

FOUR-YEAR STUDENT DEGREE PLAN 2021-2022 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

PROG 101 Programming I 3 INMD 102 Fundamentals of Interaction 3 PROG 103 Computer Architecture Columbia Core Requirement (Math) 3 PROG 201 Programming II 3 ENGL 111 Writing and Rhetoric I (Core) 3 MATH 210 College Algebra CCCX 1** First Semester Experience (Core) 3 ENGL 112 Writing and Rhetoric II (Core) College-Wide Elective 1 College-Wide Elective Total Semester Courses (Typically the Fall Semester) Total Semester Credit Hours 16 Total Semester Credit Hours 17 AMTH 210 College Wide Elective Total Semester Credit Hours 18 AMTH 220 Calculus I MATH 210 Frecalculus 3 MATH 220 Calculus I MATH 220 Frecalculus 3 MATH 220 Calculus I 4 PROG 220 C++ Programming II Columbia Core Requirement Columbia Core Requirement 3 Columbia Core Requirement College-Wide Elective 1 Credit Hours Total Semester Courses (Typically the Fall Semester) Total Semester Credit Hours 1 PROG 301 Programming III 3 Columbia Core Requirement 3 Columbia Core Requirement College-Wide Elective 1 Credit Hours Total Semester Courses (Typically the Fall Semester) Total Semester Courses (Typically the Fall Semester) Total Semester Courses (Typically the Fall Semester) Total Semester Credit Hours 1 PROG 410 Game Programming II 3 MATH 221 Calculus II 4 PROG 440 Al Programming II 5 Total Semester Credit Hours 1 PROG 310 Game Programming II 3 Major Elective - Select Advanced Math Course PROG 350 Algorithms 3 CCCX 3** Innovation and Impact (Core) PROG 450 (Section A, B, or C) Code Sprint 1 Columbia Core Requirement	1st Semester Courses (Typically the Fall Semester)	Credit Hours	2nd Semester Courses (Typically the Spring Semester)	Credit Hours
GAME 110 Introduction to Game Development Columbia Core Requirement (Math) 3 PROG 201 Programming II ENGL 111 Writing and Rhetoric I (Core) 3 ENGL 112 Writing and Rhetoric II (Core) CCCX 1** First Semester Experience (Core) 3 ENGL 112 Writing and Rhetoric II (Core) College-Wide Elective 1 College-Wide Elective 3 ENGL 112 Writing and Rhetoric II (Core) College-Wide Elective 1 College-Wide Elective 1 College-Wide Elective Total Semester Credit Hours 16 Total Semester Credit Hours 17 Total Semester Credit Hours 18 ANTH 215 Precalculus 19 PROG 220 C++ Programming II 10 CCCX 2** Creative Communities (Core) 10 PROG 301 Programming III 10 College-Wide Elective 1 Credit Hours 16 Total Semester Courses (Typically the Fall Semester) Total Semester Credit Hours 10 Credit Hours 11 Credit Hours 12 Credit Hours 13 Columbia Core Requirement 14 PROG 410 Game Programming III 15 Or MATH 205 Introduction to Statistics 16 Total Semester Credit Hours 17 Total Semester Credit Hours 18 PROG 410 Game Programming III 19 Or MATH 205 Introduction to Statistics 20 PROG 310 Game Programming III 3 CCCX 3** Innovation and Impact (Core) 3 Columbia Core Requirement 3 CCCX 3** Innovation and Impact (Core) 1 Columbia Core Requirement 2 Columbia Core Requirement 3 COLUMBIA CORE Requirement 3 CCCX 3** Innovation and Impact (Core) 1 Columbia Core Requirement 2 Columbia Core Requirement 3 COLUMBIA CORE Requirement 4 Columbia Core Requirement 5 Columbia Core Requirement 5 Columbia Core Requirement 5 Columbia Core Requirement 6 Columbia Core Requirement 1 Columbia Core Requirement 2 Columbia Core Requirement 3 Columbia Core Requirement 4 Columbia Core Requirement 5 Columbia Core Requirement 5 Columbia Core Requirement 6 Columbia Core Requirement	Total Semester Credit Hours		Total Semester Credit Hours	16
Columbia Core Requirement (Math) ENGL 111 Writing and Rhetoric I (Core) 3 MATH 210 College Algebra 3 COLV 1** First Semester Experience (Core) 3 ENGL 112 Writing and Rhetoric II (Core) 3 ENGL 112 Writing and Rhetoric II (Core) 3 College-Wide Elective 4 College-Wide Elective 3 College-Wide Elective 4 Th Semester Courses (Typically the Fall Semester) Total Semester Credit Hours 4 Th Semester Credit Hours 1 Total Semester Credit Hours 1 Total Semester Credit Hours 1 Total Semester Credit Hours 3 MATH 210 Calculus I PROG 220 C++ Programming II 3 COLUMBIA Core Requirement College-Wide Elective 1 Credit Hours 1 Columbia Core Requirement 3 Columbia Core Requirement 3 Columbia Core Requirement 4 PROG 410 Game Programming II 5 Total Semester Credit Hours 1 Columbia Core Requirement 3 COX 3** Innovation and Impact (Core) PROG 350 (Section A, B, or C) Code Sprint 1 Columbia Core Requirement 3 College-Wide Elective 5 Credit Columbia Core Requirement	PROG 101 Programming I	3	INMD 102 Fundamentals of Interaction	3
