

Degree:	Bachelor of Arts	Credits required for degree:	120
Major:	Game Design	Credits required in major:	49
Concentration:	Game Sound	Estimated semesters to complete this degree plan:	8

1st Semester Courses (Typically the Fall Semester)	Credit Hours	2nd Semester Courses (Typically the Spring Semester)	Credit Hours
Total Semester Credit Hours	15	Total Semester Credit Hours	15
PROG 101 Introduction to Programming	3	GAME 140 Sound for Interaction	3
GAME 110 Introduction to Game Development	3	PROG 201 Object Oriented Programming	3
Columbia Core Requirement (Math)	3	GAME 225 Game Engine Scripting	3
ENGL 111 Writing and Rhetoric I (Core)	3	ENGL 112 Writing and Rhetoric II (Core)	3
CCCX 1** First Semester Experience (Core)	3	Columbia Core Requirement	3
3rd Semester Courses (Typically the Fall Semester)	Credit Hours	4th Semester Courses (Typically the Spring Semester)	Credit Hours
Total Semester Credit Hours	15	Total Semester Credit Hours	15
GAME 105 Game Culture	3	INMD 102 Fundamentals of Interaction	3
AUDI 121 Fundamentals of Audio Production	3	GAME 235 Sound and Music for Interactive Visual Media	3
CCCX 2** Creative Communities (Core)	3	Columbia Core Requirement	3
Columbia Core Requirement	3	College-Wide Elective	3
College-Wide Elective	3	College-Wide Elective	3
5th Semester Courses (Typically the Fall Semester)	Credit Hours	6th Semester Courses (Typically the Spring Semester)	Credit Hours
Total Semester Credit Hours	15	Total Semester Credit Hours	15
GAME 470 Indie Team Game Project	3	INMD 240 Story Development for Interactive Media	3
Columbia Core Requirement	3	GAME 240 Sound Design for Games I	3
Columbia Core Requirement	3	CCCX 3** Innovation and Impact (Core)	3
College-Wide Elective	3	Columbia Core Requirement	3
College-Wide Elective	3	College-Wide Elective	3
7th Semester Courses (Typically the Fall Semester)	Credit Hours	8th Semester Courses (Typically the Spring Semester)	Credit Hours
Total Semester Credit Hours	15	Total Semester Credit Hours	15
GAME 340 Sound Design for Games II	3	GAME 440 Game Audio Studio	1
GAME 480 Game Studio I (Fall Only)	3	GAME 485 Game Studio II (Spring Only)	6
Columbia Core Requirement	3	Columbia Core Requirement	3
College-Wide Elective	3	College-Wide Elective	3
College-Wide Elective	3	College-Wide Elective	2

Notes on the Four-Year Student Degree Plan:

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

Essential LAS Core Requirements include English, Mathematics, Sciences, Literature, Humanities, History, and Social Sciences. **Columbia Experience Core Requirements** include First-Semester Experience, Creative Communities, and Innovation and Impact courses.

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.

All degree-seeking undergraduate students are required to complete 6 credits of **Diversity, Equity, and Inclusion (DEI)** coursework. All degree-seeking undergraduate students are required to complete 9 credits of **advanced (200 or higher level)** coursework in the Columbia Core.

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 semester, but the cost of tuition is the same for 12-16 attempted credits. Students are encouraged to attempt 15-16 credits each semester for financial reasons and to complete their degree (120-128 minimum credits) in a timely fashion.

Degree:	Bachelor of Arts	Credits required for degree:	120
Major:	Game Design	Credits required in major:	49
Concentration:	Game Sound	Estimated semesters to complete this degree plan:	4

1st Semester Courses (Typically the Fall Semester)	Credit Hours	2nd Semester Courses (Typically the Spring Semester)	Credit Hours
Total Semester Credit Hours	15	Total Semester Credit Hours	15
PROG 101 Introduction to Programming	3	PROG 201 Object Oriented Programming	3
INMD 102 Fundamentals of Interaction	3	GAME 225 Game Engine Scripting	3
GAME 105 Game Culture	3	GAME 235 Sound and Music for Interactive Visual Media	3
GAME 110 Introduction to Game Development	3	GAME 240 Sound Design for Games I	3
GAME 140 Sound for Interaction	3	College-Wide Elective	3
3rd Semester Courses (Typically the Fall Semester)	Credit Hours	4th Semester Courses (Typically the Spring Semester)	Credit Hours
Total Semester Credit Hours	15	Total Semester Credit Hours	15
AUDI 121 Fundamentals of Audio Production	3	INMD 240 Story Development for Interactive Media	3
GAME 340 Sound Design for Games II	3	GAME 440 Game Audio Studio	1
GAME 470 Indie Team Game Project	3	GAME 485 Game Studio II (Spring Only)	6
GAME 480 Game Studio I (Fall Only)	3	CCCX 3** Innovation and Impact (Core)	3
College-Wide Elective	3	College-Wide Elective	2

Notes on the Transfer Student Degree Plan:

This degree plan assumes a student is starting at Columbia with a **minimum of 60 credits in transfer** and the completion of the Essential LAS Core Requirements. **This degree plan is a suggested sequence only.** Students should consult with their Academic Advisors and Academic Departments to develop their unique individual plans.

Essential LAS Core Requirements include English, Mathematics, Sciences, Literature, Humanities, History, and Social Sciences. **Columbia Experience Core Requirements** include First-Semester Experience, Creative Communities, and Innovation and Impact courses.

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.

All degree-seeking undergraduate students are required to complete 6 credits of **Diversity, Equity, and Inclusion (DEI)** coursework. All degree-seeking undergraduate students are required to complete 9 credits of **advanced (200 or higher level)** coursework in the Columbia Core.

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 semester, but the cost of tuition is the same for 12-16 attempted credits. Students are encouraged to attempt 15-16 credits each semester for financial reasons and to complete their degree (120-128 minimum credits) in a timely fashion.