

|                       |                         |  |            |
|-----------------------|-------------------------|--|------------|
| <b>Degree:</b>        | <b>Bachelor of Arts</b> | <b>Credits required for degree:</b>                      | <b>120</b> |
| <b>Major:</b>         | <b>Programming</b>      | <b>Credits required in major:</b>                        | <b>50</b>  |
| <b>Concentration:</b> | <b>Game Programming</b> | <b>Estimated semesters to complete this degree plan:</b> | <b>8</b>   |

| 1st Semester Courses (Typically the Fall Semester) | Credit Hours | 2nd Semester Courses (Typically the Spring Semester) | Credit Hours |
|--|--------------|--|--------------|
| <b>Total Semester Credit Hours</b>                 | <b>15</b>    | <b>Total Semester Credit Hours</b>                   | <b>15</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            |
| Columbia Core Requirement (Math)                   | 3            | PROG 201 Object Oriented Programming                 | 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 |
| <b>Total Semester Credit Hours</b>                 | <b>15</b>    | <b>Total Semester Credit Hours</b>                   | <b>15</b>    |
| PROG 220 C++ Programming I                         | 3            | PROG 301 Object Oriented Programming II              | 3            |
| CCCX 2** Creative Communities (Core)               | 3            | PROG 310 Game Programming I                          | 3            |
| Columbia Core Requirement                          | 3            | Columbia Core Requirement                            | 3            |
| College-Wide Elective                              | 3            | Columbia Core Requirement                            | 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 |
| <b>Total Semester Credit Hours</b>                 | <b>16</b>    | <b>Total Semester Credit Hours</b>                   | <b>15</b>    |
| PROG 366 Algorithms                                | 3            | PROG 410 Game Programming II                         | 3            |
| PROG 420 C++ Programming II                        | 3            | PROG 449 AI Programming                              | 3            |
| PROG 450 (Section A, B, or C) Code Sprint          | 1            | CCCX 3** Innovation and Impact (Core)                | 3            |
| Columbia Core Requirement                          | 3            | Columbia Core Requirement                            | 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 |
| <b>Total Semester Credit Hours</b>                 | <b>14</b>    | <b>Total Semester Credit Hours</b>                   | <b>15</b>    |
| PROG 340 Graphics Application Programming          | 3            | GAME 485 Game Studio II (Spring Only)                | 6            |
| PROG 450 (Section A, B, or C) Code Sprint          | 1            | College-Wide Elective                                | 3            |
| GAME 480 Game Studio I (Fall Only)                 | 3            | College-Wide Elective                                | 3            |
| Columbia Core Requirement                          | 3            | College-Wide Elective                                | 3            |
| College-Wide Elective                              | 3            |  |              |
| College-Wide Elective                              | 1            |  |              |

**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.

|                       |                         |  |            |
|-----------------------|-------------------------|--|------------|
| <b>Degree:</b>        | <b>Bachelor of Arts</b> | <b>Credits required for degree:</b>                      | <b>120</b> |
| <b>Major:</b>         | <b>Programming</b>      | <b>Credits required in major:</b>                        | <b>50</b>  |
| <b>Concentration:</b> | <b>Game Programming</b> | <b>Estimated semesters to complete this degree plan:</b> | <b>4</b>   |

| 1st Semester Courses (Typically the Fall Semester) | Credit Hours | 2nd Semester Courses (Typically the Spring Semester) | Credit Hours |
|--|--------------|--|--------------|
| <b>Total Semester Credit Hours</b>                 | <b>15</b>    | <b>Total Semester Credit Hours</b>                   | <b>15</b>    |
| PROG 101 Introduction to Programming               | 3            | PROG 103 Computer Architecture                       | 3            |
| INMD 102 Fundamentals of Interaction               | 3            | PROG 201 Object Oriented Programming I               | 3            |
| GAME 110 Introduction to Game Development          | 3            | PROG 220 C++ Programming I                           | 3            |
| College-Wide Elective                              | 3            | GAME 470 Indie Team Game Project                     | 3            |
| College-Wide Elective                              | 3            | CCCX 3** Innovation and Impact (Core)                | 3            |
| 3rd Semester Courses (Typically the Fall Semester) | Credit Hours | 4th Semester Courses (Typically the Spring Semester) | Credit Hours |
| <b>Total Semester Credit Hours</b>                 | <b>16</b>    | <b>Total Semester Credit Hours</b>                   | <b>14</b>    |
| PROG 310 Game Programming I                        | 3            | PROG 301 Object Oriented Programming II              | 3            |
| PROG 340 Graphics Application Programming          | 3            | PROG 410 Game Programming II                         | 3            |
| PROG 366 Algorithms                                | 3            | PROG 449 AI Programming                              | 3            |
| PROG 420 C++ Programming II                        | 3            | PROG 450 (Section A, B, or C) Code Sprint            | 1            |
| PROG 450 (Section A, B, or C) Code Sprint          | 1            | GAME 470 Indie Team Game Project                     | 3            |
| GAME 470 Indie Team Game Project                   | 3            | College-Wide Elective                                | 1            |

**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.