

**Four Year Plan**  
**Columbia College Chicago**  
**Academic Year 2015-16**



Department: **Interactive Arts & Media**

Degree: **Bachelor of Arts**

Major: **Game Design**

Concentration: **Game Development**

Total credits required for degree: **120**

Total credits required in the major: **57**

**Number of semesters to degree completion:<sup>1</sup> 8**

*Example for planning purposes only*

<b>1<sup>st</sup> Semester (15 Credits)</b>	<b>2<sup>nd</sup> Semester (15 Credits)</b>
36-1300 Digital Image Design (3cr) 36-1010 Computational Media Development (3cr) 36-1500 Intro to Game Development (3cr) 52-11*1 Writing and Rhetoric I (EN) (3cr) 48-11** First-Semester Experience (3cr)	36-1501 Intro to Programming Theory (3cr) 52-11*2 Writing and Rhetoric II (EN) (3cr) LAS (3cr) LAS (3cr) LAS (3cr)
<b>3<sup>rd</sup> Semester (15 Credits)</b>	<b>4<sup>th</sup> Semester (15 Credits)</b>
36-1100 Game Culture (3cr) 36-2510 Game Engine Scripting (3cr) 36-2600 Object Oriented Programming (3cr) LAS (3cr) LAS (3cr)	36-2601 Authoring Interactive Media (3cr) 36-2500 Simulation & Serious Games (3cr) 36-3510 Advanced Game Engine Scripting and Environment (3cr) LAS (3cr) LAS (3cr)
<b>5<sup>th</sup> Semester (15 Credits)</b>	<b>6<sup>th</sup> Semester (15 Credits)</b>
36-2800 Story Development for IM (3cr) 36-2520 Game Design I (3cr) 36-2515 Game Production (3cr) LAS (3cr) LAS (3cr)	36-2530 Game Design II (3cr) 36-3550 Game Development Process (3cr) LAS (3cr) LAS (3cr) LAS (3cr)
<b>7<sup>th</sup> Semester (15 Credits)</b>	<b>8<sup>th</sup> Semester (15 Credits)</b>
36-3994 Indie Team Game Project (3cr) <b>OR</b> 36-3997 Large Team Game Project (3cr) 36-2550 C++ Programming 1 (3cr) <b>OR</b> 36-2370 3D Composition for IM (3cr) <b>OR</b> 36-1400 Sound for Interaction (3cr) <b>OR</b> 36-3001 Transmedia Analysis (3cr) <b>OR</b> 36-3270 Game Programming (3cr) **_**** College Wide Elective **_**** College Wide Elective **_**** College Wide Elective	36-3995 Indie Team Game Studio (6cr) <b>OR</b> 36-3998 Large Team Game Studio (6cr) CWE (3cr) CWE (3cr) CWE (3cr)

<sup>1</sup> Full-time status at Columbia College Chicago is 12-16 credits per term. 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 (2000 level or higher) LAS core courses (6 credits).

**Key:**

**LAS – Liberal Arts and Sciences core requirements** must total 42 or more credits

**CWE - College-wide electives** - Choose from any course in Columbia's catalog for which you have met

requisites.

**NOTES:**

- This four year plan is based on the degree requirements effective Fall 2015. Students who started prior to or after the Fall 2015 semester may have different overall degree requirements. Please consult with your advisors.
- Low enrollment or other issues may prevent a course from being offered in a certain semester. Please consult with your advisor if you are unable to register for a course that you need to graduate.
- Please consult individual course descriptions in the school catalog to determine any pre-requisites, co-requisites, or other requirements necessary to take the course. (The course catalog is available at <http://catalog.colum.edu/>)
- College Wide Elective courses may be additional IAM courses, LAS courses, minor requirements, or any courses bearing credits toward the overall graduation requirements.
- Please consult with your IAM faculty advisor yearly to insure you are taking the correct courses in the correct sequence.
- Acceptance into the Game Project/Game Studio capstone sequence requires completion of 36-3550 Game Development Process or equivalent and Instructor Permission. Acceptance into the Large Team Game Project/Studio sequence may be seat limited and require portfolio evaluation and other acceptance criteria. See your faculty advisor for more information.
- This document is provided for reference only and does not represent a guarantee of progression or course availability.

**For more information, contact:** Matthew Board, Coordinator, [mboard@colum.edu](mailto:mboard@colum.edu)

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