting general education requirements at MC will transfer to UB as general education. Other general education requirements will be met by using required or elective courses at UB as noted in this agreement.
3. The maximum number of credits that will be accepted by UB toward degree requirements from non-direct classroom instruction (including CLEP, AP, other nationally recognized standardized examination scores and other four-year institutions) is 30 credits. If the course is evaluated by MC and applied to the Computer Gaming and Simulation degree, UB will accept the course automatically as a transfer course. If the credit is not on the MC transcript, the student may submit the score report to be evaluated by UB and credit will be applied as determined by UB's evaluation. Credit awarded for experiential learning ("life experience") if awarded by MC is recognized by, and is transferable to, UB. It is possible that not all transferable credit accepted by UB will be applicable to the degree.

4. Courses completed at another community college will count towards the total credits transferred into UB. Official transcripts from previously attended institutions will also be required.
5. Once the associate's degree is completed and the student has been admitted to UB, the student will be instructed to contact the appointed academic advisor and register for classes.
6. While MC and UB do not presently have a dual admissions program, should one be agreed to, this agreement will not preclude students from participation and students may apply for and receive the benefits of dual admission.
7. MC will provide potential student directory information, as defined in FERPA, to UB for matters of recruitment, marketing and data management. UB does not include address, phone or e-mail as directory information. Educational records maintained by each institution are subject to the Family Education Rights and Privacy Act (FERPA), and the regulations promulgated under it.
8. UB will establish a mechanism to provide information on the academic progress of the MC student enrolled as a result of this agreement.
9. Students may complete the UB curriculum part-time or full-time, online or face-to-face, or in any combination thereof.
10. This articulation agreement becomes effective on the date set forth on the first page of this document. This agreement will be reviewed biennially, and appropriately marked as such.
11. MC and UB agree to publicize this program.
12. MC and UB agree to monitor the performance of this agreement and to revise it as necessary.
13. The agreement may be terminated by either party after adequate notice, defined as one semester or 6 months, to the other, at which time appropriate measures will be put into place regarding the continued transfer of students.
14. The office of record for academic agreements at the University of Baltimore is the Office of Community College Relations. The office of record for agreements at Montgomery College is the Office of the Executive Vice President for Academic and Student Services.

For admission to UB, the following apply:

1. Students must maintain a 2.0 cumulative grade point average in order to transfer at the 56 credit level or higher. Should students choose to transfer prior to completion of their associate's degree, they will be responsible for meeting eligibility requirements.

2. In order to be eligible for admission, students must comply with all UB admissions requirements, including posted deadlines and appropriate documentation.
3. Should this articulation agreement concern a program with additional admissions requirements or prerequisite coursework, students must have met all standards prior to enrollment at UB.
4. Students who have satisfied the requirements of the articulation agreement will be given every consideration for financial assistance and will be eligible to compete for academic scholarships at UB.

APPENDICIES

As part of this agreement, the following have been included.

1. Course by Course articulations, including satisfaction of general education requirements at both MC and the University of Baltimore.
2. Upper Division requirements, to be completed at the University of Baltimore.
3. An academic advising sheet, showing requirements for completion of the degree at MC.

These appendices can be changed on a routine basis, by mutual agreement, without the procedural process review or revision of the entire articulation agreement.

APPENDIX I - COURSE ARTICULATIONS

The following pages indicate the course to course equivalency, as agreed upon within the articulation agreements.

Course to course articulation, including General Education

MC Course	Credit Hours	UB Equivalent	Explanation/Notes
CA190	4	Lower Level Elective	
PR125	4	Lower Level Elective	Satisfies the Multimedia Authoring requirement
CA272 OR PR120 OR AA218	3	Lower Level Elective	
IS195	4	Lower Level Elective	
CG210	4	Lower Level Elective	Satisfies the Two Dimensional computer graphics requirement, and satisfies the FINE ARTS general education requirement.
CG222	4	Lower Level Elective	Satisfies the 3D Modeling and Simulation requirement
PR225	3	Lower Level Elective	
EN101, OR BA101 OR BG121 OR CG226 OR CA141 OR CA273 OR CA274 OR CA276 OR CA277 OR CA278 OR CA288 OR CA NW220 OR CS113 OR CS140 OR CS200 OR CS204 OR CS213 OR CS214 OR CS218 OR CS226 OR CS249 OR CS270 OR PR232 OR TR101	3	Lower Level Elective	Students who complete CS226 with a grade of B or better will receive credit for COSC315.
AR103	3	Lower Level Elective	Satisfies the Arts general education requirement
CG120	3	Lower Level Elective	Satisfies the Arts general education requirement
EN109	3	Lower Level Elective	Satisfies the Technical Writing requirement English Composition requirement
Speech Foundation	3	Lower Level Elective	Satisfies Oral Communication requirement
Math Foundation	3	Lower Level Elective	Satisfies the Mathematics General Education Area
HS or PL Elective	3	Lower Level Elective	Satisfies the History or philosophy requirement
Behavioral and Social Science Distribution	3	Lower Level Elective	Satisfies the Social Science General Education Area
Natural Science Distribution (7-8 credits)	7-8	Lower Level Elective	Satisfies the Science General Education Areas
Health Foundation	1	Lower Level Elective	

