Four Year Plan
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 Science**
Major: **Game Programming**

Total credits required for degree: **120**
Total credits required in the major: **73**

Number of semesters to degree completion: [1]: 8
Example for planning purposes only

1st Semester   *(15 Credits)*

36-1010 Computational Media Development (3cr)
36-1500 Introduction to Game Development (3cr)
36-1501 Introduction to Programming (3cr)
48-11** First-Semester Experience (3cr)
52-11*1 Writing and Rhetoric I (EN)*
If you don't meet the prerequisites for Calculus, it is recommended you take 56-2713 Precalculus your first semester

2nd Semester   *(16 Credits)*

36-1300 Digital Image Design (3cr)
36-2600 Object Oriented Programming (3cr)
56-2720 Calculus I (4cr)
52-11*2 Writing and Rhetoric II (EN) * (3cr)
    LAS (Humanities) (3cr)

3rd Semester   *(16 Credits)*

36-2601 Authoring Interactive Media (3cr)
36-2550 C++ Programming I (3cr)
56-2721 Calculus II (4cr)
    LAS   (Humanities) (3cr)
    CWE (3cr)

4th Semester   *(16 Credits)*

36-3100 Interface Design 1 (3cr)
36-2551 C++ Programming II (3cr)
36-1100 Game Culture (3cr)
56-3740 Linear Algebra (4cr)
    LAS (Social Sciences) (3cr)

5th Semester   *(16 Credits)*

36-2210 Game Engine Programming (3cr) **OR**
    36-3200 Graphics Applications Programming (3cr)
40-2803 Culture, Race, and Media (SS, PL)* (3cr)
56-3730 Numerical Analysis (4cr)
    LAS   (Literature) (3cr)

6th Semester   *(16 Credits)*

36-3270 Game Programming (3cr)
36-3210 Game AI Programming (3cr)
36-3650 Studio Collaboration (3cr) **OR**
    36-3690 McCarthy Technologies Bootcamp (3cr)
56–2830 Fundamentals of Physics (3cr) **OR**
    56-2850 Physics for Game Developers (3cr)
    LAS   (Mathematics) (3cr)

7th Semester   *(18 Credits)*

36-3994 Indie Team Game Project (3cr) **OR**
    36-3997 Large Game Project (3cr)
56-3700 Discrete Mathematics (3cr)
    LAS   (History) (3cr)
    CWE (3cr)
    CWE (3cr)

8th Semester   *(16 Credits)*

36-3995 Indie Team Game Studio (6cr) **OR**
    36-3998 Large Game Studio (6cr)
    LAS   (History) (3cr)
    LAS   (Science w/ Lab) (4cr)
    CWE (3cr)

* recommended LAS course.

Key:

LAS – Liberal Arts and Sciences core requirements must total 39 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 a co-requisite of 36-3270 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.
- Game Programming BA majors are encouraged to complement their major with a Cultural Studies Minor. More information about the minor is online: http://catalog.colum.edu/preview_program.php?catoid=4&poid=313
- This document is provided for reference only and does not represent a guarantee of progression or course availability.

For more information, contact: Janell Baxter, Coordinator, jbaxter@colum.edu

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