

## FOUR-YEAR STUDENT DEGREE PLAN 2020-2021 ACADEMIC YEAR

Degree:	Bachelor of Science	Credits required for degree:	128
Major:	Programming	Credits required in major:	72
Concentration:	Game Programming	Estimated semesters to complete this degree plan:	8

Total Semester Courses (Typically the Fall Semester)  Hours  4th Semester Courses (Typically the Spring Semester)  Hours  16 Total Semester Credit Hours  18 MATH 215 Precalculus  A MATH 220 Calculus I  PROG 220 C++ Programming I  PROG 220 C++ Programming I  RESEMBLY SEMESTER Courses (Typically the Spring Semester)  Total Semester Courses (Typically the Fall Semester)  Total Semester Credit Hours  16 Total Semester Credit Hours  17 Total Semester Courses (Typically the Spring Semester)  Total Semester Credit Hours  18 PROG 410 Game Programming II  A PROG 449 AI Programming  Resembly Semester (Typically the Spring Semester)  Total Semester Courses (Typically the Fall Semester)  Resembly Semester (Tredit Hours)  Total Semester Courses (Typically the Fall Semester)  Total Semester Courses (Typically the Fall Semester)  Total Semester Credit Hours  Total Semester Courses (Typically the Fall Semester)  Total Semester Courses (Typically the Fall Semester)  Total Semester Credit Hours  16 Total Semester Courses (Typically the Spring Semester)  Total Semester Credit Hours  19 Total Semester Credit Hours  10 Total Semester Credit Hours  11 Columbia Core Requirement  12 Total Semester Credit Hours  13 A Major Elective - Select Advanced Math Course  14 Credit Hours  Total Semester Credit Hours  Total Semester Credit Hours  Total Semester Credit Hours  10 Total Semester Credit Hours  11 GAME 485 Game Studio II (Spring Only)  Total Semester Credit Hours  12 GAME 485 Game Studio II (Fall Only)  Total Semester Credit Hours  Total Semester Credit Hour	1st Semester Courses (Typically the Fall Semester)	Credit Hours	2nd Semester Courses (Typically the Spring Semester)	Credit Hours
GAME 110 Introduction to Game Development  3 PROG 103 Computer Architecture  3 PROG 201 Object Oriented Programming I  4 Oblege-Wide Elective  1 College-Wide Elective  1 Coredit Atth Semester Courses (Typically the Spring Semester)  1 College-Wide Elective  1 Total Semester Credit Hours  1 Semester Credit Fore Requirement  2 Solumbia Core Requirement  3 Columbia Core Requirement  3 Columbia Core Requirement  3 College-Wide Elective  5 Sth Semester Courses (Typically the Fall Semester)  1 Credit Fore Requirement  3 College-Wide Elective  5 Sth Semester Courses (Typically the Fall Semester)  1 Credit Fore Requirement  3 College-Wide Elective  5 Sth Semester Courses (Typically the Fall Semester)  1 Credit Fore Requirement  3 College-Wide Elective  5 Sth Semester Courses (Typically the Fall Semester)  1 Credit Fore Requirement  3 College-Wide Elective  5 Sth Semester Courses (Typically the Spring Semester)  1 Credit Fore Requirement  2 College-Wide Elective  5 Sth Semester Credit Hours  1 Semester Credit Hours  1 Semester Credit Hours  1 Semester Credit Hours  3 Aljor Elective - Select Advanced Math Course  4 PROG 450 (Section A, B, or C) Code Sprint  1 College-Wide Elective  5 Sth Semester Courses (Typically the Spring Semester)  1 Credit Fore Requirement  2 Credit Fourish Sth Semester Courses (Typically the Spring Semester)  1 Credit Fourish Sth Semester Courses (Typically the Spring Semester)  1 Credit Fourish Sth Semester Courses (Typic	Total Semester Credit Hours		Total Semester Credit Hours	16
Columbia Core Requirement (Math)   3   PROG 201 Object Oriented Programming   3	PROG 101 Introduction to Programming	3	INMD 102 Fundamentals of Interaction	3
ENGL 111 Writing and Rhetoric I (Core)   3   MATH 210 College Algebra   3	GAME 110 Introduction to Game Development	3	PROG 103 Computer Architecture	3
