

<b>Degree:</b>	<b>Bachelor of Science</b>	<b>Credits required for degree:</b>	<b>128</b>
<b>Major:</b>	<b>Programming</b>	<b>Credits required in major:</b>	<b>72</b>
<b>Concentration:</b>	<b>Game Programming</b>		

1st Semester Courses	Credit Hours	2nd Semester Courses	Credit Hours
<b>Total Semester Credit Hours</b>	<b>16</b>	<b>Total Semester Credit Hours</b>	<b>16</b>
PROG 101 Introduction to Programming	3	INMD 102 Fundamentals of Interaction	3
GAME 110 Introduction to Game Development	3	PROG 103 Computer Architecture	3
ENGL 111 Writing and Rhetoric I (Core/LAS)	3	PROG 201 Object Oriented Programming I	3
CCCX 1** Columbia Experience (FSE/Core)	3	MATH 210 College Algebra	3
Columbia Core / LAS Requirement (Math)	3	ENGL 112 Writing and Rhetoric II (Core/LAS)	3
College-Wide Elective	1	College-Wide Elective	1
3rd Semester Courses	Credit Hours	4th Semester Courses	Credit Hours
<b>Total Semester Credit Hours</b>	<b>16</b>	<b>Total Semester Credit Hours</b>	<b>16</b>
MATH 215 Precalculus	3	MATH 220 Calculus I	4
PHYS 220 Fundamentals of Physics I	3	PROG 301 Object Oriented Programming II	3
PROG 220 C++ Programming I	3	PROG 310 Game Programming I	3
Columbia Core / LAS Requirement	3	Columbia Core / LAS Requirement	3
Columbia Core / LAS Requirement	3	Columbia Core / Columbia Experience	3
College-Wide Elective	1		
5th Semester Courses	Credit Hours	6th Semester Courses	Credit Hours
<b>Total Semester Credit Hours</b>	<b>16</b>	<b>Total Semester Credit Hours</b>	<b>16</b>
MATH 221 Calculus II (OR Intro to Statistics)	4	PROG 350 Game AI Programming	3
PROG 420 C++ Programming II	3	PROG 410 Game Programming II	3
PROG 366 Algorithms	3	Major Elective - Select Advanced Math course	4
PROG 450 (Section A, B, or C) Code Sprint	1	Columbia Core / LAS Requirement	3
Columbia Core / LAS Requirement	3	Columbia Core / Columbia Experience	3
College-Wide Elective	2		
7th Semester Courses	Credit Hours	8th Semester Courses	Credit Hours
<b>Total Semester Credit Hours</b>	<b>16</b>	<b>Total Semester Credit Hours</b>	<b>16</b>
PROG 340 Graphics Application Programming	3	GAME 485 Large Team Game Studio*	6
GAME 480 Large Team Game Project*	3	Major Elective - Select Advanced Math course	4
PROG 450 (Section A, B, or C) Code Sprint	1	Columbia Core / LAS Requirement	3
Columbia Core / LAS Requirement	3	College-Wide Elective	3
Columbia Core / LAS Requirement	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**