Transfer Planning Tool
Columbia College Chicago
Academic Year 2015-16

Columbia
C O L L E G E   C H I C A G O

Department: Interactive Arts & Media
Degree: Bachelor of Arts
Major: Game Programming

Total credits required for degree: 120
Total credits required in the major: 56

Number of semesters to degree completion[1]: 4
Example for planning purposes only

1st Semester *(16 Credits)*	2nd Semester *(16 Credits)*
36-1010 Computational Media Development (3cr) 36-1300 Digital Image Design (3cr) 36-1501 Introduction to Programming (3cr) 56-2720 Calculus 1 (4cr) 36-1500 Introduction to Game Development (3cr)	36-2600 Object Oriented Programming (3cr) 36-2601 Authoring Interactive Media (3cr) 36-1100 Game Culture (3cr) 36-3650 Studio Collaboration (3cr) **OR** 36-3690 CcCarthy Technologies Bootcamp (3cr) 56-3740 Linear Algebra (4cr)
3rd Semester *(15 Credits)*	**4th Semester** *(13 Credits)*

36-3270 Game Programming (3cr)
36-2550 C++ Programming I (3cr)
36-3100 Interface Design 1 (3cr)
36-2500 Simulation and Serious Games (3cr)
36-3994 Indie Team Game Project (3cr)
   OR 36-3997 Large Game Project (3cr)
	36-3995 Indie Team Game Studio (6cr)
	   OR 36-3998 Large Game Studio (6cr)
	36-2551 C++ Programming II (3cr)
	-** Electives (3cr)*
	CWS (4cr)

[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.*

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.

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 courses. (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.

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