CCCX 1** First Semester Experience (Core)  College-Wide Elective  1 College-Wide Elective  4 th Semester Courses (Typically the Spring Semester)  Formal Semester Credit Hours  16 Total Semester Credit Hours  16 Total Semester Credit Hours  16 Total Semester Credit Hours  17 Total Semester Credit Hours  18 PROG 201 Object Oriented Programming II  19 PROG 202 C++ Programming II  20 PROG 201 Object Oriented Programming II  31 PROG 202 C++ Programming II  32 CCX 2** Creative Communities (Core)  33 Columbia Core Requirement  34 College-Wide Elective  54 Credit Hours  55 Elective  56 Semester Courses (Typically the Fall Semester)  67 Semester Courses (Typically the Spring Semester)  68 Semester Courses (Typically the Spring Semester)  69 Semester Courses (Typically the Spring Semester)  70 Total Semester Courses (Typically the Fall Semester)  70 Total Semester Courses (Typically the Spring Semester)  70 Total Semester Courses (Typically the Spring Semester)  70 FROG 450 Section A, B, or C) Code Sprint  71 Columbia Core Requirement  72 Columbia Core Requirement  73 Columbia Core Requirement  74 Columbia Core Requirement  75 Columbia Core Requirement  76 Semester Courses (Typically the Fall Semester)  77 Semester Courses (Typically the Fall Semester)  78 Semester Courses (Typically the Spring Semester)  78 Semester Courses (Typically the Spring Semester)  79 Semester Courses (Typically the Fall Semester)  76 Semester Credit Hours  77 Semester Courses (Typically the Fall Semester)  78 Semester Courses (Typically the Spring Semester)  79 Semester Credit Hours  79 Semester Credit Hours  79 Semester Credit Hours  70 Semester Courses (Typically the Spring Semester)  70 Se	Columbia Core Requirement (Math)	3	PROG 201 Object Oriented Programming I	3
College-Wide Elective  3rd Semester Courses (Typically the Fall Semester)  Total Semester Credit Hours  16 Total Semester Credit Hours  17 Total Semester Credit Hours  18 Total Semester Credit Hours  19 Total Semester Credit Hours  19 Total Semester Credit Hours  10 Total Semester Credit Hours  11 Total Semester Credit Hours  12 Total Semester Credit Hours  13 MATH 220 Calculus I  14 PHYS 220 Fundamentals of Physics I  15 PROG 320 C++ Programming II  16 Total Semester Credit Hours  17 Columbia Core Requirement  18 Columbia Core Requirement  29 Columbia Core Requirement  20 Columbia Core Requirement  30 Columbia Core Requirement  31 Columbia Core Requirement  32 Columbia Core Requirement  33 Columbia Core Requirement  34 Columbia Core Requirement  55 Semester Courses (Typically the Fall Semester)  Total Semester Courses (Typically the Fall Semester)  Total Semester Credit Hours  16 Total Semester Credit Hours  17 Total Semester Credit Hours  18 Total Semester Credit Hours  19 PROG 410 Game Programming II  19 PROG 420 C++ Programming II  20 r MATH 205 Introduction to Statistics  21 PROG 449 Al Programming II  31 CCCX 3** Innovation and Impact (Core)  32 PROG 450 (Section A, B, or C) Code Sprint  33 Columbia Core Requirement  34 Columbia Core Requirement  35 Columbia Core Requirement  36 Columbia Core Requirement  37 Columbia Core Requirement  38 Semester Courses (Typically the Spring Semester)  39 Total Semester Credit Hours  10 Total Semester Courses (Typically the Spring Semester)  10 Total Semester Credit Hours  11 Columbia Core Requirement  12 Columbia Core Requirement  13 Columbia Core Requirement  14 Total Semester Courses (Typically the Spring Semester)  15 Total Semester Credit Hours  16 Total Semester Credit Hours  17 Columbia Core Requirement  18 Total Semester Credit Hours  19 Columbia Core Requirement  10 GaME 480 Game Studio I (Fall Only)  10 Golumbia Core Requirement  11 GaME 480 Game Studio I (Fall Only)  12 Golumbia Core Requirement  13 Columbia Core Requirement  14 Columbia Core Requirement  15 C	ENGL 111 Writing and Rhetoric I (Core)	3	MATH 210 College Algebra	3
