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:49

Major Program: Game Design Concentration: Game Sound

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	36-1400 Sound for Interaction	3
36-1010 Fundamentals of Interaction	3	36-1501 Intro to Programming Theory	3
36-1300 Digital Image Design	3	LAS Core	3
36-1500 Intro to Game Development	3	LAS Core	3
Total Semester Hours:	15	Total Semester Hours:	15
3rd Semester Courses	Credit Hours	4th Semester Courses	Credit Hours
36-2601 Authoring Interactive Media	3	36-1100 Game Culture	3
43-1115 Audio Production I	4	36-2610 Sound and Music for IVM	3
LAS Core	3	LAS Core	3
LAS Core	3	LAS Core	3
LAS Core	3	LAS Core	3
Total Semester Hours:	16	Total Semester Hours:	15
5th Semester Courses	Credit Hours	6th Semester Courses	Credit Hours
5th Semester Courses 36-2510 Game Engine Scripting	Credit Hours	6th Semester Courses 36-2400 Sound Design for Games I	Credit Hours
36-2510 Game Engine Scripting	3	36-2400 Sound Design for Games I	3
36-2510 Game Engine Scripting 36-2600 Object Oriented Programming	3	36-2400 Sound Design for Games I LAS Core	3
36-2510 Game Engine Scripting 36-2600 Object Oriented Programming LAS Core	3 3 3	36-2400 Sound Design for Games I LAS Core LAS Core	3 3 3
36-2510 Game Engine Scripting 36-2600 Object Oriented Programming LAS Core College-Wide Elective	3 3 3 3	36-2400 Sound Design for Games I LAS Core LAS Core College-Wide Elective	3 3 3 3
36-2510 Game Engine Scripting 36-2600 Object Oriented Programming LAS Core College-Wide Elective College-Wide Elective	3 3 3 3 3	36-2400 Sound Design for Games I LAS Core LAS Core College-Wide Elective College-Wide Elective	3 3 3 3 3
36-2510 Game Engine Scripting 36-2600 Object Oriented Programming LAS Core College-Wide Elective College-Wide Elective Total Semester Hours:	3 3 3 3 3 15	36-2400 Sound Design for Games I LAS Core LAS Core College-Wide Elective College-Wide Elective Total Semester Hours:	3 3 3 3 3 15
36-2510 Game Engine Scripting 36-2600 Object Oriented Programming LAS Core College-Wide Elective College-Wide Elective Total Semester Hours: 7th Semester Courses	3 3 3 3 3 15 Credit Hours	36-2400 Sound Design for Games I LAS Core LAS Core College-Wide Elective College-Wide Elective Total Semester Hours: 8th Semester Courses	3 3 3 3 15 Credit Hours
36-2510 Game Engine Scripting 36-2600 Object Oriented Programming LAS Core College-Wide Elective College-Wide Elective Total Semester Hours: 7th Semester Courses 36-3400 Sound Design for Games II	3 3 3 3 3 15 Credit Hours	36-2400 Sound Design for Games I LAS Core LAS Core College-Wide Elective College-Wide Elective Total Semester Hours: 8th Semester Courses 36-3800 Game Audio Studio*	3 3 3 3 15 Credit Hours
36-2510 Game Engine Scripting 36-2600 Object Oriented Programming LAS Core College-Wide Elective College-Wide Elective Total Semester Hours: 7th Semester Courses 36-3400 Sound Design for Games II 36-3994 Indie Team Game Project (Fall only) OR 36-	3 3 3 3 3 15 Credit Hours	36-2400 Sound Design for Games I LAS Core LAS Core College-Wide Elective College-Wide Elective Total Semester Hours: 8th Semester Courses 36-3800 Game Audio Studio* 36-3995 Indie Team Game Studio (Fall only) OR	3 3 3 3 15 Credit Hours
36-2510 Game Engine Scripting 36-2600 Object Oriented Programming LAS Core College-Wide Elective College-Wide Elective Total Semester Hours: 7th Semester Courses 36-3400 Sound Design for Games II 36-3994 Indie Team Game Project (Fall only) OR 36-3997 Large Team Game Project (Fall only)	3 3 3 3 3 15 Credit Hours 3	36-2400 Sound Design for Games I LAS Core LAS Core College-Wide Elective College-Wide Elective Total Semester Hours: 8th Semester Courses 36-3800 Game Audio Studio* 36-3995 Indie Team Game Studio (Fall only) OR 36-3998 Large Team Game Studio (Spring only)	3 3 3 3 3 15 Credit Hours 1 6
36-2510 Game Engine Scripting 36-2600 Object Oriented Programming LAS Core College-Wide Elective College-Wide Elective Total Semester Hours: 7th Semester Courses 36-3400 Sound Design for Games II 36-3994 Indie Team Game Project (Fall only) OR 36-3997 Large Team Game Project (Fall only) College-Wide Elective	3 3 3 3 15 Credit Hours 3 3 3	36-2400 Sound Design for Games I LAS Core LAS Core College-Wide Elective College-Wide Elective Total Semester Hours: 8th Semester Courses 36-3800 Game Audio Studio* 36-3995 Indie Team Game Studio (Fall only) OR 36-3998 Large Team Game Studio (Spring only) College-Wide Elective	3 3 3 3 3 15 Credit Hours 1 6 3

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).