ENGL 111 Writing and Rhetoric I (Core) CCCX 1** First Semester Experience (Core) College-Wide Elective 1 College-Wide Elective 3 ENGL 112 Writing and Rhetoric II (Core) Credit Hours Total Semester Courses (Typically the Fall Semester) MATH 215 Precalculus PHYS 220 Fundamentals of Physics I PROG 220 C++ Programming II Collumbia Core Requirement College-Wide Elective 1 College-Wide Elective 1 Total Semester Credit Hours 2 Columbia Core Requirement College-Wide Elective 1 Total Semester Courses (Typically the Fall Semester) Total Semester Credit Hours 1 Total Semester Courses (Typically the Fall Semester) Total Semester Credit Hours 1 PROG 410 Game Programming II 2 Total Semester Credit Hours 1 PROG 449 Al Programming 3 Major Elective - Select Advanced Math Course PROG 366 Algorithms 3 CCCX 3** Innovation and Impact (Core) PROG 450 (Section A, B, or C) Code Sprint College-Wide Elective 2 Credit Coreit Credit Coreit	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 3 ENGL 112 Writing and Rhetoric II (Core) College-Wide Elective 1 College-Wide Elective 3 Coredit Hours 4 th Semester Courses (Typically the Spring Semester) Total Semester Credit Hours 16 Total Semester Credit Hours 18 MATH 225 Precalculus PHYS 220 Fundamentals of Physics I PROG 220 C++ Programming II PROG 301 Programming III College-Wide Elective 1 Credit Hours 3 Columbia Core Requirement College-Wide Elective 1 Credit Hours Total Semester Courses (Typically the Fall Semester) Credit Hours Total Semester Courses (Typically the Fall Semester) Total Semester Courses (Typically the Fall Semester) Total Semester Courses (Typically the Fall Semester) Total Semester Credit Hours 16 Total Semester Credit Hours MATH 221 Calculus II Or MATH 205 Introduction to Statistics PROG 310 Game Programming II 3 CCCX 3** Innovation and Impact (Core) PROG 366 Algorithms 3 CCCX 3** Innovation and Impact (Core) PROG 3450 (Section A, B, or C) Code Sprint Columbia Core Requirement 3 Columbia Core Requirement 3 College-Wide Elective 2 Credit Credit Coredit Coredit Hours 3 CCCX 3** Innovation and Impact (Core) Credit Columbia Core Requirement Columbia Core Requirement 3 College-Wide Elective 2 Credit Credit Credit Coredit Co	Columbia Core Requirement (Math)	3	PROG 201 Programming II	3
College-Wide Elective 3rd Semester Courses (Typically the Fall Semester) Total Semester Credit Hours MATH 215 Precalculus MATH 220 Fundamentals of Physics I PROG 220 C++ Programming II ROG 301 Programming II College-Wide Elective 3 Columbia Core Requirement College-Wide Elective 1 Coredit Hours 1 College-Wide Elective 1 College-Wide Elective 1 Coredit Hours 1 College-Wide Elective 1 Coredit Hours 1 College-Wide Elective 1 Coredit Hours 1 College-Wide Elective II MATH 221 Calculus II Or MATH 205 Introduction to Statistics 1 PROG 449 Al Programming II PROG 310 Game Programming I PROG 310 Game Programming I 3 Major Elective - Select Advanced Math Course PROG 366 Algorithms 3 CCCX 3** Innovation and Impact (Core) PROG 450 (Section A, B, or C) Code Sprint 1 College-Wide Elective 2 Coredit	ENGL 111 Writing and Rhetoric I (Core)	3	MATH 210 College Algebra	3
Strict Semester Courses (Typically the Fall Semester) Credit Hours Ath Semester Courses (Typically the Spring Semester) Credit Hours	CCCX 1** First Semester Experience (Core)	3	ENGL 112 Writing and Rhetoric II (Core)	3
Total Semester Courses (Typically the Fall Semester) Hours 16 Total Semester Credit Hours 18 MATH 215 Precalculus PHYS 220 Fundamentals of Physics I PROG 220 C++ Programming II RROG 301 Programming III Columbia Core Requirement College-Wide Elective Total Semester Courses (Typically the Fall Semester) Total Semester Credit Hours MATH 221 Calculus II or MATH 205 Introduction to Statistics PROG 310 Game Programming I Tormal Semester Credit Hours A PROG 410 Game Programming I Or MATH 205 Introduction to Statistics PROG 366 Algorithms CCCX 3** Innovation and Impact (Core) RROG 450 (Section A, B, or C) Code Sprint Collumbia Core Requirement College-Wide Elective Credit Coredit	College-Wide Elective	1	College-Wide Elective	1