Total Semester Courses (Typically the Fall Semester)  Total Semester Credit Hours  16 Total Semester Credit Hours  16 MATH 215 Precalculus  18 PROG 220 Fundamentals of Physics I  PROG 220 C++ Programming I  CCCX 2** Creative Communities (Core)  3 Collumbia Core Requirement  3 Collumbia Core Requirement  3 Collumbia Core Requirement  3 Collumbia Core Requirement  4 PROG 410 Game Programming II  3 Or MATH 221 Calculus I  4 PROG 420 C++ Programming II  Total Semester Credit Hours  1	CCCX 1** First Semester Experience (Core)	3	ENGL 112 Writing and Rhetoric II (Core)	3
Total Semester Courses (Typically the Fall Semester)  Hours  4th Semester Courses (Typically the Spring Semester)  Hours  16 Total Semester Credit Hours  18 MATH 215 Precalculus  A MATH 220 Calculus I  PROG 220 C++ Programming I  PROG 220 C++ Programming I  RESEMBLY SEMESTER Courses (Typically the Spring Semester)  Total Semester Courses (Typically the Fall Semester)  Total Semester Credit Hours  16 Total Semester Credit Hours  17 Total Semester Courses (Typically the Spring Semester)  Total Semester Credit Hours  18 PROG 410 Game Programming II  A PROG 449 AI Programming  Resembly Semester (Typically the Spring Semester)  Total Semester Courses (Typically the Fall Semester)  Resembly Semester (Tredit Hours)  Total Semester Courses (Typically the Fall Semester)  Total Semester Courses (Typically the Fall Semester)  Total Semester Credit Hours  Total Semester Courses (Typically the Fall Semester)  Total Semester Courses (Typically the Fall Semester)  Total Semester Credit Hours  16 Total Semester Courses (Typically the Spring Semester)  Total Semester Credit Hours  19 Total Semester Credit Hours  10 Total Semester Credit Hours  11 Columbia Core Requirement  12 Total Semester Credit Hours  13 A Major Elective - Select Advanced Math Course  14 Credit Hours  Total Semester Credit Hours  Total Semester Credit Hours  Total Semester Credit Hours  10 Total Semester Credit Hours  11 GAME 485 Game Studio II (Spring Only)  Total Semester Credit Hours  12 GAME 485 Game Studio II (Fall Only)  Total Semester Credit Hours  Total Semester Credit Hour	College-Wide Elective	1	College-Wide Elective	1
MATH 215 Precalculus   3 MATH 220 Calculus   4 PPYS 220 Fundamentals of Physics   3 PROG 301 Object Oriented Programming   3 PROG 320 C++ Programming   3 PROG 320 Gme Programming   3 Columbia Core Requirement   4 Credit Hours   6 th Semester Courses (Typically the Spring Semester)   7 total Semester Courses (Typically Semester)   7 total Semester Credit Hours   7 total Semester Courses (Typically Semester)   7 total Semester Credit Hours   7 total Semester Credit Hours   7 total Semester Credit Hours   7 total Semester Courses (Typically Semester)   7 total Semester Credit Hours   7	3rd Semester Courses (Typically the Fall Semester)		4th Semester Courses (Typically the Spring Semester)	Credit Hours
PHYS 220 Fundamentals of Physics I 3 PROG 301 Object Oriented Programming II 3 PROG 220 C++ Programming I 3 PROG 310 Game Programming II 3 CCCX 2** Creative Communities (Core) 3 Columbia Core Requirement 4 Total Semester Courses (Typically the Spring Semester) 4 Hours 5 Total Semester Credit Hours 4 MATH 221 Calculus II 4 PROG 410 Game Programming II 3 PROG 366 Algorithms 4 PROG 410 Game Programming II 3 PROG 366 Algorithms 3 Major Elective - Select Advanced Math Course 4 PROG 420 C++ Programming II 3 CCCX 3** Innovation and Impact (Core) 3 PROG 450 (Section A, B, or C) Code Sprint 1 Columbia Core Requirement 3 Collumbia Core Requirement 3 Collumbia Core Requirement 3 Collumbia Core Requirement 3 Total Semester Courses (Typically the Fall Semester) 4 PROG 340 Graphics Application Programming 4 PROG 340 Graphics Application Programming 3 Major Elective - Select Advanced Math Course 4 PROG 340 Graphics Application Programming 3 Major Elective - Select Advanced Math Course 4 PROG 340 Graphics Application Programming 3 Major Elective - Select Advanced Math Course 4 PROG 340 Graphics Application Programming 3 Major Elective - Select Advanced Math Course 4 PROG 340 Graphics Application Programming 3 Major Elective - Select Advanced Math Course 4 PROG 340 Graphics Application Programming 3 Major Elective - Select Advanced Math Course 4 PROG 340 Graphics Application Programming 3 Columbia Core Requirement 3	Total Semester Credit Hours	16	Total Semester Credit Hours	16
