Program Description

Computer gaming and simulation is part of a rapidly growing and exciting new 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 -- game technology is increasingly being applied in a variety of settings, from medical and corporate training to advocacy, advertising, and emergency response simulation. This interdepartmental certificate presents students with an introduction to the skills needed to explore the emerging technology area of game and simulation development. Completion of this degree will expose students to core game development skills and theory, introduce gaming and computer simulation technology applications, and provide an introduction to computer graphics technology. Electives allow students an opportunity to further explore their particular area of interest, such as programming, 3D modeling, mobile games, and other topics.

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 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-certificate.html

To view the Advising Worksheet, please visit https://www.montgomerycollege.edu/_documents/counseling-and-advising/advising-worksheets/current-catalog/232a.pdf
Program Requirements
A suggested course sequence for full-time students follows. All students should review this advising guide and consult an advisor.

Program Requirements
GDES 140 - Introduction to Animation 4 semester hours
GDES 240 - Animation 2: 3-D Modeling 4 semester hours
TECH 190 - Introduction to Game and Simulation Development 4 semester hours
TECH 272 - Website Development 4 semester hours
TECH 290 - Building Game Worlds: Level Design, Mods, and Quality Assurance 4 semester hours
TECH 295 - Board Game Design 4 semester hours

Programming Course 2-4 semester hours ‡

Program Elective 3-4 semester hours ‡ ‡

Total Credit Hours: 29-32
‡ Choose any program elective: TECH 225, TECH 276, CMSC 100, CMSC 140 (or other TECH or CMSC programming class).
‡ ‡ ARTT 100, ARTT 102, CMSC 100 or higher, ENGL 101, GDES 116, GDES 121, GDES 134, GDES 216, GDES 242, GDES 285, TECH 225, TECH 273, TECH 276, TECH 277, TECH 282, TVRA 140, CMSC 100, CMSC 140 or other TECH or CMSC course.
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

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