

Degree:	Bachelor of Arts	Credits required for degree:	128
Major:	Game Art	Credits required in major:	54

1st Semester Courses	Credit Hours	2nd Semester Courses	Credit Hours
Total Semester Credit Hours	15	Total Semester Credit Hours	15
INMD 102 Fundamentals of Interaction	3	ANIM 105 Computer Animation: Keyframing I	3
GAME 110 Introduction to Game Development	3	GAME 205 2D Art for Games	3
INMD 120 Digital Image Design	3	GAME 210 2D Motion for Games	3
ENGL 111 Writing and Rhetoric I (Core/LAS)	3	ENGL 112 Writing and Rhetoric II (Core/LAS)	3
FEXP 1** Columbia Experience (FSE/Core)	3	Columbia Core / LAS Requirement (Math)	3
3rd Semester Courses	Credit Hours	4th Semester Courses	Credit Hours
Total Semester Credit Hours	15	Total Semester Credit Hours	15
GAME 105 Game Culture	3	PROG 101 Introduction to Programming	3
GAME 201 Computer Animation: Modeling	3	GAME 337 3D Digital Sculpting	3
GAME 215 Character Visualization for Games	3	Columbia Core / LAS Requirement	3
Columbia Core / LAS Requirement	3	Columbia Core / Columbia Experience	3
Columbia Core / LAS Requirement	3	College-Wide Elective / Minor Requirement	3
5th Semester Courses	Credit Hours	6th Semester Courses	Credit Hours
Total Semester Credit Hours	15	Total Semester Credit Hours	15
GAME 330 Advanced 3D for Games	3	Major Elective- Select One Major Elective Course	3
Major Elective- Select One Major Elective Course	3	GAME 436 Advanced 3D Digital Sculpting	3
Columbia Core / LAS Requirement	3	Columbia Core / LAS Requirement	3
Columbia Core / LAS Requirement	3	Columbia Core / Columbia Experience	3
College-Wide Elective / Minor Requirement	3	College-Wide Elective / Minor Requirement	3
7th Semester Courses	Credit Hours	8th Semester Courses	Credit Hours
Total Semester Credit Hours	15	Total Semester Credit Hours	15
GAME 480 Large Team Game Project*	3	GAME 485 Large Team Game Studio*	6
Columbia Core / LAS Requirement	3	Columbia Core / LAS Requirement	3
College-Wide Elective / Minor Requirement	3	College-Wide Elective / Minor Requirement	3
College-Wide Elective / Minor Requirement	3	College-Wide Elective	3
College-Wide Elective	3		

Notes:

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

The 42 credits required in the Columbia Core include the Essential Liberal Arts and Sciences (33 LAS Credits) and the Columbia Experience (9 credits).

Students are advised to complete their Writing and Rhetoric and Mathematics Requirements by the time they earn 45 credits (or within the first 3 semesters).

Major Electives include courses required to be completed to finish a major, and 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 Columbia Core or Major Requirements/Electives.

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 the Diversity, Equity, and Inclusion Requirement (6 credits) and a minimum of 9 credits at the 200 or higher level in the Columbia Core.

*Students can choose to take Indie Team Game Project 3 times to satisfy the 9 credits of Large Team Project & Studio