

Degree:	Bachelor of Arts	Credits required for degree:	120
Major:	Game Design	Credits required in major:	57
Concentration: Game Development			

1st Semester Courses	Credit Hours	2nd Semester Courses	Credit Hours
Total Semester Credit Hours	15	Total Semester Credit Hours	15
GAME 110 Introduction to Game Development	3	GAME 105 Game Culture	3
PROG 101 Introduction to Programming	3	INMD 120 Digital Image Design	3
ENGL 111 Writing and Rhetoric I (LAS Core)	3	PROG 201 Object Oriented Programming	3
FEXP 1** First Semester Experience (LAS Core)	3	ENGL 112 Writing and Rhetoric II (LAS Core)	3
LAS Core Requirement (Mathematics)	3	LAS Core Requirement	3
3rd Semester Courses	Credit Hours	4th Semester Courses	Credit Hours
Total Semester Credit Hours	15	Total Semester Credit Hours	15
GAME 225 Game Engine Scripting	3	GAME 345 Advanced Game Scripting & Environments	3
GAME 220 Simulation and Serious Games	3	GAME 260 Story Development for Interactive Media	3
INMD 102 Fundamentals of Interaction	3	INMD 160 Authoring Interactive Media	3
LAS Core Requirement	3	LAS Core Requirement	3
College-Wide Elective	3	College-Wide Elective	3
5th Semester Courses	Credit Hours	6th Semester Courses	Credit Hours
Total Semester Credit Hours	15	Total Semester Credit Hours	15
GAME 236 Game Design I	3	GAME 336 Game Design II	3
GAME 230 Game Production	3	GAME 350 Game Development Process	3
LAS Core Requirement* (200 Level)	3	Major Elective	3
LAS Core Requirement* (Global Awareness)	3	LAS Core Requirement* (200 Level)	3
College-Wide Elective	3	LAS Core Requirement* (U.S. Pluralism)	3
7th Semester Courses	Credit Hours	8th Semester Courses	Credit Hours
Total Semester Credit Hours	15	Total Semester Credit Hours	15
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
LAS Core Requirement	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).