

COMPUTER GAMING AND SIMULATION A.A.S.: 360

Total Credits: 60
Catalog Edition 15-16

Name: Date: ID #:

GENERAL EDUCATION: FOUNDATION COURSES	Course	Hours	Grade
English Foundation (EN 102/ENGL 102 or EN 109/ENGL 103)		3	
Math Foundation (MA 110/MATH 110 or higher)			
Speech Foundation (SP 108/COMM 108 or SP 112/COMM 112)		3	
Health Foundation HLHF (Choose HLTH 100 - HLTH 230)			

GENERAL EDUCATION: FOUNDATION COURSES	Course	Hours	Grade
Arts Distribution (ARTD)	GD 120/ GDES 120	4	
Behavioral & Social Sciences Distribution (BSSD) †		3	
Natural Sciences Distribution with Lab (NSLD)		4	

PROGRAM COURSES	Course	Hours	Grade
EN 101/ENGL 101 (if needed for ENGL102/103 or program elective if not)*			
	GD 140/ GDES 140	4	
	GD 240/ GDES 240	4	
	CA 190/CMAP 190/ TECH 190	4	
	CA 272/CMAP 272/ TECH 272	4	
	CA 195/CMAP 290/ TECH 290	4	
	TECH 295	4	
PROGRAMMING COURSE †, †† (Pick one: TECH 225/ TECH 276/CMSC 100/CMSC 140 or other TECH or CMSC programming class)			
PROGRAM ELECTIVE †, ††			
PROGRAM ELECTIVE †, ††			
PROGRAM ELECTIVE †, ††			

* **Program Electives List:** ANTH 201 , ARTT 100 ,ARTT 102 , ARTT 103 , ARTT 105 , ARTT 200 , ARTT 102 , BSAD 101 , CMAP 120 , CCJS 110 , CMSC 100 or higher, ENGL 101 , ENGL 102 , ENGL 190 , GDES 120 , GDES 216 GDES 240 , HIST 116 , HIST 117 , HIST 200 , HIST 201 MATH 110 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 211 , SOCY 100 , TECH 225 , TECH 269, TECH 273 , TECH 276 , TECH 277 , TECH 282 , TECH 285,TVRA 140

Overall GPA of 2.0 is required to graduate

Total Credits:

Last Modified: March 2016

† 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.

Advising Worksheet Contact: [Anthony Solano](#)

†† If other than CMSC 100 is taken, the additional credits can be counted towards electives. Students transferring to UB should make sure that they are choosing a programming class that will transfer to UB. See a gaming advisor for details.

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.