Four Year Planning Tool

Columbia College Chicago Academic Year 2016-2017

Department: Interactive Arts & MediaTotal Credits required for Degree:120Degree: Bachelor of ArtsTotal Credits required in Major:57Major Program: Game Development

Example is for planning purposes only

1st Semester Courses	Credit Hours	2nd Semester Courses	Credit Hours
48-11XX First-Semester Experience	3	52-1152 Writing & Rhetoric II (EN)	3
52-1151 Writing & Rhetoric I (EN)	3	LAS Core Requirement (MA)	3
36-1010 Fundamentals of Interaction	3	36-1300 Digital Image Design	3
36-1500 Intro to Game Development	3	LAS Core	3
36-1501 Intro to Programming Theory	3	College-Wide Elective	3
Total Semester Hours:	15	Total Semester Hours:	15
3rd Semester Courses	Credit Hours	4th Semester Courses	Credit Hours
36-1100 Game Culture	3	36-2500 Simulation & Serious Games	3
36-2510 Game Engine Scripting	3	36-2601 Authoring Interactive Media	3
36-2600 Object Oriented Programming	3	36-3510 Advanced Game Engine Scripting and Environment	3
LAS Core	3	LAS Core	3
LAS Core	3	LAS Core	3
Total Semester Hours:	15	Total Semester Hours:	15
5th Semester Courses	Credit Hours	6th Semester Courses	Credit Hours
26 2F20 Camp Docign I		26.2520.6 B : II	_
36-2520 Game Design I	3	36-2530 Game Design II	3
36-2520 Game Design I 36-2515 Game Production	3	36-3550 Game Development Process	3
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36-2515 Game Production	3	36-3550 Game Development Process	3
36-2515 Game Production 36-2800 Story Development for IM (WI)	3	36-3550 Game Development Process LAS Core	3
36-2515 Game Production 36-2800 Story Development for IM (WI) LAS Core	3 3 3	36-3550 Game Development Process LAS Core LAS Core	3 3 3
36-2515 Game Production 36-2800 Story Development for IM (WI) LAS Core LAS Core	3 3 3 3	36-3550 Game Development Process LAS Core LAS Core LAS Core	3 3 3 3
36-2515 Game Production 36-2800 Story Development for IM (WI) LAS Core LAS Core Total Semester Hours:	3 3 3 3 15	36-3550 Game Development Process LAS Core LAS Core LAS Core Total Semester Hours:	3 3 3 3 15
36-2515 Game Production 36-2800 Story Development for IM (WI) LAS Core LAS Core Total Semester Hours: 7th Semester Courses 36-2550 C++ Programming 1 OR 36-2370 3D Composition for IM (3cr) OR 36-1400 Sound for Interaction (3cr) OR 36-3001 Transmedia Analysis (3cr)	3 3 3 15 Credit Hours	36-3550 Game Development Process LAS Core LAS Core LAS Core Total Semester Hours: 8th Semester Courses 36-3995 Indie Team Game Studio	3 3 3 3 15 Credit Hours
36-2515 Game Production 36-2800 Story Development for IM (WI) LAS Core LAS Core Total Semester Hours: 7th Semester Courses 36-2550 C++ Programming 1 OR 36-2370 3D Composition for IM (3cr) OR 36-1400 Sound for Interaction (3cr) OR 36-3001 Transmedia Analysis (3cr) OR 36-3270 Game Programming (3cr) 36-3994 Indie Team Game Project	3 3 3 15 Credit Hours	36-3550 Game Development Process LAS Core LAS Core LAS Core Total Semester Hours: 8th Semester Courses 36-3995 Indie Team Game Studio OR 36-3998 Large Team Game Studio (6cr)	3 3 3 15 Credit Hours
36-2515 Game Production 36-2800 Story Development for IM (WI) LAS Core LAS Core Total Semester Hours: 7th Semester Courses 36-2550 C++ Programming 1 OR 36-2370 3D Composition for IM (3cr) OR 36-1400 Sound for Interaction (3cr) OR 36-3001 Transmedia Analysis (3cr) OR 36-3270 Game Programming (3cr) 36-3994 Indie Team Game Project OR 36-3997 Large Team Game Project (3cr)	3 3 3 15 Credit Hours	36-3550 Game Development Process LAS Core LAS Core LAS Core Total Semester Hours: 8th Semester Courses 36-3995 Indie Team Game Studio OR 36-3998 Large Team Game Studio (6cr) College-Wide Elective	3 3 3 3 15 Credit Hours
36-2515 Game Production 36-2800 Story Development for IM (WI) LAS Core LAS Core Total Semester Hours: 7th Semester Courses 36-2550 C++ Programming 1 OR 36-2370 3D Composition for IM (3cr) OR 36-1400 Sound for Interaction (3cr) OR 36-3001 Transmedia Analysis (3cr) OR 36-3270 Game Programming (3cr) 36-3994 Indie Team Game Project OR 36-3997 Large Team Game Project (3cr) College-Wide Elective	3 3 3 15 Credit Hours	36-3550 Game Development Process LAS Core LAS Core LAS Core Total Semester Hours: 8th Semester Courses 36-3995 Indie Team Game Studio OR 36-3998 Large Team Game Studio (6cr) College-Wide Elective College-Wide Elective	3 3 3 15 Credit Hours 6

Major Elective: Choose from a list of courses, available in the catalog, to fulfill major requirements.

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).