

# COMPUTER GAMING AND SIMULATION AAS

Total Credits: 60

Catalog Edition: 2025-2026

## 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 [www.montgomerycollege.edu/gaming](http://www.montgomerycollege.edu/gaming). See a gaming advisor to choose electives and discuss transfer options. **This program can be completed either on campus or online.**

## Program Outcomes

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

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

## Program Advisors

### Rockville

- Prof. Deborah Solomon,  
240-567-5136, [Deborah.Solomon@montgomerycollege.edu](mailto:Deborah.Solomon@montgomerycollege.edu)

- Prof. Katherine Hubley, 240-567-7522,  
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For more information, please visit <https://www.montgomerycollege.edu/academics/programs/computer-gaming-and-simulation/computer-gaming-and-simulation-aas-degree.html>

2025-2026

# Program Advising Guide

An Academic Reference Tool for Students

# COMPUTER GAMING AND SIMULATION AAS

## 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* \*

Math Foundation *3 semester hours (MATF)*

TECH 272 - Website Development *4 semester hours*

GDES 116 - Digital Tools for the Visual Arts *4 semester hours (GEEL)*

### Third Semester

GDES 240 - Animation 2: 3-D Modeling *4 semester hours*

Program Elective *3 semester hours †*

Behavioral and Social Sciences Distribution *3 semester hours (BSSD)*

Arts or Humanities Distribution *3 semester hours (ARTD or HUMD) \*\**

Program Elective *3 semester hours †*

### Second Semester

English Foundation *3 semesters hours (ENGF)*

GDES 140 - Introduction to Animation *4 semester hours*

TECH 190 - Introduction to Game and Simulation Development *4 semester hours*

Program Elective *3 semester hours †*

### Fourth Semester

TECH 290 - Building Game Worlds *4 semester hours*

TECH 225 - Game Programming *4 semester hours*

TECH 295 - Tabletop and Mixed Media Game Design *4 semester hours*

Natural Sciences Distribution with Lab *4 semester hours (NSLD)*

## Total Credit Hours: 60

\* ENGL 101/ENGL 011 if needed for ENGL 102/ENGL 103, or program elective.

\*\* AAS programs require one 3-credit Arts or Humanities General Education course.

† Choose from the following program electives: BSAD 101, CMAP 120, CMAP 252, MUSC 174, any CMSC, ENGL, GDES, MATH, NWIT, TECH, TVRA course, or any General Education course.

60 credits are required for graduation. Check with your transfer school to see if they accept additional credits for transfer. Also review any applicable transfer agreements and talk with your gaming advisor to choose electives and prepare for graduation and transfer.

**This program can be completed either on campus or online.**

## 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.emsicc.com>

## Notes: