## Transfer Planning Tool

## Columbia College Chicago

Academic Year 2016-2017

| Department: | Interactive Arts \& Media | Total Credits required for Degree: | 128 |
| :--- | :--- | :--- | ---: |
| Degree: | Bachelor of Science | Total Credits required in Major: | 73 |
| Major Program: | Game Programming |  |  |

Semesters Needed for Degree Completion*: 6
Example is for planning purposes only

| 1st Semester Courses | Credit Hours | 2nd Semester Courses | Credit Hours |
| :---: | :---: | :---: | :---: |
| 36-1010 Fundamentals of Interaction | 3 | 36-2600 Object Oriented Programming | 3 |
| 36-1300 Digital Image Design | 3 | 36-2601 Authoring Interactive Media | 3 |
| 36-1501 Introduction to Programming | 3 | 56-2720 Calculus II | 4 |
| 56-2720 Calculus 1 | 4 | 36-1100 Game Culture | 3 |
| 36-1500 Introduction to Game Development | 3 | 56-2830 Fundamentals of Physics OR 56-2850 Physics for Game Developers | 3 |
| Total Semester Hours: | 16 | Total Semester Hours: | 16 |
| 3rd Semester Courses | Credit Hours | 4th Semester Courses | Credit Hours |
| 56-3740 Linear Algebra | 4 | 36-3650 Studio Collaboration OR 36-3690 <br> McCarthy Technologies Bootcamp | 3 |
| 36-2550 C++ Programming I | 3 | 36-2551 C++ Programming II | 3 |
| 36-3100 Interface Design 1 | 3 | 56-3730 Numerical Analysis | 4 |
| 56-3700 Discrete Mathematics | 3 | 36-2210 Game Engine Programming OR 36-3200 Graphics Applications Programming | 3 |
| 36-3270 Game Programming | 3 |  |  |
| Total Semester Hours: | 16 | Total Semester Hours: | 13 |
| 5th Semester Courses | Credit Hours | 6th Semester Courses | Credit Hours |
| 36-3210 Game AI Programming | 3 | 36-3995 Indie Team Game Studio (Spring Only) OR 36-3998 Large Game Studio (Spring Only) | 6 |
| 36-3994 Indie Team Game Project (Fall Only) OR 363997 Large Game Project (Fall Only) | 3 |  |  |
| CWE (WI) | 3 |  |  |
| Total Semester Hours: | 9 | Total Semester Hours: | 6 |

CWE: College-Wide Elective. Choose from any course in the Columbia College Chicago catalog for which you have met the requisites and requirements. Major Elective: Choose from a list of courses, available in the catalog, to fulfill major requirements.
*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 may lessen the length of time to degree completion by transferring in applicable major courses. Please see TRANSFEROLOGY for information on individual course equivalencies.