PROG 220 C++ Programming I 3 PROG 310 Game Programming I 3 CCCX 2** Creative Communities (Core) 3 Columbia Core Requirement 4 Credit Hours 5 Credit Hours 6 Credit Hours 6 Credit Hours 6 Credit Hours 7 Credit Hours 7 Credit Hours 8 Credit Hours 9 Credit Hours	MATH 215 Precalculus	3	MATH 220 Calculus I	4
CCCX 2** Creative Communities (Core)  Columbia Core Requirement  Credit Hours  Sth Semester Courses (Typically the Fall Semester)  Total Semester Credit Hours  MATH 221 Calculus II  Or MATH 225 Introduction to Statistics  PROG 410 Game Programming II  Or MATH 205 Introduction to Statistics  PROG 449 Al Programming  RPROG 420 C++ Programming II  Columbia Core Requirement  Credit Hours  Total Semester Credit Hours  Total Semester Credit Hours  16 Total Semester Credit Hours  17 Total Semester Credit Hours  18 Total Semester Credit Hours  Total Semester Credit Hours  19 Amajor Elective - Select Advanced Math Course  40 Amajor Elective - Select Advanced Math Course  41 Amajor Elective - Select Advanced Math Course  42 Amajor Elective - Select Advanced Math Course  43 Amajor Elective - Select Advanced Math Course  44 Amajor Elective - Select Advanced Math Course  45 Amajor Elective - Select Advanced Math Course  46 Amajor Elective - Select Advanced Math Course  47 Amajor Elective - Select Advanced Math Course  48 Amajor Elective - Select Advanced Math Course  49 Amajor Elective - Select Advanced Math Course  40 Amajor Elective - Select	PHYS 220 Fundamentals of Physics I	3	PROG 301 Object Oriented Programming II	3
Columbia Core Requirement  College-Wide Elective  5th Semester Courses (Typically the Fall Semester)  Total Semester Credit Hours  16 Total Semester Credit Hours  17 Total Semester Credit Hours  18 AATH 221 Calculus II  19 Or MATH 205 Introduction to Statistics  10 PROG 440 Al Programming II  11 Total Semester Credit Hours  12 PROG 440 Al Programming  13 PROG 450 (Section A, B, or C) Code Sprint  14 Columbia Core Requirement  15 Total Semester Credit Hours  16 Total Semester Credit Hours  17 Total Semester Credit Hours  18 All Programming II  19 CCCX 3** Innovation and Impact (Core)  10 Columbia Core Requirement  10 College-Wide Elective  11 Columbia Core Requirement  12 Credit Hours  18 Total Semester Courses (Typically the Spring Semester)  19 Total Semester Credit Hours  10 Total Semester Credit Hours  10 Total Semester Credit Hours  11 GAME 485 Game Studio II (Spring Only)  12 GAME 480 Game Studio II (Fall Only)  13 Columbia Core Requirement  14 GAME 485 Game Studio II (Fall Only)  15 Columbia Core Requirement  26 Columbia Core Requirement  27 Columbia Core Requirement  28 Columbia Core Requirement  39 Columbia Core Requirement  30 Columbia Core Requirement  31 Columbia Core Requirement  32 Columbia Core Requirement  33 Columbia Core Requirement  34 Columbia Core Requirement  35 Columbia Core Requirement  36 Columbia Core Requirement  37 Columbia Core Requirement  38 Columbia Core Requirement  39 Columbia Core Requirement  30 Columbia Core Requirement  30 Columbia Core Requirement  31 Columbia Core Requirement  32 Columbia Core Requirement  33 Columbia Core Requirement  34 Columbia Core Requirement  35 Columbia Core Requirement  36 Columbia Core Requirement  37 Columbia Core Requirement  38 Columbia Core Requirement  39 Columbia Core Requirement  30 Columbia Core Requirem	PROG 220 C++ Programming I	3	PROG 310 Game Programming I	3
