COMPUTER GAMING AND SIMULATION AAS: 360
Total Credits: 60
Catalog Edition: 2019-2020

Program Description

Gaming and simulation is a rapidly growing and exciting industry. Gaming is not only the fastest growing segment of the technology industry but also the fastest growing segment of the entertainment industry. Gaming is not just about entertainment-many industries use gaming and simulation technology, from medical and corporate training to advocacy, advertising, and emergency response simulation. This degree presents students with an introduction to the skills needed to explore the emerging technology area of game and simulation development. Students completing the degree will learn foundational skills of digital and board game creation, web development, animation, 3D modeling, and programming. Electives allow students an opportunity to further explore their area of interest, such as programming, 3D modeling, mobile games, and other topics.

Students may transfer this degree to complete a bachelor's degree in gaming and simulation at the University of Baltimore (UB). Refer to the UB Articulation Plan for specific requirements, and see further information at http://www.montgomerycollege.edu/ca/gaming/. See a gaming advisor to choose electives and discuss transfer options.

Program Outcomes

Upon completion of this program a student will be able to:

- Demonstrate an understanding of the vocabulary of gaming and simulation.
- Create an online portfolio containing game development related coursework.
- Demonstrate working knowledge of analyzing, designing, and developing computer based games in a team environment.

Program Advisors

Rockville

- Prof. Deborah Solomon, 240-567-5136, Deborah.Solomon@montgomerycollege.edu

- Prof. John "Erik" Swanson, 240-567-7529, John.Swanson@montgomerycollege.edu

For more information, please visit https://www.montgomerycollege.edu/academics/programs/computer-gaming-and-simulation/computer-gaming-and-simulation-aas-degree.html

To view the Advising Worksheet, please visit https://www.montgomerycollege.edu/_documents/counseling-and-advising/advising-worksheets/current-catalog/360.pdf

2019-2020

Program Advising Guide
An Academic Reference Tool for Students

360

COMPUTER GAMING AND SIMULATION
ASSOCIATE OF APPLIED SCIENCE: 360

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Suggested Course Sequence

A suggested course sequence for full-time students follows. All students should review this advising guide and consult an advisor.

First Semester
- ENGL 101 - Introduction to College Writing *3 semester hours* *
- TECH 272 - Professional Website Development *4 semester hours*
- Math foundation *3 semester hours (MATF)*
- GDES elective *3 semester hours   (ARTD)*

Second Semester
- GDES 140 - Introduction to Animation *4 semester hours*
- TECH 190 - Introduction to Game and Simulation Development *4 semester hours*
- English foundation *3 semesters hours (ENGF)*
- Programming courses *3 semester hours ‡*

Third Semester
- GDES 240 - Animation 2: 3-D Modeling *4 semester hours*
- TECH 295 - Board Game Design *4 semester hours*
- Program elective *3 semester hours †*
- Behavioral and social sciences distribution *3 semester hours (BSSD)*
- General education elective *4 semester hours (GEEL)*

Fourth Semester
- TECH 290 - Building Game Worlds: Level Design, Mods, and Quality Assurance *4 semester hours*
- Program elective *3 semester hours †*
- Program elective *4 semester hours †*
- Natural science distribution with lab *4 semester hours (NSLD)*

Total Credit Hours: 60

* ENGL 101/ENGL 101A, if needed for ENGL 102/ENGL 103, or program elective.

‡ Pick one: CMSC 100, CMSC 140, TECH 225, TECH 276 or other TECH/CMSC programming class. Students transferring to UB should choose a programming class that will transfer. See a gaming advisor for details.

† 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.

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 or Non-Lab Distribution, NWIT 101 or higher, PHIL 101, PHIL 190, PHIL 201, PSYC 102, POLI 101, POLI 105, POLI 211, SOCY 100, TECH 225, TECH 273, TECH 276, TECH 277, TECH 282, TVRA 140.

Transfer Opportunities

Montgomery College has partnerships with multiple four-year institutions and the tools to help you transfer. To learn more, please visit https://www.montgomerycollege.edu/transfer or http://artsys.usmd.edu.

Get Involved at MC!

Employers and Transfer Institutions are looking for experience outside the classroom.

MC Student Clubs and Organizations: https://www.montgomerycollege.edu/life-at-mc/student-life/

Related Careers

Some require a Bachelor's degree.
Software Developer, Video Game Designer, Multimedia Artist and Animator.

Career Services
Montgomery College offers a range of services to students and alumni to support the career planning process. To learn more, please visit https://www.montgomerycollege.edu/career

Career Coach
A valuable online search tool that will give you the opportunity to explore hundreds of potential careers or job possibilities in Maryland and the Washington D.C. metropolitan area. Get started today on your road to a new future and give it a try. For more information, please visit https://montgomerycollege.emsicareercoach.com

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