

FOUR YEAR PLAN 2017–2018 ACADEMIC YEAR

Degree:Bachelor of ScienceCredits required for degree:128Major:ProgrammingCredits required in major:70-72

Concentration: Game Programming

This example is for planning purposes only.

1st Semester Courses	Credit Hours	2nd Semester Courses	Credit Hours
Total Semester Credit Hours	16	Total Semester Credit Hours	16
48-11** First-Semester Experience	3	52-1152 Writing & Rhetoric II	3
52-1151 Writing & Rhetoric I	3	36-1200 Computer Architecture	3
36-1500 Introduction to Game Development	3	36-1010 Fundamentals of Interaction	3
36-1501 Introduction to Programming	3	36-2600 Object Oriented Programming	3
56-2710 College Algebra	3	56-2713 Precalculus	3
College Wide Elective	1	College Wide Elective	1
3rd Semester Courses	Credit Hours	4th Semester Courses	Credit Hours
Total Semester Credit Hours	16	Total Semester Credit Hours	16
36-1100 Game Culture	3	36-2551 C++Programming I	3
36-3700 Object Oriented Programming II	3	36-3710 Algorithms	3
56-2830 Fundamentals of Physics	3	36-3270 Game Programming	3
LAS Core	3	56-2720 Calculus 1	4
LAS Core	4	LAS Core	3
Ett. 0 1 0	0 174.14	011- 0	One did I leaves
5th Semester Courses	Credit Hours	6th Semester Courses	Credit Hours
Total Semester Credit Hours	16	Total Semester Credit Hours	Credit Hours
Total Semester Credit Hours	16	Total Semester Credit Hours	16
Total Semester Credit Hours 36-3500 Game Programming II	16	Total Semester Credit Hours 36-3210 Game AI Programming	16
Total Semester Credit Hours 36-3500 Game Programming II 56-2721 Calculus II (or Intro to Statistics)	16 3 4	Total Semester Credit Hours 36-3210 Game AI Programming 36-2551 C++II	16 3 3 3 3 3
Total Semester Credit Hours 36-3500 Game Programming II 56-2721 Calculus II (or Intro to Statistics) LAS Core	16 3 4 3	Total Semester Credit Hours 36-3210 Game Al Programming 36-2551 C++II 56-3700 Discrete Mathematics	16 3 3 3
Total Semester Credit Hours 36-3500 Game Programming II 56-2721 Calculus II (or Intro to Statistics) LAS Core LAS Core	16 3 4 3 3	Total Semester Credit Hours 36-3210 Game Al Programming 36-2551 C++II 56-3700 Discrete Mathematics LAS Core	16 3 3 3 3 3
Total Semester Credit Hours 36-3500 Game Programming II 56-2721 Calculus II (or Intro to Statistics) LAS Core LAS Core	16 3 4 3 3	Total Semester Credit Hours 36-3210 Game Al Programming 36-2551 C++II 56-3700 Discrete Mathematics LAS Core LAS Core	16 3 3 3 3 3 3
Total Semester Credit Hours 36-3500 Game Programming II 56-2721 Calculus II (or Intro to Statistics) LAS Core LAS Core College Wide Elective	16 3 4 3 3 3	Total Semester Credit Hours 36-3210 Game AI Programming 36-2551 C++II 56-3700 Discrete Mathematics LAS Core LAS Core College Wide Elective	16 3 3 3 3 3 3
Total Semester Credit Hours 36-3500 Game Programming II 56-2721 Calculus II (or Intro to Statistics) LAS Core LAS Core College Wide Elective 7th Semester Courses	16 3 4 3 3 3 3 Credit Hours	Total Semester Credit Hours 36-3210 Game AI Programming 36-2551 C++II 56-3700 Discrete Mathematics LAS Core LAS Core College Wide Elective 8th Semester Courses	16 3 3 3 3 3 1 Credit Hours
Total Semester Credit Hours 36-3500 Game Programming II 56-2721 Calculus II (or Intro to Statistics) LAS Core LAS Core College Wide Elective 7th Semester Courses Total Semester Credit Hours	16 3 4 3 3 3 3 Credit Hours	Total Semester Credit Hours 36-3210 Game AI Programming 36-2551 C++II 56-3700 Discrete Mathematics LAS Core LAS Core College Wide Elective 8th Semester Courses Total Semester Credit Hours	16 3 3 3 3 3 1 Credit Hours
Total Semester Credit Hours 36-3500 Game Programming II 56-2721 Calculus II (or Intro to Statistics) LAS Core LAS Core College Wide Elective 7th Semester Courses Total Semester Credit Hours Indie or Large Team Project	16 3 4 3 3 3 3 Credit Hours	Total Semester Credit Hours 36-3210 Game AI Programming 36-2551 C++II 56-3700 Discrete Mathematics LAS Core LAS Core College Wide Elective 8th Semester Courses Total Semester Credit Hours Indie or Large Team Studio	16 3 3 3 3 3 1 Credit Hours 16 6
Total Semester Credit Hours 36-3500 Game Programming II 56-2721 Calculus II (or Intro to Statistics) LAS Core LAS Core College Wide Elective 7th Semester Courses Total Semester Credit Hours Indie or Large Team Project 36-3200 Graphics Application Programming	16 3 4 3 3 3 3 Credit Hours	Total Semester Credit Hours 36-3210 Game AI Programming 36-2551 C++II 56-3700 Discrete Mathematics LAS Core LAS Core College Wide Elective 8th Semester Courses Total Semester Credit Hours Indie or Large Team Studio College Wide Elective	16 3 3 3 3 3 1 Credit Hours 16 6 3
Total Semester Credit Hours 36-3500 Game Programming II 56-2721 Calculus II (or Intro to Statistics) LAS Core LAS Core College Wide Elective 7th Semester Courses Total Semester Credit Hours Indie or Large Team Project 36-3200 Graphics Application Programming LAS Core	16 3 4 3 3 3 Credit Hours 16 3 3 3	Total Semester Credit Hours 36-3210 Game AI Programming 36-2551 C++II 56-3700 Discrete Mathematics LAS Core LAS Core College Wide Elective 8th Semester Courses Total Semester Credit Hours Indie or Large Team Studio College Wide Elective College Wide Elective College Wide Elective	16 3 3 3 3 3 1 Credit Hours 16 6 3 3 3

A College-Wide Elective (CWE) is any course that you will not use to complete your LAS Core, major, or any minor. You can choose CWEs from any department or program if you have met the course's requirements.

For Concentration courses or Major Electives, choose from the list for your major in the course catalog.

Full-time status at Columbia College Chicago is 12 through 16 credits per semester. 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 (6 credits) courses.