College-Wide Elective  1 5th Semester Courses (Typically the Fall Semester)  Total Semester Credit Hours  16 Total Semester Credit Hours  17 Total Semester Credit Hours  18 PROG 410 Game Programming II  19 PROG 449 Al Programming  19 PROG 449 Al Programming  10 CCCX 3** Innovation and Impact (Core)  10 Total Semester Courses (Typically the Spring Semester)  11 Columbia Core Requirement  12 Total Semester Courses (Typically the Fall Semester)  18 Semester Courses (Typically the Fall Semester)  19 Total Semester Courses (Typically the Fall Semester)  10 Total Semester Credit Hours  11 Total Semester Credit Hours  12 Total Semester Credit Hours  13 Major Elective - Select Advanced Math Course  14 Columbia Core Requirement  15 Total Semester Courses (Typically the Spring Semester)  16 Total Semester Credit Hours  17 Total Semester Credit Hours  18 Total Semester Credit Hours  19 PROG 450 (Section A, B, or C) Code Sprint  10 GAME 485 Game Studio II (Spring Only)  11 GAME 485 Game Studio II (Spring Only)  12 Columbia Core Requirement  13 College-Wide Elective  24 Credit Hours  25 College-Wide Elective - Select Advanced Math Course  46 RAME 485 Game Studio II (Spring Only)  10 GAME 485 Game Studio II (Spring Only)  11 GAME 485 Game Studio II (Spring Only)  12 College-Wide Elective  13 College-Wide Elective  14 College-Wide Elective  15 College-Wide Elective  16 Credit Hours  17 GAME 485 Game Studio II (Spring Only)  18 College-Wide Elective  19 College-Wide Elective  10 College-Wide Elective  10 College-Wide Elective  10 College-Wide Elective  10 College-Wide Elective	CCCX 2** Creative Communities (Core)	3	Columbia Core Requirement	3
Total Semester Credit Hours  16 Total Semester Credit Hours  16 Total Semester Credit Hours  16 Total Semester Credit Hours  17 Total Semester Credit Hours  18 PROG 410 Game Programming II  19 PROG 340 Alprogramming II  20 PROG 346 Algorithms  21 Columbia Core Requirement  22 PROG 420 C++ Programming II  23 CCCX 3** Innovation and Impact (Core)  34 Columbia Core Requirement  35 Columbia Core Requirement  36 Semester Credit Hours  37 Total Semester Courses (Typically the Fall Semester)  38 Total Semester Courses (Typically the Fall Semester)  49 PROG 340 Graphics Application Programming  39 Major Elective - Select Advanced Math Course  40 PROG 450 (Section A, B, or C) Code Sprint  41 Columbia Core Requirement  42 Credit Hours  43 PROG 340 Graphics Application Programming  44 PROG 340 Graphics Application Programming  45 Total Semester Credit Hours  46 Total Semester Credit Hours  47 PROG 340 Graphics Application Programming  48 Major Elective - Select Advanced Math Course  49 PROG 340 Graphics Application Programming  40 Major Elective - Select Advanced Math Course  40 PROG 340 Graphics Application Programming  40 Major Elective - Select Advanced Math Course  40 PROG 340 Graphics Application Programming  40 Major Elective - Select Advanced Math Course  41 GAME 480 Game Studio I (Fall Only)  42 GAME 480 Game Studio I (Fall Only)  43 Columbia Core Requirement  44 Columbia Core Requirement  45 Columbia Core Requirement  46 Total Semester Credit Hours  47 Columbia Core Requirement  48 Columbia Core Requirement  49 Columbia Core Requirement  40 Columbia Core Requirement  50 Columbia Core Requirement  51 Columbia Core Requirement  52 Columbia Core Requirement  53 Columbia Core Requirement  54 Columbia Core Requirement  55 Columbia Core Requirement  56 Credit Hours  67 Credit Hours  67 Credit Hours  68 Credit Hours  78 Columbia Core Requirement  78 Columbia Core Requirement  78 Columbia Core Requirement  78 Columbia Core Requirement	Columbia Core Requirement	3	Columbia Core Requirement	3
