

UMBC CMSC Game Development Track

The computer games industry has become big business. The Washington Business Journal ranks the Baltimore/Washington D.C. area third in the number of computer game companies nationally, with high average starting salaries for both computer scientists and artists, according to gamecareerguide.com. UMBC graduates have gone on to work in leading companies such as Breakaway Games, Firaxis, Mythic Entertainment and AMD.

Based on employer feedback, UMBC has created a game development track as an option for students pursuing a B.S. degree in computer science, and a concentration in animation and interactive media for students pursuing a B.A. degree in visual arts.

We believe that the track in CMSC will prepare a Computer Science major for technical positions in the game industry. At the same time, it emphasizes fundamentals that will be equally valuable in other types of positions. Students who complete the track requirements will receive a B.S. degree in Computer Science and a special annotation will appear on their transcript that they have also completed the requirements for the track on game development. To satisfy the CMSC track, students should complete all of the regular CMSC B.S. requirements, plus the following (we've indicated which of these courses are planned in the next semester or two).

Science courses must include

- PHYS 121: Introductory Physics I (Spring 2009)

GFR/GEP courses must include

- ART 380: History and Theory of Games (Fall 2009)

CMSC 400-level electives must include

- CMSC 435: Computer Graphics (Fall 2009)
- CMSC 471: Artificial Intelligence (Fall 2009)
- CMSC 493: Games Group Project (Spring 2009)

CMSC 400-level electives must also include two of the following

- CMSC 437: Graphical User Interface Programming (Spring 2009)
- CMSC 445: Software Engineering (Spring 2009)
- CMSC 455: Numerical Computation
- CMSC 461: Databases (Spring 2009)
- CMSC 481: Networks (Spring 2009)
- CMSC 483: Parallel Processing
- others with permission

Check the web site <http://gaim.umbc.edu/> for more information, or contact the track director, Professor Marc Olano (olano@umbc.edu).

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