

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
Columbia Core Requirement (CCCX)	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
Columbia Core Requirement (CCCX)	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	Columbia Core Requirement (CCCX)	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.

Columbia Core Requirements include English, Mathematics, Sciences, Literature, Humanities, History, Social Sciences and Columbia Experience classes. Students should review their individual Degree Audits for their specific requirements.

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.

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	Columbia Core Requirement (CCCX)	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.

Columbia Core Requirements include English, Mathematics, Sciences, Literature, Humanities, History, Social Sciences and Columbia Experience classes. Students should review their individual Degree Audits for their specific requirements.

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.