

Degree:	Bachelor of Arts	Credits required for degree:	120
Major:	Game Design	Credits required in major:	48
Concentration:	Game Sound	Semesters to complete this program:	6

1st Semester Courses	Credit Hours	2nd Semester Courses	Credit Hours
Total Semester Credit Hours	12	Total Semester Credit Hours	12
GAME 110 Introduction to Game Development	3	INMD 120 Digital Image Design	3
PROG 101 Introduction to Programming	3	PROG 201 Object Oriented Programming	3
INMD 102 Fundamentals of Interaction	3	GAME 105 Game Culture	3
GAME 140 Sound for Interaction	3	GAME 235 Sound and Music for Interactive Media	3
3rd Semester Courses	Credit Hours	4th Semester Courses	Credit Hours
Total Semester Credit Hours	12	Total Semester Credit Hours	12
GAME 225 Game Engine Scripting	3	GAME 240 Sound Design for Games I	3
AUDI 121 Fundamentals of Audio Production	3	INMD 160 Authoring Interactive Media	3
College-Wide Elective	3	College-Wide Elective	3
College-Wide Elective	3	College-Wide Elective	3
5th Semester Courses	Credit Hours	6th Semester Courses	Credit Hours
Total Semester Credit Hours	6	Total Semester Credit Hours	6
GAME 470 Indie Team Game Project	3	GAME 475 Indie Team Game Studio	6
or GAME 480 Large Team Game Project	*	or GAME 485 Large Team Game Studio	*
GAME 340 Sound Design for Games II	3		

Notes:

This degree plan is a suggested sequence only. Students should work with their Academic Advisors and Departments to develop unique individual plans.

This "Transfer Plan" assumes a student has completed 60 credits in transfer including the completion of all LAS Core Requirements.

LAS Core Requirements include First-Semester Experience, English, Mathematics, Speech, Sciences, History, Humanities, Social Sciences, and Literature.

Major Electives include courses required to be completed to finish a major, students will choose from a list of major electives in the course catalog.

College-Wide Electives include all courses and credits not specifically applied towards the LAS Core or Major Requirements.

Students are encouraged to consider declaring a Minor to complete their required College-Wide Elective credits.

Full-time status at Columbia College Chicago is a minimum of 12 attempted credits per term, but the cost of tuition is the same for 12-16 attempted credits.

Students are encouraged to attempt 15-16 credits each term for financial reasons and also to complete their degree (120-128 credits) in a timely fashion.

*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 (200 level or higher) LAS Core courses (6 credits).