Transfer Planning Tool
Columbia College Chicago
Academic Year 2015-16

Columbia
COLLEGE CHICAGO

Department: Interactive Arts + Media
Degree: Bachelor of Arts
Major: Game Design
Concentration: Sound Design

Total credits required for degree: 120
Total credits required in the major: 49

Number of semesters to degree completion[1]: 6
Example for planning purposes only

1st Semester *(12 Credits)*	2nd Semester *(12 Credits)*
36-1100 Game Culture (3cr) 36-1010 Computational Media Development (3cr) 36-1500 Intro to Game Development (3cr) 36-1501 Intro to Programming (3cr)	36-1300 Digital Image Design (3cr) 36-1400 Sound for Interaction (3cr) 36-2600 Object Oriented Programming (3cr) 36-2601 Authoring Interactive Media (3cr)

3rd Semester *(10 Credits)*	4th Semester *(3 Credits)*
43-1115 Audio Production 1 (4cr) 36-2510 Game Engine Scripting (3cr) 36-2610 Sound and Music for IVM (3cr)	36-2400 Sound Design for Games 1 (3cr)

5th Semester *(6 Credits)*	6th Semester *(6 Credits)*

36-3400 Sound Design for Games II (3cr)
36-3997 Large Team Game Project (3cr)
     OR 36-3994 Indie Team Game Project (3cr)
	36-3998 Large Team Game Studio (6cr)
	     OR 36-3995 Indie Team Game Studio (6cr)

Special notes for transfer students: This plan illustrates the shortest amount of time to degree completion for transfer students. Full-time tuition covers 12-16 credits per term. Please note that 18 total credits result in additional tuition costs. J-Session courses occur prior to spring term and are included in spring course load for financial purposes.

The IAM Department accepts a maximum of 9 credits in transfer toward major required classes.

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[1] *Semesters to degree completion are calculated assuming 60 total credits in transfer with all Liberal Arts & Sciences Core requirements complete and no major requirements transferred in. Students needing to take additional Liberal Arts & Sciences Core courses may require additional semesters to complete the degree. Students may lessen the length of time to degree completion by transferring in applicable major courses. Please see http://www.transferology.com/school/colum for information on individual course equivalencies. 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). Except for Writing Intensive, these requirements may be met in transfer.*

NOTES:

- This transfer 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 a co-requisite of 36-3400 Sound Design for Games II and Instructor Permission. 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: Tom Dowd, Associate Chair, Interactive Arts & Media, tdowd@colum.edu, 312-369-7114.