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|-----------------------|-------------------------|--|------------|
| Degree: | Bachelor of Arts | Credits required for degree: | 120 |
| Major: | Immersive Media | Credits required in major: | 48 |
| Concentration: | | 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 | GAME 110 Introduction to Game Development | 3 |
| INMD 130 Immersive Environments I | 3 | INMD 110 Interactive Culture | 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 |
| Columbia Core Requirement (Math) | 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 |
| PROG 201 Programming II | 3 | INMD 210 Interface Design I | 3 |
| GAME 225 Game Engine Scripting | 3 | INMD 235 Immersive Environments II | 3 |
| CCCX 2** Creative Communities (Core) | 3 | GAME 345 Advanced Game Scripting and Environments | 3 |
| Columbia Core Requirement | 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 |
| Total Semester Credit Hours | 15 | Total Semester Credit Hours | 15 |
| INMD 315 Experience Design | 3 | INMD 240 Story Development for Interactive Media | 3 |
| PROG 366 Algorithms | 3 | PROG 449 AI Programming | 3 |
| Columbia Core Requirement | 3 | CCCX 3** Innovation and Impact (Core) | 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 | 15 | Total Semester Credit Hours | 15 |
| INMD 370 Studio Collaboration | 3 | INMD 441 Immersive Environments IV | 3 |
| INMD 440 Immersive Environments III | 3 | Columbia Core Requirement | 3 |
| Columbia Core Requirement | 3 | College-Wide Elective | 3 |
| College-Wide Elective | 3 | College-Wide Elective | 3 |
| College-Wide Elective | 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 12-18 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.



TRANSFER STUDENT DEGREE PLAN
2022-2023 ACADEMIC YEAR

| | | | |
|-----------------------|-------------------------|--|------------|
| Degree: | Bachelor of Arts | Credits required for degree: | 120 |
| Major: | Immersive Media | Credits required in major: | 48 |
| Concentration: | | 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 201 Programming II | 3 |
| GAME 110 Introduction to Game Development | 3 | INMD 210 Interface Design I | 3 |
| INMD 110 Interactive Culture | 3 | INMD 235 Immersive Environments II | 3 |
| INMD 130 Immersive Environments I | 3 | INMD 240 Story Development for Interactive Media | 3 |
| GAME 225 Game Engine Scripting | 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 |
| INMD 315 Experience Design | 3 | INMD 441 Immersive Environments IV | 3 |
| GAME 345 Advanced Game Scripting and Environments | 3 | PROG 449 AI Programming | 3 |
| PROG 366 Algorithms | 3 | CCCX 3** Innovation and Impact (Core) | 3 |
| INMD 370 Studio Collaboration | 3 | College-Wide Elective | 3 |
| INMD 440 Immersive Environments III | 3 | College-Wide Elective | 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 12-18 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.