Columbia
COLLEGE CHICAGO

FOUR-YEAR STUDENT DEGREE PLAN
2021-2022 ACADEMIC YEAR

Degree:	Bachelor of Science	Credits required for degree:	128
Major:	Programming	Credits required in major:	72
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	**16**	**Total Semester Credit Hours**	**16**
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	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
Total Semester Credit Hours	**16**	**Total Semester Credit Hours**	**16**
MATH 215 Precalculus	3	MATH 220 Calculus I	4
PHYS 220 Fundamentals of Physics I	3	PROG 420 C++ Programming II	3
PROG 220 C++ Programming I	3	CCCX 2** Creative Communities (Core)	3
PROG 301 Programming III	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
Total Semester Credit Hours	**16**	**Total Semester Credit Hours**	**16**
MATH 221 Calculus II	4	PROG 410 Game Programming II	3
or MATH 205 Introduction to Statistics	*	PROG 449 AI Programming	3
PROG 310 Game Programming I	3	Major Elective - Select Advanced Math Course	4
PROG 366 Algorithms	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
Total Semester Credit Hours	**16**	**Total Semester Credit Hours**	**16**
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.

Columbia
COLLEGE CHICAGO

TRANSFER STUDENT DEGREE PLAN
2021-2022 ACADEMIC YEAR

Degree:	Bachelor of Science	Credits required for degree:	128
Major:	Programming	Credits required in major:	72
Concentration:	Game Programming	Estimated semesters to complete this degree plan:	6*

*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
Total Semester Credit Hours	**12**	**Total Semester Credit Hours**	**12**
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
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
Total Semester Credit Hours	**16**	**Total Semester Credit Hours**	**13**
PHYS 220 Fundamentals of Physics I	3	MATH 221 Calculus II	4
MATH 220 Calculus I	4	or MATH 205 Introduction to Statistics	*
PROG 301 Programming III	3	PROG 410 Game Programming II	3
PROG 310 Game Programming I	3	PROG 420 C++ 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
Total Semester Credit Hours	**11**	**Total Semester Credit Hours**	**14**
Major Elective - Select Advanced Math Course	4	Major Elective - Select Advanced Math Course	4
PROG 340 Graphics Application Programming	3	PROG 449 AI Programming	3
PROG 450 (Section A, B, or C) Code Sprint	1	PROG 450 (Section A, B or C) Sprint Code	1
GAME 480 Game Studio I (Fall Only)	3	GAME 485 Game Studio II (Spring Only)	6

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.