

FOUR YEAR PLAN 2018-2019 ACADEMIC YEAR

 Degree:
 Bachelor of Arts
 Credits required for degree:
 120

 Major:
 Programming
 Credits required in major:
 51

 Concentration:
 Game Programming

1st Semester Courses	Credit Hours	2nd Semester Courses	Credit Hours
Total Semester Credit Hours	15	Total Semester Credit Hours	15
GAME 110 Introduction to Game Development	3	PROG 103 Computer Architecture	3
PROG 101 Introduction to Programming	3	INMD 102 Fundamentals of Interaction	3
ENGL 111 Writing and Rhetoric I (LAS Core)	3	PROG 201 Object Oriented Programming	3
FEXP 1** First Semester Experience (LAS Core)	3	ENGL 112 Writing and Rhetoric II (LAS Core)	3
LAS Core Requirement (Math Requirement)	3	College-Wide Elective	3
3rd Semester Courses	Credit Hours	4th Semester Courses	Credit Hours
Total Semester Credit Hours	15	Total Semester Credit Hours	15
GAME 220 Simulation and Serious Games	3	PROG 310 Game Programming I	3
PROG 301 Object Oriented Programming II	3	PROG 220 C++ Programming I	3
LAS Core Requirement	3	PROG 366 Algorithms	3
LAS Core Requirement	3	LAS Core Requirement	3
College-Wide Elective	3	College-Wide Elective	3
5th Semester Courses	Credit Hours	6th Semester Courses	Credit Hours
Total Semester Credit Hours	15	Total Semester Credit Hours	15
PROG 410 Game Programming II	3	PROG 350 Game AI Programming	3
LAS Core Requirement* (200 Level)	3	PROG 320 C++ Programming II	3
LAS Core Requirement* (Global Awareness)	3	LAS Core Requirement* (U.S. Pluralism)	3
College-Wide Elective			_
505550 E1000110	3	LAS Core Requirement* (200 Level)	3
College-Wide Elective	3	LAS Core Requirement* (200 Level) College-Wide Elective	3 3
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College-Wide Elective	3	College-Wide Elective	3
College-Wide Elective 7th Semester Courses	3 Credit Hours	College-Wide Elective 8th Semester Courses	3 Credit Hours
College-Wide Elective 7th Semester Courses Total Semester Credit Hours	3 Credit Hours 15	College-Wide Elective 8th Semester Courses Total Semester Credit Hours GAME 475 Indie Team Game Studio or GAME 485 Large Team Game Studio	3 Credit Hours 15
College-Wide Elective 7th Semester Courses Total Semester Credit Hours GAME 470 Indie Team Game Project	Credit Hours 15	College-Wide Elective 8th Semester Courses Total Semester Credit Hours GAME 475 Indie Team Game Studio	3 Credit Hours 15 6
College-Wide Elective 7th Semester Courses Total Semester Credit Hours GAME 470 Indie Team Game Project or GAME 480 Large Team Game Project	Credit Hours 15 3 *	College-Wide Elective 8th Semester Courses Total Semester Credit Hours GAME 475 Indie Team Game Studio or GAME 485 Large Team Game Studio	Credit Hours 15 6 *
College-Wide Elective 7th Semester Courses Total Semester Credit Hours GAME 470 Indie Team Game Project or GAME 480 Large Team Game Project PROG 340 Graphics Application Programming	Credit Hours 15 3 * 3	College-Wide Elective 8th Semester Courses Total Semester Credit Hours GAME 475 Indie Team Game Studio or GAME 485 Large Team Game Studio LAS Core Requirement	3 Credit Hours 15 6 *

Notes

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

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).