Recommendations for Those Interested in Taking

CMSC 498M (Game Programming)

Note: This information was provided by Dr. David Mount who teaches CMSC 498M

- CMSC 427 is required and it is much easier if you know C++.
- CMSC 498M is one of the few CS courses where it is important to have a working understanding of linear algebra and calculus (e.g., students need to understand and use linear transformations, cross and dot products, partial derivatives, etc.)
- Game theory class is, in spite of the name, entirely unrelated.
- CMSC4898M involves designing a large group project. Some familiarity with CVS or SVN is useful.