MATH 215 Precalculus PHYS 220 Fundamentals of Physics I PROG 220 C++ Programming I ROG 301 Programming III Columbia Core Requirement College-Wide Elective Total Semester Credit Hours MATH 221 Calculus II or MATH 205 Introduction to Statistics PROG 310 Game Programming I or MATH 205 Introduction to Statistics PROG 310 Game Programming I OCCX 2** Creative Communities (Core) 3 Columbia Core Requirement 3 Columbia Core Requirement 3 Columbia Core Requirement 4 Credit Hours Total Semester Courses (Typically the Fall Semester) MATH 221 Calculus II OR MATH 205 Introduction to Statistics PROG 310 Game Programming I ROG 310 Game Programming I ROG 366 Algorithms 3 CCCX 3** Innovation and Impact (Core) ROG 450 (Section A, B, or C) Code Sprint College-Wide Elective Credit Core Credit College-Wide Elective Credit Core Credit Cor	3rd Semester Courses (Typically the Fall Semester)		4th Semester Courses (Typically the Spring Semester)	Credit Hours
PHYS 220 Fundamentals of Physics I PROG 220 C++ Programming I ROG 301 Programming III Columbia Core Requirement College-Wide Elective Total Semester Credit Hours MATH 221 Calculus II or MATH 205 Introduction to Statistics PROG 310 Game Programming I A PROG 410 Game Programming II Torman Semester Course (Typically the Follows) A PROG 410 Game Programming II A PROG 410 Rame Programming II A PROG 410	Total Semester Credit Hours	16	Total Semester Credit Hours	16
PROG 220 C++ Programming I PROG 301 Programming III Columbia Core Requirement Columbia Core Requirement Columbia Core Requirement College-Wide Elective 1 Total Semester Courses (Typically the Fall Semester) MATH 221 Calculus II or MATH 205 Introduction to Statistics PROG 310 Game Programming I Total Semester Courses (Typically the Spring Semester) April Major Elective - Select Advanced Math Course PROG 450 (Section A, B, or C) Code Sprint College-Wide Elective 2 Credit Credit Hours 1 Total Semester Credit Hours 1 Total Semester Credit Hours 1 A PROG 410 Game Programming II A PROG 449 Al Programming CCCX 3** Innovation and Impact (Core) PROG 366 Algorithms PROG 450 (Section A, B, or C) Code Sprint College-Wide Elective Credit Coredit Cor	MATH 215 Precalculus	3	MATH 220 Calculus I	4
PROG 301 Programming III Columbia Core Requirement College-Wide Elective 5th Semester Courses (Typically the Fall Semester) Total Semester Credit Hours MATH 221 Calculus II or MATH 205 Introduction to Statistics PROG 310 Game Programming I PROG 310 Game Programming I PROG 366 Algorithms 3 Columbia Core Requirement 6th Semester Courses (Typically the Spring Semester) Ho Total Semester Credit Hours 4 PROG 410 Game Programming II 3 Major Elective - Select Advanced Math Course PROG 366 Algorithms 3 CCCX 3** Innovation and Impact (Core) PROG 450 (Section A, B, or C) Code Sprint Columbia Core Requirement 3 College-Wide Elective	PHYS 220 Fundamentals of Physics I	3	PROG 420 C++ Programming II	3
Columbia Core Requirement College-Wide Elective 5th Semester Courses (Typically the Fall Semester) Total Semester Credit Hours MATH 221 Calculus II or MATH 205 Introduction to Statistics PROG 310 Game Programming I PROG 366 Algorithms PROG 366 Algorithms 3 CCCX 3** Innovation and Impact (Core) PROG 450 (Section A, B, or C) Code Sprint College-Wide Elective Credit Hours 6th Semester Courses (Typically the Spring Semester) Credit Hours 6th Semester Credit Hours 4 PROG 410 Game Programming II 3 Major Elective - Select Advanced Math Course 4 PROG 310 Game Programming I Collumbia Core Requirement 1 Collumbia Core Requirement 3 CCCX 3** Innovation and Impact (Core) College-Wide Elective Credit	PROG 220 C++ Programming I	3	CCCX 2** Creative Communities (Core)	3
College-Wide Elective 5th Semester Courses (Typically the Fall Semester) Total Semester Credit Hours MATH 221 Calculus II or MATH 205 Introduction to Statistics PROG 310 Game Programming I PROG 366 Algorithms PROG 366 Algorithms 3 CCCX 3** Innovation and Impact (Core) PROG 450 (Section A, B, or C) Code Sprint College-Wide Elective Credit Hours 6th Semester Courses (Typically the Spring Semester) PROG 410 Game Programming II 3 Major Elective - Select Advanced Math Course A CCCX 3** Innovation and Impact (Core) College-Wide Elective Credit Coredit Cored	PROG 301 Programming III	3	Columbia Core Requirement	3