Total Semester Courses (Typically the Fall Semester)  Hours  16 Total Semester Credit Hours  16 Total Semester Credit Hours  17 Total Semester Credit Hours  18 PROG 410 Game Programming II  19 PROG 449 Al Programming II  20 PROG 450 (Section A, B, or C) Code Sprint  10 Columbia Core Requirement  11 College-Wide Elective  12 Total Semester Credit Hours  13 Major Elective - Select Advanced Math Course  14 College-Wide Elective  15 Total Semester Courses (Typically the Fall Semester)  16 Total Semester Courses (Typically the Spring Semester)  17 Total Semester Courses (Typically the Fall Semester)  18 Total Semester Credit Hours  19 PROG 340 Graphics Application Programming  10 Agyre Elective - Select Advanced Math Course  10 Credit Hours  11 College-Wide Elective  12 Credit Hours  13 Agyre Elective - Select Advanced Math Course  14 PROG 340 Graphics Application Programming  15 Agyre Elective - Select Advanced Math Course  16 Agyre Elective - Select Advanced Math Course  17 GAME 480 Game Studio I (Fall Only)  18 Columbia Core Requirement  29 Credit Hours  19 GAME 480 Game Studio I (Fall Only)  20 College-Wide Elective  30 College-Wide Elective  31 College-Wide Elective  31 College-Wide Elective  32 College-Wide Elective  33 College-Wide Elective  34 College-Wide Elective  35 College-Wide Elective  36 College-Wide Elective  37 College-Wide Elective  38 College-Wide Elective  39 College-Wide Elective  30 College-Wide Elective  30 College-Wide Elective  30 College-Wide Elective	College-Wide Elective	1		
MATH 221 Calculus II  or MATH 205 Introduction to Statistics  * PROG 449 AI Programming  * PROG 366 Algorithms  PROG 420 C++ Programming II  3 CCCX 3** Innovation and Impact (Core)  3 PROG 450 (Section A, B, or C) Code Sprint  Columbia Core Requirement  3 Columbia Core Requirement  Total Semester Courses (Typically the Fall Semester)  PROG 340 Graphics Application Programming  3 Major Elective - Select Advanced Math Course  Credit Hours  Total Semester Credit Hours  16 Total Semester Credit Hours  PROG 340 Graphics Application Programming  3 Major Elective - Select Advanced Math Course  4 PROG 450 (Section A, B, or C) Code Sprint  1 GAME 485 Game Studio II (Spring Only)  6 GAME 480 Game Studio I (Fall Only)  Columbia Core Requirement  3 College-Wide Elective	5th Semester Courses (Typically the Fall Semester)		6th Semester Courses (Typically the Spring Semester)	Credit Hours
or MATH 205 Introduction to Statistics	Total Semester Credit Hours	16	Total Semester Credit Hours	16
PROG 366 Algorithms  PROG 420 C++ Programming II  PROG 420 (Section A, B, or C) Code Sprint  Columbia Core Requirement  College-Wide Elective  7th Semester Courses (Typically the Fall Semester)  Total Semester Credit Hours  PROG 340 Graphics Application Programming  3 Major Elective - Select Advanced Math Course  4 CCCX 3** Innovation and Impact (Core)  3 CCCX 3** Innovation and Impact (Core)  3 Columbia Core Requirement  3 Columbia Core Requirement  3 Columbia Core Requirement  4 Credit Hours  8th Semester Courses (Typically the Spring Semester)  Total Semester Credit Hours  16 Total Semester Credit Hours  18 PROG 340 Graphics Application Programming  3 Major Elective - Select Advanced Math Course  4 PROG 450 (Section A, B, or C) Code Sprint  1 GAME 485 Game Studio II (Spring Only)  6 GAME 480 Game Studio I (Fall Only)  Columbia Core Requirement  3 College-Wide Elective  3 College-Wide Elective  3 College-Wide Elective	MATH 221 Calculus II	4	PROG 410 Game Programming II	3
PROG 420 C++ Programming II  PROG 450 (Section A, B, or C) Code Sprint  Columbia Core Requirement  College-Wide Elective  7th Semester Courses (Typically the Fall Semester)  Total Semester Credit Hours  PROG 340 Graphics Application Programming  Amajor Elective - Select Advanced Math Course  PROG 450 (Section A, B, or C) Code Sprint  GAME 480 Game Studio I (Fall Only)  Columbia Core Requirement  CCREdit Hours  8th Semester Courses (Typically the Spring Semester)  Amajor Elective - Select Advanced Math Course  GAME 480 Game Studio I (Fall Only)  Columbia Core Requirement  3 College-Wide Elective	or MATH 205 Introduction to Statistics	*	PROG 449 AI Programming	3
