

gaming & simulation

The Greater Baltimore-Bethesda corridor has become a leading US gaming and simulation market. The cluster formed from spin-offs of Sid Meier's local start-up, MicroProse. Its continued growth is fed by the region's strong professional and technical workforce, new graduates from area gaming and arts programs and increasing demand for 'serious' games in the defense and health care sectors.



- › The US computer and video game software publishing industry directly employs more than 370,000 people
- › Maryland gaming and animation firms employ over 32,000 people
- › Average annual salary for Maryland's gaming employees is \$82,000
- › The US computer and video game software industry generated more than \$25 billion in 2010
- › Worldwide spending on simulation, 3D modeling and training is \$16.5 billion in 2010; growing to \$20 billion by 2015
- › Through 'serious games' and simulations, local firms support strategic and operational response training for organizations such as the US Military, Northrop Grumman and Johns Hopkins

Serious Games Center

The Baltimore-Bethesda corridor maintains high employment concentrations in a variety of gaming sectors. Maryland has a higher concentration in the Computer Systems Design Services, Software Developers and System Software than California and Texas, the top ranked states in the Gaming industry.

Top US Metros Gaming & Simulation	
Top-Tier	
Los Angeles	
San Francisco - San Jose	
Seattle	
Second-Tier	
Austin	
Baltimore-Bethesda	
Boston	
New York	
Orlando	
Portland, OR	
Raleigh-Durham	

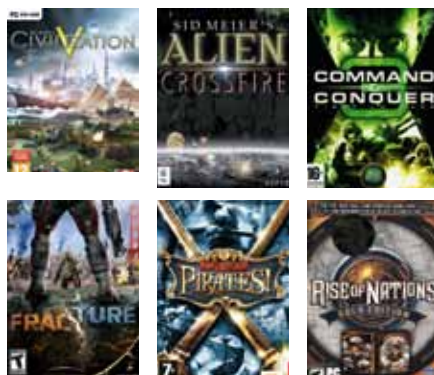
Source: Economic Alliance, 2010

Employment Concentration Baltimore-Bethesda Gaming Industry	
Occupation	Index US = 1.00
Software Developers, Systems	1.98
Software Developers, App	1.44
Multimedia Artists & Animators	1.34
Computer Programmers	1.25

Source: Bureau of Labor Statistics, 2010

Making Fun

Many locally developed titles are viewed as some of the "greatest games of all time," producing several AAA-rated games on several gaming platforms. Civilization V (Firaxis Games) was the #5 best-selling computer game of 2010.



Creative Side

Greater Baltimore-Bethesda colleges offer a variety of specialized programs to meet the growing workforce needs of local gaming firms.

Area College Programs Gaming and Simulation
MD Institute College of Art (MICA)
Experimental Animation (four-year) <i>Digital, 2D and 3D</i>
UM-Baltimore County (UMBC)
B.S. Computer Science <i>Game Development Track</i>
B.A. Visual Arts <i>Animation and Interactive Media</i>
University of Baltimore
B.A. Gaming and Simulation <i>(Courses at UB and Shady Grove)</i>
Anne Arundel Community College
Associates of Applied Science <i>Interactive Technologies</i>
Community College of Baltimore County
AAS; AA; and AFA Degrees <i>Simulation and Digital Entertainment Computer Graphics & Visual Communication Multimedia Technology</i>
Montgomery College
A.A. Degrees (two-year) <i>Related Gaming Programs (Can contribute to B.A. at UB)</i>

