Columbia
COLLEGE CHICAGO

FOUR-YEAR STUDENT DEGREE PLAN
2023-2024 ACADEMIC YEAR

Degree: Bachelor of Arts	**Credits required for degree:** 120
Major: Game Art	**Credits required in major:** 54
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**
GAME 110 Introduction to Game Development	3	INMD 102 Fundamentals of Interaction	3
INMD 120 Digital Image Design	3	GAME 205 2D Art for Games	3
ANIM 150 Computer Animation: Keyframing I	3	GAME 210 2D Motion for Games	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 (Math)	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**
GAME 105 Game Culture	3	PROG 101 Programming I	3
GAME 201 Computer Animation: Modeling	3	GAME 215 Character Visualization for Games	3
Columbia Core Requirement (CCCX)	3	Columbia Core Requirement	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**
GAME 330 Advanced 3D for Games	3	GAME 436 Advanced 3D Digital Sculpting	3
GAME 337 3D Digital Sculpting	3	Major Elective- Select One Major Elective Course	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**
GAME 480 Game Studio I (Fall Only)	3	GAME 485 Game Studio II (Spring Only)	6
Major Elective- Select One Major Elective Course	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		

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.

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Degree:	Bachelor of Arts	Credits required for degree:	120
Major:	Game Art	Credits required in major:	54
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	GAME 105 Game Culture	3
INMD 102 Fundamentals of Interaction	3	GAME 201 Computer Animation: Modeling	3
GAME 110 Introduction to Game Development	3	GAME 205 2D Art for Games	3
INMD 120 Digital Image Design	3	GAME 210 2D Motion for Games	3
ANIM 150 Computer Animation: Keyframing I	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
GAME 215 Character Visualization for Games	3	GAME 436 Advanced 3D Digital Sculpting	3
GAME 330 Advanced 3D for Games	3	GAME 485 Game Studio II (Spring Only)	6
GAME 337 3D Digital Sculpting	3	Major Elective- Select One Major Elective Course	3
GAME 480 Game Studio I (Fall Only)	3	Columbia Core Requirement (CCCX)	3
Major Elective- Select One Major Elective Course	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.