PROG 450 (Section A, B, or C) Code Sprint  Columbia Core Requirement  3  College-Wide Elective  2  Total Semester Credit Hours  PROG 340 Graphics Application Programming  PROG 450 (Section A, B, or C) Code Sprint  1 Columbia Core Requirement  3 Sth Semester Courses (Typically the Spring Semester)  Credit Hours  16 Total Semester Credit Hours  16 PROG 340 Graphics Application Programming  3 Major Elective - Select Advanced Math Course  4 PROG 450 (Section A, B, or C) Code Sprint  1 GAME 485 Game Studio II (Spring Only)  6 GAME 480 Game Studio I (Fall Only)  7 Columbia Core Requirement  3 College-Wide Elective  3 College-Wide Elective  3 College-Wide Elective  3 College-Wide Elective		3	Major Elective - Select Advanced Math Course	4
Columbia Core Requirement  College-Wide Elective  7th Semester Courses (Typically the Fall Semester)  Total Semester Credit Hours  Total Semester Credit Hours  16  Total Semester Credit Hours  PROG 340 Graphics Application Programming  Major Elective - Select Advanced Math Course  4  PROG 450 (Section A, B, or C) Code Sprint  GAME 480 Game Studio I (Fall Only)  GAME 480 Game Studio I (Fall Only)  Columbia Core Requirement  3  College-Wide Elective  3	PROG 420 C++ Programming II	3	CCCX 3** Innovation and Impact (Core)	3
College-Wide Elective  7th Semester Courses (Typically the Fall Semester)  Total Semester Credit Hours  16  Total Semester Credit Hours  PROG 340 Graphics Application Programming  PROG 450 (Section A, B, or C) Code Sprint  GAME 480 Game Studio I (Fall Only)  Columbia Core Requirement  2  Credit Hours  8th Semester Courses (Typically the Spring Semester)  And Semester Credit Hours  16  Total Semester Credit Hours  16  Agior Elective - Select Advanced Math Course  4  PROG 450 (Section A, B, or C) Code Sprint  1 GAME 485 Game Studio II (Spring Only)  6  GAME 480 Game Studio I (Fall Only)  3 Columbia Core Requirement  3 College-Wide Elective  3	PROG 450 (Section A, B, or C) Code Sprint	1	Columbia Core Requirement	3
Total Semester Credit Hours  Total Semester Credit Hours  16 Total Semester Credit Hours  PROG 340 Graphics Application Programming  PROG 450 (Section A, B, or C) Code Sprint  GAME 480 Game Studio I (Fall Only)  Columbia Core Requirement  Sth Semester Courses (Typically the Spring Semester)  At Semester Credit Hours  Major Elective - Select Advanced Math Course  4  GAME 485 Game Studio II (Spring Only)  6  Columbia Core Requirement  3  College-Wide Elective  3	Columbia Core Requirement	3		
Total Semester Credit Hours  16 Total Semester Credit Hours  16 PROG 340 Graphics Application Programming  PROG 450 (Section A, B, or C) Code Sprint  GAME 480 Game Studio I (Fall Only)  Columbia Core Requirement  8th Semester Courses (Typically the Spring Semester)  Hours  16 Total Semester Credit Hours  16 Adjor Elective - Select Advanced Math Course  4 PROG 450 (Section A, B, or C) Code Sprint  1 GAME 485 Game Studio II (Spring Only)  3 Columbia Core Requirement  3 College-Wide Elective  3	College-Wide Elective	2		
PROG 340 Graphics Application Programming  3 Major Elective - Select Advanced Math Course 4 PROG 450 (Section A, B, or C) Code Sprint 1 GAME 485 Game Studio II (Spring Only) 6 GAME 480 Game Studio I (Fall Only) 3 Columbia Core Requirement 3 Columbia Core Requirement 3	7th Semester Courses (Typically the Fall Semester)		8th Semester Courses (Typically the Spring Semester)	Credit Hours
PROG 450 (Section A, B, or C) Code Sprint1GAME 485 Game Studio II (Spring Only)6GAME 480 Game Studio I (Fall Only)3Columbia Core Requirement3Columbia Core Requirement3College-Wide Elective3	Total Semester Credit Hours	16	Total Semester Credit Hours	16
GAME 480 Game Studio I (Fall Only)  3 Columbia Core Requirement  3 College-Wide Elective  3	PROG 340 Graphics Application Programming	3	Major Elective - Select Advanced Math Course	4
Columbia Core Requirement 3 College-Wide Elective 3	PROG 450 (Section A, B, or C) Code Sprint	1	GAME 485 Game Studio II (Spring Only)	6
	GAME 480 Game Studio I (Fall Only)	3	Columbia Core Requirement	3
Columbia Core Requirement 3	Columbia Core Requirement	3	College-Wide Elective	3
	Columbia Core Requirement	3		
College-Wide Elective 3	College-Wide Elective	3		