Sth Semester Courses (Typically the Fall Semester) Credit Hours 6th Semester Courses (Typically the Spring Semester) Credit Hours 16 Total Semester Credit Hours 1	Columbia Core Requirement	3	Columbia Core Requirement	3
Total Semester Courses (Typically the Fall Semester) Hours Total Semester Credit Hours 16 Total Semester Credit Hours 1 MATH 221 Calculus II or MATH 205 Introduction to Statistics PROG 449 AI Programming PROG 310 Game Programming I 3 Major Elective - Select Advanced Math Course PROG 366 Algorithms 3 CCCX 3** Innovation and Impact (Core) PROG 450 (Section A, B, or C) Code Sprint Columbia Core Requirement 3 College-Wide Elective 2 Credit	College-Wide Elective	1		
MATH 221 Calculus II or MATH 205 Introduction to Statistics * PROG 449 AI Programming II 3 Major Elective - Select Advanced Math Course PROG 366 Algorithms 3 CCCX 3** Innovation and Impact (Core) PROG 450 (Section A, B, or C) Code Sprint Columbia Core Requirement 3 Columbia Core Requirement College-Wide Elective Credit	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 310 Game Programming I 3 Major Elective - Select Advanced Math Course PROG 366 Algorithms 3 CCCX 3** Innovation and Impact (Core) 3 PROG 450 (Section A, B, or C) Code Sprint 1 Columbia Core Requirement 3 College-Wide Elective 2 Credit	MATH 221 Calculus II	4	PROG 410 Game Programming II	3
PROG 366 Algorithms 3 CCCX 3** Innovation and Impact (Core) PROG 450 (Section A, B, or C) Code Sprint 1 Columbia Core Requirement 3 College-Wide Elective 2 Credit	or MATH 205 Introduction to Statistics	*	PROG 449 AI Programming	3
PROG 450 (Section A, B, or C) Code Sprint 1 Columbia Core Requirement 3 College-Wide Elective 2 Credit	PROG 310 Game Programming I	3	Major Elective - Select Advanced Math Course	4
Columbia Core Requirement 3 College-Wide Elective 2 Credit Credit		3	CCCX 3** Innovation and Impact (Core)	3
College-Wide Elective 2	PROG 450 (Section A, B, or C) Code Sprint	1	Columbia Core Requirement	3
Credit	Columbia Core Requirement	3		
Credit Credit Credit	College-Wide Elective	2		
(th Semester Courses (Typically the Fall Semester) 8th Semester Courses (Typically the Spring Semester)	7th Semester Courses (Typically the Fall Semester)		8th Semester Courses (Typically the Spring Semester)	Credit Hours
Total Semester Credit Hours 16 Total Semester Credit Hours 1	Total Semester Credit Hours	16	Total Semester Credit Hours	16
PROG 340 Graphics Application Programming 3 Major Elective - Select Advanced Math Course	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)	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	GAME 480 Game Studio I (Fall Only)	3	Columbia Core Requirement	3
Columbia Core Requirement 3 College-Wide Elective 3	Columbia Core Requirement	3	College-Wide Elective	3
Columbia Core Requirement 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 2021-2022 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.

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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 Programming I	3	PROG 103 Computer Architecture	3
INMD 102 Fundamentals of Interaction	3	PROG 201 Programming II	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)	Credit Hours	4th Semester Courses (Typically the Spring Semester)	Credit Hours
Total Semester Credit Hours		Total Semester Credit Hours	13
PHYS 220 Fundamentals of Physics I	3	MATH 221 Calculus II	4
MATH 220 Calculus I	4	or MATH 205 Introduction to Statistics	*
PROG 301 Programming III	3	PROG 410 Game Programming II	3
PROG 310 Game Programming I	3	PROG 420 C++ 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	14
Major Elective - Select Advanced Math Course		Major Elective - Select Advanced Math Course	4
PROG 340 Graphics Application Programming		PROG 449 AI Programming	3
PROG 450 (Section A, B, or C) Code Sprint		PROG 450 (Section A, B or C) Sprint Code	1
GAME 480 Game Studio I (Fall Only)	3	GAME 485 Game Studio II (Spring Only)	6

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.