

Degree:	Bachelor of Arts	Credits required for degree:	120
Major:	Game Design	Credits required in major:	48
Concentration: Game Development			

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 201 Object Oriented Programming	3
PROG 101 Introduction to Programming	3	GAME 225 Game Engine Scripting	3
ENGL 111 Writing and Rhetoric I (Core/LAS)	3	GAME 236 Game Design I	3
FEXP 1** Columbia Experience (FSE/Core)	3	ENGL 112 Writing and Rhetoric II (Core/LAS)	3
Columbia Core / LAS Requirement (Math)	3	Columbia Core / LAS Requirement	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	INMD 102 Fundamentals of Interaction	3
GAME 336 Game Design II	3	GAME 220 Simulation and Serious Games	3
GAME 345 Advanced Game Scripting	3	INMD 240 Story Development for Interactive Media	3
Columbia Core / LAS Requirement	3	Columbia Core / LAS Requirement	3
College-Wide Elective / Minor Requirement	3	Columbia Core / Columbia Experience	3
5th Semester Courses	Credit Hours	6th Semester Courses	Credit Hours
Total Semester Credit Hours	15	Total Semester Credit Hours	15
GAME 470 Indie Team Game Project	3	GAME 370 Studio Collaboration	3
Columbia Core / LAS Requirement	3	Columbia Core / Columbia Experience	3
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
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	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.