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| Degree: | Bachelor of Arts | Credits required for degree: | 120 |
| Major: | Programming | Credits required in major: | 51 |
| Concentration: Game Programming | | | |

| 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 | INMD 102 Fundamentals of Interaction | 3 |
| PROG 101 Introduction to Programming | 3 | PROG 103 Computer Architecture | 3 |
| ENGL 111 Writing and Rhetoric I (Core/LAS) | 3 | PROG 201 Object Oriented Programming I | 3 |
| FEXP 1** Columbia Experience (FSE/Core) | 3 | ENGL 112 Writing and Rhetoric II (Core/LAS) | 3 |
| Columbia Core / LAS Requirement (Math) | 3 | Columbia Core / LAS Requirement | 3 |
| 3rd Semester Courses | Credit Hours | 4th Semester Courses | Credit Hours |
| Total Semester Credit Hours | 15 | Total Semester Credit Hours | 15 |
| GAME 220 Simulation and Serious Games | 3 | PROG 301 Object Oriented Programming II | 3 |
| PROG 220 C++ Programming I | 3 | PROG 310 Game Programming I | 3 |
| Columbia Core / LAS Requirement | 3 | Columbia Core / LAS Requirement | 3 |
| Columbia Core / LAS Requirement | 3 | Columbia Core / Columbia Experience | 3 |
| College-Wide Elective / Minor Requirement | 3 | College-Wide Elective / Minor Requirement | 3 |
| 5th Semester Courses | Credit Hours | 6th Semester Courses | Credit Hours |
| Total Semester Credit Hours | 15 | Total Semester Credit Hours | 15 |
| PROG 320 C++ Programming II | 3 | PROG 410 Game Programming II | 3 |
| PROG 366 Algorithms | 3 | PROG 449 AI Programming | 3 |
| Columbia Core / LAS Requirement | 3 | Columbia Core / Columbia Experience | 3 |
| Columbia Core / LAS Requirement | 3 | College-Wide Elective / Minor Requirement | 3 |
| College-Wide Elective / Minor Requirement | 3 | College-Wide Elective | 3 |
| 7th Semester Courses | Credit Hours | 8th Semester Courses | Credit Hours |
| Total Semester Credit Hours | 15 | Total Semester Credit Hours | 15 |
| PROG 340 Graphics Application Programming | 3 | GAME 485 Large Team Game Studio* | 6 |
| GAME 480 Large Team Game Project* | 3 | Columbia Core / LAS Requirement | 3 |
| Columbia Core / LAS Requirement | 3 | College-Wide Elective / Minor Requirement | 3 |
| College-Wide Elective / Minor Requirement | 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.

The 42 credits required in the Columbia Core include the Essential Liberal Arts and Sciences (33 LAS Credits) and the Columbia Experience (9 credits).

Students are advised to complete their Writing and Rhetoric and Mathematics Requirements by the time they earn 45 credits (or within the first 3 semesters).

Major Electives include courses required to be completed to finish a major, and 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 Columbia Core or Major Requirements/Electives.

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 the Diversity, Equity, and Inclusion Requirement (6 credits) and a minimum of 9 credits at the 200 or higher level in the Columbia Core.

*Students can choose to take Indie Team Game Project 3 times to satisfy the 9 credits of Large Team Project & Studio