

<b>Degree:</b> Bachelor of Arts	<b>Credits required for degree:</b>	<b>120</b>
<b>Major:</b> Game Art	<b>Credits required in major:</b>	<b>55</b>

1st Semester Courses	Credit Hours	2nd Semester Courses	Credit Hours
<b>Total Semester Credit Hours</b>	<b>15</b>	<b>Total Semester Credit Hours</b>	<b>15</b>
INMD 120 Digital Image Design	3	GAME 205 2D Art for Games	3
GAME 110 Introduction to Game Development	3	or ANIM 105 Animation	*
INMD 102 Fundamentals of Interaction	3	GAME 210 2D Motion for Games	3
ENGL 111 Writing and Rhetoric I (LAS Core)	3	or ANIM 150 Intro. to Computer Animation (4cr)	*
FEXP 1** First Semester Experience (LAS Core)	3	INMD 160 Authoring Interactive Media	3
		ENGL 112 Writing and Rhetoric II (LAS Core)	3
		LAS Core Requirement (Math Requirement)	3
3rd Semester Courses	Credit Hours	4th Semester Courses	Credit Hours
<b>Total Semester Credit Hours</b>	<b>15</b>	<b>Total Semester Credit Hours</b>	<b>15</b>
GAME 201 3D Composition for Interactive Media	3	PROG 101 Introduction to Programming	3
GAME 215 Character Visualization for Games	3	ANIM 240 Computer Animation	4
or ANIM 210 Drawing for Animation I	*	LAS Core Requirement	3
GAME 105 Game Culture	3	LAS Core Requirement	3
LAS Core Requirement	3	College-Wide Elective	2
LAS Core Requirement	3		
5th Semester Courses	Credit Hours	6th Semester Courses	Credit Hours
<b>Total Semester Credit Hours</b>	<b>15</b>	<b>Total Semester Credit Hours</b>	<b>15</b>
Major Elective - Select One Major Elective Course	4	Major Elective - Select One Major Elective Course	4
GAME 337 3D Digital Sculpting	3	GAME 330 Advanced 3D for Games	3
LAS Core Requirement* (200 Level)	3	LAS Core Requirement* (200 Level)	3
LAS Core Requirement* (Global Awareness)	3	LAS Core Requirement* (U.S. Pluralism)	3
College-Wide Elective	2	College-Wide Elective	2
7th Semester Courses	Credit Hours	8th Semester Courses	Credit Hours
<b>Total Semester Credit Hours</b>	<b>15</b>	<b>Total Semester Credit Hours</b>	<b>15</b>
GAME 470 Indie Team Game Project	3	GAME 475 Indie Team Game Studio	6
or GAME 480 Large Team Game Project	*	or GAME 485 Large Team Game Studio	*
LAS Core Requirement	3	LAS Core Requirement	3
College-Wide Elective	3	College-Wide Elective	3
College-Wide Elective	3	College-Wide Elective	3
College-Wide Elective	3		

**Notes:**

This degree plan is a suggested sequence only. Students should work with their Academic Advisors and Departments to develop unique individual plans.

LAS Core Requirements include First-Semester Experience, English, Mathematics, Speech, Sciences, History, Humanities, Social Sciences, and Literature.

Major Electives include courses required to be completed to finish a major, students will choose from a list of major electives in the course catalog.

College-Wide Electives include all courses and credits not specifically applied towards the LAS Core or Major Requirements.

Students are encouraged to consider declaring a Minor to complete their required College-Wide Elective credits.

Full-time status at Columbia College Chicago is a minimum of 12 attempted credits per term, but the cost of tuition is the same for 12-16 attempted credits.

Students are encouraged to attempt 15-16 credits each term for financial reasons and also to complete their degree (120-128 credits) in a timely fashion.

\*All degree-seeking undergraduate students are required to complete Global Awareness (3 credits), U.S. Pluralism (3 credits), Writing Intensive (3 credits), and upper division (200 level or higher) LAS Core courses (6 credits).