

APPENDIX I - COURSE ARTICULATIONS

(Computer Gaming and Simulation—Game Production and Design Track)

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	General Education	UB Comments
CA190 (CMAP190)	4	COSC 150		
CA125 (CMAP125)	4	Lower Level Elective		Satisfies the Multimedia Authoring requirement
CA272 (CMAP272)	4	COSC 155		
CA195 (CMAP290)	4	Lower Level Elective		
CA225 (CMAP225)	4	COSC 250		
AR103 (ARTT102) or other Art or Humanities Distribution	3	Lower Level Elective	Satisfies the Arts general education requirement	
EN101 (ENGL101), if needed for EN102/109 (ENGL102/103) or other Program Elective.	3	Lower Level Elective		
GD240 (GDES240) (formerly CG222) required to complete pre-requisite for USG campus	4	COSC 260		Satisfies the 3D Modeling and Simulation requirement
GD120 (GD120) (formerly CG120)	4	COSC 160	Satisfies the Arts general education requirement	Satisfies the Two Dimensional computer graphics requirement, and satisfies the FINE ARTS general education requirement.
SP108 (COMM108) or SP112 (COMM112)	3	Lower Level Elective	Satisfies Oral Communication requirement	
EN102 (ENGL102) or EN109 (ENGL103)	3	Lower Level Elective		Satisfies the English Composition General Education Area
MA110 (MATH110) or higher	3	Lower Level Elective	Satisfies the Mathematics General Education Area	
Humanities Distribution (HIST or PHIL recommended)	3	Lower Level Elective		Satisfies the Humanities Distribution (General Education Area) and satisfies the UB History or Philosophy Requirement
Behavioral Sciences Distribution (must choose from two different disciplines)	6	Lower Level Elective	Satisfies the Social Science General Education Area	
Natural Science Distribution with lab	4	Lower Level Elective	Satisfies the Science General Education Areas	
Natural Science Distribution with or without lab	3-4	Lower Level Elective	Satisfies the Science General Education Areas	
Health Foundation	1	Lower Level Elective		
TOTAL	60-61			

* A maximum of 63 credits will transfer to UB

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)			
WRIT 300	Advanced Expository 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 (32 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	Designing for Humans	3	
COSC410	Advanced 3-D Modeling and Animation	3	
COSC405	The Business of Game Development	3	
COSC407	Social Media and Games	3	
COSC440	Frontiers of Game Design	3	
COSC460	Games, Simulations and Society	3	
COSC469	Game Development Project I	4	
COSC470	Game Development Project II	4	
Electives			
General Elective Credits		19	
Total to be taken at UB:		60	

APPENDIX III – A, Present to Summer 2014 – DEGREE AUDIT

COMPUTER GAMING AND SIMULATION A.A., 60-61 credits

* A maximum of 63 credits will transfer to UB

GAME PRODUCTION AND DESIGN TRACK

Catalog Edition 13-14

FOUNDATION COURSES	COURSE	HRS	GRADE
English Foundation (EN102 or EN109)*	EN	3	
Math Foundation (MA110 or higher)	MA	3(4)	
Speech Foundation (SP108 or SP112)	SP	3	
Health Foundation	HE	1	

DISTRIBUTION COURSES	COURSE	HRS	GRADE
Arts Distribution	GD120 (formerly CG120)	4	
Humanities Distribution (AR103 recommended)		3	
Arts or Humanities Distribution (PL or HS recommended)		3	
Behavioral / Social Science Distribution *		3	
Behavioral / Social Science Distribution		3	
Natural Sciences Distribution with Lab		4	
Natural Sciences Distribution without Lab or Natural Sciences Distribution with Lab		3-4	

CURRICULUM REQUIREMENTS	COURSE	HRS	GRADE
Introduction to Flash	CA125	4	
Introduction to Game & Simulation Development	CA190	4	
Building Game Worlds: Level Design, Mods & Quality Assurance	CA195	4	
Professional Website Development	CA272	4	
Flash ActionScript for Web Publishing & Gaming	CA225	4	
SELECT 7 CREDITS FROM BELOW ELECTIVES			
<i>Art & Animation Electives: GD240(formerly CG222), GD140 (formerly CG210), GD218,</i>	GD240 (formerly CG222) <i>required for USG</i>	4	
<i>Programming & Database Electives: CA141, CA273, CA274, CA276, CA277, CA278, CA288, CA299, CS103, CS140, CS204, CS213, CS214, CS220, CS224, CS226, CS249, CS261, CS270</i>	EN101 or other elective	3	
<i>Other Electives: BA101, EN101, TR101</i>			

*Select course that fulfills the general education a global and cultural perspectives requirement

Apply to graduate from Montgomery College with an A.A. in Computer Gaming and Simulation