

<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>	<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>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
Columbia Core Requirement (Math)	3	PROG 201 Object Oriented Programming I	3
ENGL 111 Writing and Rhetoric I (Core)	3	MATH 210 College Algebra	3
CCCX 1** First Semester Experience (Core)	3	ENGL 112 Writing and Rhetoric II (Core)	3
College-Wide Elective	1	College-Wide Elective	1
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>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
CCCX 2** Creative Communities (Core)	3	Columbia Core Requirement	3
Columbia Core Requirement	3	Columbia Core Requirement	3
College-Wide Elective	1		
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>16</b>
MATH 221 Calculus II	4	PROG 410 Game Programming II	3
or MATH 205 Introduction to Statistics	*	PROG 449 AI Programming	3
PROG 366 Algorithms	3	Major Elective - Select Advanced Math Course	4
PROG 420 C++ Programming II	3	CCCX 3** Innovation and Impact (Core)	3
PROG 450 (Section A, B, or C) Code Sprint	1	Columbia Core Requirement	3
Columbia Core Requirement	3		
College-Wide Elective	2		
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>16</b>	<b>Total Semester Credit Hours</b>	<b>16</b>
PROG 340 Graphics Application Programming	3	Major Elective - Select Advanced Math Course	4
PROG 450 (Section A, B, or C) Code Sprint	1	GAME 485 Game Studio II (Spring Only)	6
GAME 480 Game Studio I (Fall Only)	3	Columbia Core Requirement	3
Columbia Core Requirement	3	College-Wide Elective	3
Columbia Core Requirement	3		
College-Wide Elective	3		

**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 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>	<b>Estimated semesters to complete this degree plan:</b>	<b>6*</b>

\*Work with Academic Advisor and Department to create a plan.

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>12</b>	<b>Total Semester Credit Hours</b>	<b>12</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
MATH 210 College Algebra	3	MATH 215 Precalculus	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>13</b>	<b>Total Semester Credit Hours</b>	<b>10</b>
PHYS 220 Fundamentals of Physics I	3	MATH 221 Calculus II	4
MATH 220 Calculus I	4	or MATH 205 Introduction to Statistics	*
PROG 310 Game Programming I	3	PROG 301 Object Oriented Programming II	3
PROG 366 Algorithms	3	CCCX 3** Innovation and Impact (Core)	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>15</b>	<b>Total Semester Credit Hours</b>	<b>16</b>
Major Elective - Select Advanced Math Course	4	Major Elective - Select Advanced Math Course	4
PROG 340 Graphics Application Programming	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	GAME 485 Game Studio II (Spring Only)	6
PROG 450 (Section A, B, or C) Code Sprint	1		
GAME 480 Game Studio I (Fall Only)	3		

**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.