APPENDIX II : UPPER DIVISION REQUIREMENTS

All MC transfer students will be required to take a minimum of 60 credits of upper division coursework at UB.

Completion of the Simulation and Digital Entertainment program at UB requires students to successfully complete the following course work:

Course Number	Course Title	Credit Hours	Explanation
Upper Division General Education Core Requirements (9 Credits)			
IDIS300	Ideas in Writing	3	
IDIS302	Ethical Issues in Business and Society	3	
IDIS304 or IDIS301	Arts and Ideas or World Cultures	3	IDIS304 (Arts and Ideas) will meet the lower division fine arts general education requirement, if necessary
Program Requirements (30 Credits)			
COSC315	C++ for Interactive Design	3	May be satisfied by completion of CS226 with a grade of B or better.
COSC320	Game Concept and Design	3	
COSC324	Usability in Game Design	3	
COSC330	Applied Simulation	3	
COSC410	Advanced 3-D Modeling and Animation	3	
COSC414	Audio Integration in Games and Simulations	3	
COSC418	Design of Multiplayer Games	3	
COSC450	Internship I: Usability and Testing	3	
COSC452	Games, Simulation and Society	3	
COSC470	Game and Simulation Development Seminar	4	
Additional Electives (21-24 Credits)			
Students who have completed the CS226 requirement have 24 credits to take at UB.			
General Elective Credit		18-21	
Literature		3	UB Requirement
Total to be taken at UB:		60	

**Montgomery College/University of Baltimore Articulated Program
Associate of Arts degree in Computer Gaming and Simulation
Game Graphic Design Track**

Thank you for your interest in the articulated academic plan for Game Graphic Design. Successful completion of this program will ensure a smooth transition to the University of Baltimore, and ultimately, to a **B.T.P.S. in Simulation and Digital Entertainment.**

Courses to take at Montgomery College:			<u>APPLYING TO UB</u>
Course	Credit	Completed	
CA190	4		<p>Application Deadlines:</p> <p><i>Fall Semester: August 1</i> <i>Spring Semester: December 1</i> <i>Summer Semester: May 1</i></p> <p>Completed applications can also be considered after these dates if you meet admission standards and space is available.</p> <p>To be admitted, you will need to have the following Grade Point Average (GPA) requirements:</p> <p><i>With 56 or more credits, a 2.0 GPA</i> <i>With 42 to 55 credits, a 2.3 GPA</i> <i>With 24 to 41 credits, a 2.5 GPA</i></p> <p>Application fees:</p> <p>\$30 Online \$45 Paper \$60 After Deadline</p> <p>For more information:</p> <p>Call the Admissions office at 1-877-ApplyUB or via email at admissions@ubalt.edu</p> <p>Or visit us online at www.ubalt.edu</p>
PR125	4		
CA272 OR PR120 OR AA218	3		
IS195	4		
CG210	4		
CG222	4		
PR225	3		
EN101, OR BA101 OR BG121 OR CG226 OR CA141 OR CA273 OR CA274 OR CA276 OR CA277 OR CA278 OR CA288 OR CA NW220 OR CS113 OR CS140 OR CS200 OR CS204 OR CS213 OR CS214 OR CS218 OR CS226 OR CS249 OR CS270 OR PR232 OR TR101	3		
AR103	3		
CG120	3		
EN109	3		
Speech Foundation	3		
Math Foundation	3		
HS or PL Elective	3		
Behavioral and Social Science Distribution	3		
Behavioral and Social Science Distribution	3		
Natural Science Distribution	3		
Natural Science Distribution	4		
Health Foundation	1		
TOTAL:	61*		

**A maximum of 63 credits will be accepted towards the degree program at the University of Baltimore. For additional information, please contact an Academic Advisor at the University.*