

Degree:	Bachelor of Arts	Credits required for degree:	120
Major:	Programming	Credits required in major:	50
Concentration:	Game Programming	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 Programming I	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 Programming II	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
PROG 220 C++ Programming I	3	PROG 420 C++ Programming II	3
PROG 301 Programming III	3	Columbia Core Requirement	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	16	Total Semester Credit Hours	15
PROG 366 Algorithms	3	PROG 410 Game Programming II	3
PROG 310 Game Programming I	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
Total Semester Credit Hours	14	Total Semester Credit Hours	15
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.

Degree:	Bachelor of Arts	Credits required for degree:	120
Major:	Programming	Credits required in major:	50
Concentration:	Game Programming	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 Programming I	3	PROG 103 Computer Architecture	3
INMD 102 Fundamentals of Interaction	3	PROG 201 Programming II	3
GAME 110 Introduction to Game Development	3	PROG 220 C++ Programming I	3
College-Wide Elective	3	GAME 370 Studio Collaboration	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
Total Semester Credit Hours	16	Total Semester Credit Hours	14
PROG 301 Programming III	3	GAME 370 Studio Collaboration	3
PROG 310 Game Programming I	3	PROG 410 Game Programming II	3
PROG 340 Graphics Application Programming	3	PROG 420 C++ Programming II	3
PROG 366 Algorithms	3	PROG 449 AI Programming	3
GAME 370 Studio Collaboration	3	PROG 450 (Section A, B or C) Code Spring	1
PROG 450 (Section A, B, or C) Code Sprint	1	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.