

<b>Degree:</b>	<b>Bachelor of Science</b>	<b>Credits required for degree:</b>	<b>128</b>
<b>Major:</b>	<b>Programming</b>	<b>Credits required in major:</b>	<b>70</b>
<b>Concentration:</b>	<b>Game Programming</b>		

1st Semester Courses	Credit Hours	2nd Semester Courses	Credit Hours
<b>Total Semester Credit Hours</b>	<b>16</b>	<b>Total Semester Credit Hours</b>	<b>16</b>
GAME 110 Introduction to Game Development	3	PROG 103 Computer Architecture	3
PROG 101 Introduction to Programming	3	INMD 102 Fundamentals of Interaction	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
MATH 210 College Algebra	3	MATH 215 Precalculus	3
College-Wide Elective	1	College-Wide Elective	1
3rd Semester Courses	Credit Hours	4th Semester Courses	Credit Hours
<b>Total Semester Credit Hours</b>	<b>16</b>	<b>Total Semester Credit Hours</b>	<b>16</b>
GAME 220 Simulation and Serious Games	3	PROG 310 Game Programming I	3
PROG 301 Object Oriented Programming II	3	PROG 220 C++ Programming I	3
PHYS 220 Fundamentals of Physics I	3	PROG 366 Algorithms	3
LAS Core Requirement	3	MATH 220 Calculus	4
LAS Core Requirement	3	LAS Core Requirement	3
College-Wide Elective	1		
5th Semester Courses	Credit Hours	6th Semester Courses	Credit Hours
<b>Total Semester Credit Hours</b>	<b>16</b>	<b>Total Semester Credit Hours</b>	<b>16</b>
PROG 410 Game Programming II	3	PROG 350 Game AI Programming	3
MATH 221 Calculus II (or Intro to Statistics)	4	PROG 320 C++ Programming II	3
LAS Core Requirement* (200 Level)	3	Major Elective - Select Advance Math Course	4
LAS Core Requirement* (Global Awareness)	3	LAS Core Requirement* (U.S. Pluralism)	3
College-Wide Elective	3	LAS Core Requirement* (200 Level)	3
7th Semester Courses	Credit Hours	8th Semester Courses	Credit Hours
<b>Total Semester Credit Hours</b>	<b>16</b>	<b>Total Semester Credit Hours</b>	<b>16</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	*
PROG 340 Graphics Application Programming	3	LAS Core Requirement	3
LAS Core Requirement	3	College-Wide Elective	3
LAS Core Requirement	3	College-Wide Elective	3
College-Wide Elective	3	College-Wide Elective	1
College-Wide Elective	1		

**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).