## Notes on the Four-Year Student Degree Plan:

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

Essential LAS Core Requirements include English, Mathematics, Sciences, Literature, Humanities, History, and Social Sciences. Columbia Experience Core Requirements include First-Semester Experience, Creative Communities, and Innovation and Impact courses.

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.

All degree-seeking undergraduate students are required to complete 6 credits of **Diversity, Equity, and Inclusion (DEI)** coursework. All degree-seeking undergraduate students are required to complete 9 credits of **advanced (200 or higher level)** coursework in the Columbia Core.

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 semester, but the cost of tuition is the same for 12-16 attempted credits. Students are encouraged to attempt 15-16 credits each semester for financial reasons and to complete their degree (120-128 minimum credits) in a timely fashion.



## TRANSFER STUDENT DEGREE PLAN 2020-2021 ACADEMIC YEAR

Degree:	Bachelor of Science	Credits required for degree:	128
Major:	Programming	Credits required in major:	72
Concentration:	Game Programming	Estimated semesters to complete this degree plan:	6*

\*Work with Academic Advisor and Department to create a plan.

1st Semester Courses (Typically the Fall Semester)	Credit Hours	2nd Semester Courses (Typically the Spring Semester)	Credit Hours
Total Semester Credit Hours		Total Semester Credit Hours	12
PROG 101 Introduction to Programming	3	PROG 103 Computer Architecture	3
INMD 102 Fundamentals of Interaction	3	PROG 201 Object Oriented Programming I	3
GAME 110 Introduction to Game Development	3	PROG 220 C++ Programming I	3
MATH 210 College Algebra	3	MATH 215 Precalculus	3
3rd Semester Courses (Typically the Fall Semester)		4th Semester Courses (Typically the Spring Semester)	Credit Hours
Total Semester Credit Hours		Total Semester Credit Hours	10
PHYS 220 Fundamentals of Physics I	3	MATH 221 Calculus II	4
MATH 220 Calculus I	4	or MATH 205 Introduction to Statistics	*
PROG 310 Game Programming I	3	PROG 301 Object Oriented Programming II	3
PROG 366 Algorithms		CCCX 3** Innovation and Impact (Core)	3
5th Semester Courses (Typically the Fall Semester)	Credit Hours	6th Semester Courses (Typically the Spring Semester)	Credit Hours
Total Semester Credit Hours		Total Semester Credit Hours	16
Major Elective - Select Advanced Math Course	4	Major Elective - Select Advanced Math Course	4
PROG 340 Graphics Application Programming		PROG 410 Game Programming II	3
PROG 420 C++ Programming II		PROG 449 AI Programming	3
PROG 450 (Section A, B, or C) Code Sprint		GAME 485 Game Studio II (Spring Only)	6
PROG 450 (Section A, B, or C) Code Sprint	1		
GAME 480 Game Studio I (Fall Only)	3		

## Notes on the Transfer Student Degree Plan:

This degree plan assumes a student is starting at Columbia with a **minimum of 60 credits in transfer** and the completion of the Essential LAS Core Requirements. **This degree plan is a suggested sequence only.** Students should consult with their Academic Advisors and Academic Departments to develop their unique individual plans.

Essential LAS Core Requirements include English, Mathematics, Sciences, Literature, Humanities, History, and Social Sciences. Columbia Experience Core Requirements include First-Semester Experience, Creative Communities, and Innovation and Impact courses.

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.

All degree-seeking undergraduate students are required to complete 6 credits of **Diversity, Equity, and Inclusion (DEI)** coursework. All degree-seeking undergraduate students are required to complete 9 credits of **advanced (200 or higher level)** coursework in the Columbia Core.

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 semester, but the cost of tuition is the same for 12-16 attempted credits. Students are encouraged to attempt 15-16 credits each semester for financial reasons and to complete their degree (120-128 minimum credits) in a timely fashion.